



***ONLINE MULTIPLAYER EDUCATIONAL GAMES IN
ENGLISH SPEAKING FLUENCY FOR ENGLISH
DEPARTMENT STUDENTS***

Skripsi

Disusun untuk Memenuhi Sebagian Persyaratan dalam Memperoleh
Gelar Sarjana Pendidikan (S.Pd.)

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FACULTY OF EDUCATIONAL SCIENCES
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**UNIVERSITAS MUHAMMADIYAH JAKARTA
FAKULTAS ILMU PENDIDIKAN
PROGRAM STUDI PENDIDIKAN BAHASA INGGRIS**

Skripsi Maret 2022

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SPEAKING FLUENCY FOR ENGLISH DEPARTMENT STUDENTS***

xi + 101 pages, 7 table, 3 appendices

ABSTRACT

In this globalization era learning English speaking can be done anywhere. Students usually learn English speaking in class, but the lack of environment to practice it in daily basis and relaxing become problems for students to learn it. Online Multiplayer Educational Games has been part of students these days. The development of games it self has been globally spread, and it bring about the use of English as global communication tool for students to speak inside the game. This study was conducted to explore the use of two online multiplayer educational games named ML:BB and Dota 2 that been played by students of English Department in University of Muhamadiyah Jakarta to provide a relaxing and more fun environment for students to practice English speaking fluency. This study used qualitative approach providing descriptive text and using interview to gain more thorough data based on students experience. The findings are ML:BB can be used to practice speaking while Dota 2 is rather not recommend, it can be concluded that online multiplayer educational games can provide the necessary environment for students to practice English speaking fluency. The researcher have high hopes that this research will benefit for teacher, students and further researcher.

Keyword: Online games, Speaking, English

References 44 (2010-2021)

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xi + 101 halaman, 7 tabel, 3 lampiran

ABSTRACT

Di era globalisasi ini pembelajaran berbicara bahasa Inggris dapat dilakukan dimana saja. Siswa biasanya belajar berbicara bahasa Inggris di kelas, tetapi kurangnya lingkungan untuk berlatih sehari-hari dan santai menjadi masalah bagi siswa untuk mempelajarinya. Game Edukasi Multiplayer Online telah menjadi bagian dari siswa akhir-akhir ini. Perkembangan game itu sendiri telah menyebar secara global, dan membawa penggunaan bahasa Inggris sebagai alat komunikasi global bagi siswa untuk berbicara di dalam game. Penelitian ini dilakukan untuk mengeksplorasi penggunaan dua game edukasi multiplayer online bernama ML:BB dan Dota 2 yang dimainkan oleh mahasiswa Jurusan Bahasa Inggris di Universitas Muhammadiyah Jakarta untuk memberikan lingkungan yang santai dan lebih menyenangkan bagi mahasiswa untuk melatih kelancaran berbicara bahasa Inggris. Penelitian ini menggunakan pendekatan kualitatif dengan menyediakan teks deskriptif dan menggunakan wawancara untuk memperoleh data yang lebih mendalam berdasarkan pengalaman siswa. Temuannya adalah ML:BB dapat digunakan untuk berlatih berbicara sedangkan Dota 2 agak tidak direkomendasikan, dapat disimpulkan bahwa game edukasi multipemain online dapat menyediakan lingkungan yang diperlukan bagi siswa untuk melatih kefasihan berbicara bahasa Inggris. Peneliti sangat berharap penelitian ini dapat bermanfaat bagi guru, siswa dan peneliti selanjutnya.

Kata kunci: Game Online, Berbicara, Bahasa Inggris

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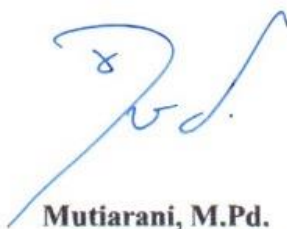


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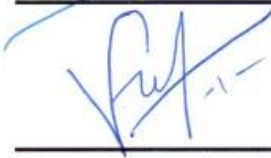


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DEDICATION

I dedicate this thesis to my parents, beloved soulmate, and friends who helps lot in the making of this thesis.

MOTTO

Live life to the fullest

ACKNOWLEDGEMENTS

In the name of Allah, the most gracious, the most merciful.

All praise to Allah, The Lord of human and this universe, for always giving blessings, strength, determination and hope to me to finish this thesis proposal entitled Online Multiplayer Educational Games in English Speaking Fluency for English Department Students. Also, sholawat and salam recited for prophet Muhammad SAW, who guide people from darkness into the light.

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I hope this research can assist all the reader who read it, and I hope it will be finished on time with no rush, but still im hoping that this research will be finalize with the best result.

Depok, Maret 2022

Sulthan Caraka Adipradana

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CHAPTER I

INTRODUCTION

A. Background Of Study

Language is a tool for human to communicate with each other. And communication is a core aspect for every being in this planet, as mentioned by Carl (2011: 1) Communication is the transfer of information from one organism to another, it's the central core of the lives of nearly every species. Human itself has a ton of language that they used, based on Ethnologue (2022) there are 7,151 languages in the world but unfortunately 40% of them are endangered, meanwhile only 23 languages are account for more than half of the world population.

With that many languages at its disposal's human find it hard to communicate with other human, especially from another region, and all of those language will become a language barrier. Buarqoub (2019: 68) stated language barriers are semantic problems that arise during the process of encoding and/ ordecoding the message into words and ideas, respectively. They are one of the main barriers that limit effective communication. Because of that limitation, human need a bridge, a language that will provide as a global communication tool for every human to speak effectively. And that where English as a global language came in.

English language is known to be an international language, it helps people get in touch and communicate with one another. English itself has been spoken in many countries because most of them make English as their secondary language. As stated by Moulin & Campos (2017: 34) There has no reason to believe that any other language will appear within the next 50 years to replace English as a global “Lingua Franca”. The position of English has arisen from a particular history that no other language can, in the 21st century. While mastering English has become a necessities as a student, without a proper knowledge and determination, learning English can be challenging. To master English students, need a basic competence of English, especially the four skills that are needed to learn English.

Speaking, listening, reading, and writing. These four skills are necessary to help students learn and comprehend English language. And also, Sharma (2020: 35) stated that the four foundational language skills listening, speaking, reading and writing never are independent zones but all the four together, holistically describes language learning as a discipline. So, learning these four skills are crucial to master English language, because they connected to eachother, when students learn speaking skills, they also learn how to listen to other, and while learning writing students also learn how to read, so these four skills are essential to acquire the highest potential of English language,

especially speaking as one of the foundations for people around the world to communicate.

Speaking as we know is one of the foundation of skills that need to be mastered in order to learn English language. We use this skill to communicate and express our thoughts and feelings. This skill usually become a standard on whether someone is good at the language, as Kurum (2016: 2) stated that when we talk of a person who knows a language, we usually tend to mean that that person is able to produce meaningful sentences in that language; in other words (s)he can speak that language. Furthermore, in order to learn this skill students, need to learn the elements in speaking skill, it consists of vocabulary and, grammar pronunciation, and fluency.

Vocabulary itself are known as the ability to know word, in order to master it first student the right words to speak, if students lack the knowledge of words, they will having a hard time try to speak, and eventually they can't hold a conversation longer with other. Grammar is commonly known as an ability to structure words into sentence, while usually used in written words and sentences, grammar can provide help to convey the words we spoke to be more understandable to the listener. Pronunciation is one of ability to pronounce words correctly, the mastery of pronunciation is important for students to convey an accurate information, if students can't properly pronounce the word, it can manifest a confusion to the listener on what the speaker wanted to

say, so it is crucial to learn the correct way of pronouncing words. And the last one is fluency, this ability usually develops while learning other skills, because it is the ability to speak smoothly or fluently, and understanding the words straight away, so if students have the mastery of other ability the fluency of speaking in English will develop much further. That is why these four elements are needed to help students mastering speaking.

But these days, for students in Indonesia learning speaking skill can be challenging, because most school only focuses on grammar learning instead of speaking while speech is the basic of human communication. Robinson & Seimon (2020: 1) However, when students speak English, they faced problems because they do not practice speaking English outside the classroom. They use their mother tongue in English classes, and they lacked motivation to speak English. This phenomenon itself is contradict as the major goal of teaching English is for students to improve their ability in using English accurately and effectively in communication with others. And while learning speaking students tend to lack motivation and opportunity to speak daily and generally speaking, most EFL students are afraid of speaking English in public. Robinson & Seimon (2020: 1). The reasons are using their mother tongue, large classes, and lack of time. Most EFL students were found to have a poor command of speaking ability, because students have low self-confidence. So, in order to help most students to develop

their speaking ability, they need a profound new way, the advance of technology can surely help them overcoming this obstacle.

The advancement of technologies around the globe should be used to provide a new way for students to learn speaking English effectively. Exploring a wide variety of technologies and media that can be used for students is necessary to find an alternate way to help students enhance their ability to speak fluently. But while most problem of speaking is the lack of environment for students to speak, and also the lack of motivation and courage from the students in the classroom can be an obstacle for teachers to provide. Lindbald (2011: 4) mentioned that students are encouraged to practice their speaking skills in the classroom, but they are unwilling to do so, claiming that it feels awkward to speak English to their friends. So, it is beneficial to use the modern technologies to provide students with the environment and atmosphere to learn speaking English.

As stated in holly quran:

يُؤْمِنُونَ لِقَوْمٍ وَّرَحْمَةً هُدًى عِلْمٍ عَلَىٰ فَصْلَانَهُ بِكِتَابٍ جُنُودُهُمْ وَوَقَدْ

It means: verily We have brought them {humanity} a scripture which We expound with knowledge" (QS. Al A'raaf [7]: 52). It implies that all of the god blessings that we've been bestowed upon should be used to learn knowledge and be grateful towards learning new things, and also so that we use them as a tool to be more helpful to others, and so the

alternative way should provide a more relaxing and leisure way for students to have the courage to speak.

A good environment and atmosphere for speaking English can be difficult to find, especially in countries that don't use English as their second language like Indonesia. As mentioned above while the major goal of learning English is to speak fluently in that language, but students still find it difficult to do it, because they lack the time and place to speak the language, while they only learn English at school, but outside the class they go back using Indonesia language to communicate. So, in order to effectively learn speaking English and also giving students the opportunity to speak it they need a proper environment and atmosphere. And that can be found in online multiplayer educational games.

Online multiplayer educational games provide a vast feature for students to develops their English-speaking ability. In these era, online multiplayer games or online games has been advancing throughout the years, many students play it to relieve stress or even to just kill times, online gaming itself has become a massive global phenomenon with a 217 million online gamers worldwide. Scott & Armstrong, (2013: 2). It means that online games become one of the biggest parts where human social interactions is applied, and also it has effects on students where they interact online with others in game giving them a much more relaxing environment and a fun experience to enjoy.

To have a good communication students will need a lot more English environment, because another way to fast learn English speaking is forcing someone into the English environment, when in crisis human learn significantly faster, human is a social creature they need communication to survive, and language is their tool to communicate, these days if someone go to other country and didn't know the country language or even basic English they will having a hard time surviving, so they will need to learn the language faster. That is also a phenomenon that happened in online games, it creates an environment where students as a player are force to speak English to communicate in order to survive, to win the match, or to complete their goal. A good speaking and fluent English are needed so that miscommunication can be avoided. Online games can be a tool for students to learn speaking English in a fun way, it helps students to polish their speaking fluency, overcome their fear and lacks motivation, they can freely talk with foreigner in game regularly and make learning more enjoyable.

The gap between students needs of English environment and lack of practical environment for them to make them more motivated and braver to polish their English-speaking ability more frequently is urgently needed. Based on the statement above the researcher intrigue to do research entitled "*Online Multiplayer Educational Games in English Speaking Fluency for English Department Students*". With the

aim of knowing the effectiveness of online multiplayer educational games on improving students speaking fluency in English department students University of Muhammadiyah Jakarta.

B. Focus of the Problem

The focus of this research is to analyze online multiplayer educational games to why and how it can be a new environment to be used by students at English Department University of Muhammadiyah Jakarta, especially to improve their fluency in English speaking from their experience while gaming, and interaction with other player from the same or different countries.

C. Limitation of the Problem

The limit of this research is only to analyze on how and why online multiplayer educational games can be a new environment for practicing English speaking in English department students University of Muhammadiyah Jakarta who plays online multiplayer educational games, and their experience in speaking with other players using English.

D. Objective of the Study

The objective is to analyze why and how online multiplayer educational games can help students of English department students of

muhammadiyah Jakarta to find a better environment for them to improve their fluency in English speaking.

E. Significance of the Study

Theoretically

The result of this study will be valuable as a supporting teaching material for speaking especially in fluency. This study also gives a new alternative way to enhance speaking method using game to provide a more relaxing way for students to communicate, and this study also will enrich the English-speaking method for teachers, students, or other researchers.

Practically

The results of this study are hoped to help contribute to the world of education, and benefit for the teachers, students, and further researchers, regarding to develop a more unique way to learn English speaking fluency. For the teacher it will give them a better insight and knowledge in using online multiplayer games to help students master their fluency in English. For the students it helps to provide more input to use online multiplayer games for developing a better speaking and fluency in English. For further researcher it aids them for reference to research further topic.

CHAPTER II

LITERATURE REVIEW

A. The Review of The Theories

Theories that about to be review in this chapter are those which assist the foundation of problem and statements in chapter I. The review covered three main aspects. The first aspect is about speaking skill starting from the definition until elements of speaking skill in English. The next or the second aspect is about the problem and matters to be fluent in speaking English. And the third aspect is about online multiplayer educational games as an environment to improve fluency in speaking English for English department college students.

1. Speaking Skill

a. The Definition

Speaking is one of the basic of English together with reading, listening, and writing. Sharma (2020: 35) point out that the four foundational language skills listening, speaking, reading, and writing never are independent zones but all the four together, describes language learning as a discipline. So, learning these four skills are crucial to master English language, because they connected to eachother. But what makes speaking is the core aspect of learning English language is to fluently communicate using that language, so it became the standard on how good is that person at mastering the

language, as Kurum (2016: 2) stated that when we talk of a person who knows a language, we usually tend to mean that that person is able to produce meaningful sentences in that language; in other words, the speakers can speak that language. It become clear that speaking become one of the criteria to fully mastering English language.

Speaking is considered as one of the main aspects of English Language. As the main or core aspect of English language learning, Mart (2012: 91) defines that Speaking is being capable of speech, expressing or exchanging thoughts through using language. So, speaking has always been a foundation for people to effectively communicate with eachother. On that account, speaking can be concluded as a way for people to communicate and express their thoughts using language.

Moreover, in order to mastering speaking skill students, need to learn the elements of speaking skill, and it consist of vocabulary, grammar, pronunciation, and fluency. Mart (2012: 91) involving the correct use of vocabulary, grammar and pronunciation practised through controlled and guided activities; and, fluency, considered to be 'the ability to keep going when speaking spontaneously'. Therefore, students need to properly learn vocabulary, grammar, pronunciation and fluency in order to maximize their speaking skill potency.

b. Elements Of Speaking

Speaking skill are consist of four essential elements. As implied by Mart (2012: 91) that learning speaking skills need to involve the correct use of four elements, each elements require a proper comprehension but still connected to eachother, these four elements are:

1) Vocabulary

Vocabulary defines as the ability to know a vast knowledge of words, as stated by Alizadeh (2016: 22) he defines that vocabulary as the knowledge of words and word meanings. He also remarks that vocabulary as a list of words arranged in alphabetical order with their definitions. Learning words is essential for students so they can choose the correct words to express and not having a hard time to speak, also to help them hold a longer conversation. Alizadeh (2016: 22) Vocabulary itself contain a lot of various words like:

- a) Noun: one is categorized as nouns are names, animal, places or ideas, or generally things.
- b) Verb: words that used by subject to formulate sentence that indicate action.
- c) Adjectives: these are words that used to explain nouns through indentifying, describing, or measure the words.

d) Adverbs: adverbs are the types that commonly used to describe adjectives, verbs or other adverbs.

Those types of vocabulary must be learned thoroughly, it is essential for students to know a vast knowledge of words to speak, it helps them to choose the words best for the situation, with a lot of words at one disposal its easier to conduct conversation longer and provide more accurate information. But with limited vocabulary, communication can't be maintained longer, or even can cause a miscommunication.

2) Grammar

Grammar is the ability to properly construct words into sentence to help students spoke more understandable to the listener. Also, Eunson (2020: 1.6) stated that Grammar is a system of rules (and exceptions to those rules) that reveals, and structures meaning in language and is made up of two things: syntax and morphology. Syntax is concerned with the pattern or sequence of words in sentences, while morphology, as the name suggests, is concerned with the shape or nature of words. Therefore, grammar is crucial to build a proper word to spoke so that information can be received accurately by listeners.

3) Pronunciation

Pronunciation is the ability to pronounce any words correctly, with a proper pronunciation, students can produce and convey information accurately. Cook as cited in Gilakjani (2016: 2) defined that pronunciation as the production of English sounds. But to convey this pronunciation skill takes time, Understandable pronunciation is one of the basic requirements of learners' competence and it is also one of the most important features of language instruction. Good pronunciation leads to learning while bad pronunciation promotes to great difficulties in language learning Gilakjani (2016: 1). This is why mastering pronunciation is crucial for speaking skill, a lot of bad pronunciation can be a hindrance for students to properly mastering speaking.

4) Fluency

Fluency is the ability to talk smooth and naturally while speaking. The term fluency as referred by Bailey and Bryne as cited in Ho (2018: 15) is defined as the ability to use the language quickly and confidently without too many hesitations or too many unnatural pauses to cause barriers in communication. Also, Shahini and Shahamirian as cited in Ho (2018: 15) stated one of the major characteristics of

communicative competence is fluency. It is indicated that fluency is important for progressing in speaking, and Gorkaltseva et al, as cited in Ho (2018: 15) also mentioned that fluency becomes one of the conditions which ensure the success in communication.

c. Types of Speaking Skills

Other than elements, there are types of speaking skills, these are consisting of way students acquire speaking skills, in addition Bafadal (2020: 34) also said that a type of speaking means that is reflects in the types of language that is used. Speaking skills itself can be observed daily, how to acquire it can be characterized on human basic routine, and one can focus on either information or interaction. Bygate in Bafadal (2020: 34). Also, Brown (2015: 4) speak of six categories speaking skills area and that is as a process of developing and share meaning through the use of oral or verbal form. Those six categories are:

1) Imitative

These type of speaking skill focuses on the practice of pronunciation of words, because its simply the ability to imitate or copy words, sentence or phrase. Students are familiar with these type as in school to learn the basic teacher usually use these types to teach new vocabulary like colours, animals and

etc. and this type can give the chance or opportunity for students to grasp the ability to speak and listen of the words that are being spoken.

2) Intensive

This type of speaking skill performance focuses on practicing some phonologic and grammar of words and sentence. It's aimed to demonstrate students' competence in a strict band of grammatical, lexical, phrase, or phonological relationship. Students usually prompted to produce short activities where they can demonstrate a language linguistic ability at certain level.

The common practice includes speaking aloud paragraph, short dialogue, or information about something, translation where students try to translate words, sentence or paragraph to the class, or even using picture to stimulus for students, the picture designed to be described by the students, the picture can even be composed to a series that tells story, incident, or phenomena that happened recently.

3) Responsive

Responsive type of speaking skill, practice the interaction and test comprehension with little or limited level of

very short conversation, small dialogue to talk with, short and standard greetings, basic or simple request, and short comments. It usually used for teacher and students to engage in a conversation to assess students' ability in that small talk or discussion, and teacher commonly use activity like question and answer where teacher gives students simple question then they can speak the answer and vice versa, or activity where students prompted to give a short instructions or directions for others. Those response that provided by the students usually are very meaningful and sufficient.

4) Transactional

This type of speaking skill is used to gain knowledge or information that are needed by the speakers, so it focuses on obtaining the information rather than the social interaction with others. And it divides into two types, the first types are involved in situations where people or students are focus on giving and obtaining information, participants focus solely on what is said or achieved, like giving and asking directions, a good accuracy are not really necessary as long the information is successfully understood.

The second type is focuses on obtaining things, goods or services, such as ordering food in a restaurant, and

checking in on a hotel. In a classroom students can prompt to practice this type by group activities for example designing posters, or other problem-solving exercise.

5) Interpersonal or Interactive

This type of speaking skill aim is to practice more on maintain the social relationship between the speakers, they conduct speaking not only for the information but also in-depth detail of the discussion, and it usually done interactively with multiple participants, teachers use this type to evaluate students' skill in producing smooth, thorough, detail, and more in-depth one or group of students.

The forms of speaking performance that can apply this type of speaking skill is such as, interview or oral interview, where students can engage in a face-to-face exchange and continue to various of question, in here students can experience a more authentic situation, and also giving students the chance to be part of a meaningful conversation. Next one is role play, in role play students instructed to be someone else and provided with situations that mimic the real world, not only that it also gives students chance to have fun while practice speaking.

6) Extensive

This speaking skill type is based on a more complex and lengthy tasks to do for students, the tasks itself usually in a form of monologues with minimal verbal interactions with others. It is important to perform this type of speaking skill, as students will be left alone to produce clear and coherent speech and students need to prepare the necessities such as good vocabulary, proper pronunciation, and the language function itself that they going to use.

Frequently there are some audiences to listen to the monologues, but there is no dialogue between audience and the present, only the one that presenting speaks during this time. The form of activity includes such as, oral presentation to challenge students provide a clear and precise presentation about some topic, and of course use what they learned in English class, accumulate all into one strong presentation.

Next is oral reports, where students can provide reports about things that they do research to, and present it with a thorough reports about it, another one is retelling story and story telling, students can talks in class about story that happened in the past or even about something else its up to them to formulate a good story using vocabulary and

grammar, and the last one is short speeches, teacher can give students a theme or topic and they can do speech about it.

B. Teaching Speaking in Universities

Speaking itself is a main tool used by language to communicate, and as English is applied by most curriculum in every university and schools, Brown as cited in Hanapi & Tahir (2017: 2) on his book about "Teaching by Principles" wrote a couple of principles for teaching speaking skill, those principles are as follows:

1. Focusing on fluency and accuracy which considering the learning objective.
2. Intrinsically preparing techniques to motivate the students in learning.
3. Authenticating language use in an appropriate context.
4. Providing appropriate feedback and correction.
5. Capitalizing on the natural link between speaking and listening.
6. Giving students opportunities to communicate in learning process as much as possible.
7. Encouraging them to develop their speaking strategy and style.

But when it comes to teaching methods are needed to apply a better practice of learning speaking, some methods are described in Pollard's book as cited in Hanapi & Tahir (2017: 2). Those methods are:

1. Grammar Translation Method

This method focuses on studying written texts and translating them into the students' home language. It also emphasizes on learning grammar than to give attention to the pronunciation and spoken language.

2. Audio-lingual Method

This method derived from of behaviorist paradigm which focuses on providing a stimulus to the students' respond, the correct of student response will be praised in order to strengthen the correct of language use and of course to reinforce discipline in learning.

3. Communicative Approach

This method is based on the theory of language acquisition that pointed out to the language use rather than the study of grammar. It emphasizes on creating situations where the students have more opportunities to say something, just like as children do in their childhood.

4. Presentation, Practice, and Production

This method might be similar to the audio-lingual through the use of pictures and focused learning. It can also be implemented

through presentation and demonstration. The practice involves students using the target language in a controlled way.

5. Task-based Learning

In this method, the lecturer prepares a task for students to do individually or in a group on a subject or a topic that has not been studied yet in the classroom or the topic has been studied previously to strength their comprehension on the topic.

6. Engage-Study-Activate

Engage refers to the getting the students' attention or interest and involving them in learning. The study involves focusing on a language point. It could be grammar, vocabulary, pronunciation or how a written text is organized

7. Lexical Approach

This method derived from the principle that grammar and vocabulary cannot be strictly separated as is often the case in traditional teaching methods. A further notion is that language is made up of lexical items using grammar to support them rather than being made up of grammatical structures incorporating lexis.

C. Problems and Matters in Speaking English Language

In some countries where English is seen as foreign countries training students to be good at communicating using English is not primarily conducted. As uttered by Gorkaltseva et al (2015:141) English in Russia, though being a compulsory subject at universities, was not actually taught for the sake of verbal discourse and fluency in using English was not the primary focused at universities. And most of the students learn it only because it is required by the curriculum, and not because the practical need to learn it as in goal of language learning itself.

English is also important for passing into schools, as it is included as one of the important subjects because Reed, as cited in Ho (2018: 15) revealed that her experiences of teaching English in a middle school and reported that English was a very important subject for very tough entrance exams each year. Most of the teachers at every level of education when training the students focused on vocabulary and grammar instructions, not on how well the students could use the language; hence the students were not interested in learning how to speak and communicate in English. In Indonesia itself many students suffer from the same experience, most school only teach and focus on the use of grammar because of the purpose of examination.

Problem in lack of interest and practical use of speaking English happened to students. These problems also pointed out by Robinson &

Seimon (2020: 1) they stated However, when students speak English, they faced problems because they do not practice speaking English outside the classroom. They use their mother tongue in English classes, and they lacked motivation to speak English. It becomes contradict as the goal in language learning is to be able to speak the language itself and improve the students until they can accurately and effectively build communication using English with others. Not only that, while learning speaking, students tend to lose not only motivation but the opportunity to speak the language.

Other problems such as the different accent for each student and lack of practice. Robinson & Seimon (2020: 1) stated, the reasons are using their mother tongue, large classes, and lack of time. Most EFL students were found to have a poor command of speaking ability, because students have low self-confidence. In addition, Noom-ura (2013: 139) expressed that the students were passive learners; they were shy to speak English with their classmates. They lacked opportunities to use English in their daily life. They lack motivation and responsibilities for their own learning in the unchallenging English classrooms.

While speaking is core aspect in English language, it is a fact that most countries hardly teach students to be fluent in using English language itself, they indulge the learning to be more into writing and

reading. Speaking fluently in English can bring about a lot of rewards, students who obtained good English fluency would be highly evaluated and got high payment by the businesses. However, many students did not pay enough attention to improve their English competence. They did not consider the fluency of English language skills as an essential tool to progress their future career. (Ho, 2018: 16).

Still learning speaking can't be neglected, as stated above it is a major goal in learning language, and while most of the problems is providing them with motivation, time and atmosphere or environment for them to speak daily, Linbald (2011 : 4) also asserted that students are encouraged to practice their speaking skills in the classroom but they are unwilling to do so, claiming that it feels awkward to speak English to their friends. Building speaking atmosphere can be hard especially in a country where English is a foreign language, like in Indonesia, students learn English inside the class but eventually when they outside or the class is over, they get back using the Indonesia language. So, for students to learn speaking English more effectively, they need a good environment, time and place to improve their fluency.

a. Teaching Problems and Matters in Teaching English Language.

Speaking is fundamental in English language learning because speaking is a core ability in language to communicate with others using the English language, but speaking skill is not an easy

skill to be learned or teach, many lecturers still having difficulties in teaching speaking English language, especially in countries that teach English as foreign language. Lecturer in teaching English as foreign language usually have a hard time implementing strategies, because students are having a hard time understanding or perceive the strategies that the lecturer use.

Moreover, Ur as cited in Shen & Chiu (2019: 89) mentioned that these difficulties include inhibition and nothing to say, and generally students having difficulties communicate and express their idea in English because of lack in practice, limited vocabulary and passive in using the target language. The results are students develop fear of making mistakes and inferior in speaking English. But as a lecturer in teaching speaking, they need to provide varying method, adopt and adapt between activities that suitable for students to increase their components of English-speaking skills in terms of fluency, accuracy, and comprehensibility. But the lack of those components in students, for lecturer it became an obstacle as they need to deliver a good strategy to use for students in order for them to learn speaking skill effectively.

D. Online Multiplayer Educational Games Environment for Speaking

a. Online Multiplayer Educational Games

In today era the advancement of games technology brings about many games model, one of them is online multiplayer games, it offers a world that can support hundreds or even thousands of players in one server globally or regionally. Azman & Dollsaid, (2018: 3). Online games itself can be access using a computer or console via internet, also online games provide a virtual world where people can interact and engage eachother. In further gaming with other people using internet becoming more enthusiastic as the time passes and new technology emerge, even speaking through games with other players is very popular within games. (Uuskoski, 2011: 4).

For the device people commonly use computer to play games via internet, they play using software games to connect and start playing, but not only computer, big companies like Sony, and Microsoft also release console a device that purpose only to play games. And reports also shows that the global video games market will keep expanding even further throughout the years of its development, and the most anticipated growth are from smartphone and other mobile device. Newzoo, (2018 :1). In Indonesia the majority of people are using internet, range from children to adult, and most of them are already using smartphone.

b. Gaming Phenomenon

These past years gaming has been developing faster and more advance becoming the most favorite activities for people around the world. The game industry also develops more further going head-to-head with other industry such as music or even film as an entertainment. Online video games streaming platform such as YouTube has been gradually growing, having an important role to raise people interest into playing and produce game related activity, even as for now most popular YouTube channel are mainly about game related video. Väisänen, (2014: 2). Children are not the only one playing games, many adults play games too, even most of the players online are adults, they usually have at least a computer or gaming console in their house to play with, using games to relieve stress, killing time or even making money in a enjoyable way is the reason why so many adults are playing. (Plarium, 2017).

c. Types of Online multiplayer Educational Games

Online multiplayer educational games throughout the worlds have many amounts of genre, this genre is what makes students or players intrigued to play. Pavlovic (2020: 1) introduced types of genres such as:

1. Sandbox

In these genre of games players is provided with less goals and pathways; they can freely interact with the world as they please while experiencing immersive environment and encouraging experimentation with what may be unfamiliar mechanics. Sandbox titles can sometimes be highly conceptual and even lack some of the most recognizable gameplay elements. The 1984 game Elite is a key example, with a simple design and play focused on combat, exploration, and trading. It also showcased an early instance of procedural generation



Picture 1.1 Sandbox Game

2. Real time strategy (RTS)

In the archetypal RTS title, human and AI players control different factions and compete against each other simultaneously in “real time” hence the term “real-time strategy,” as opposed to

turn-based strategy. These games typically include resource and map management, and they often feature a top-down view. Warcraft, Age of Empires, and Command & Conquer are among the most popular RTS titles, but the list doesn't stop there. And when it comes to turn-based strategy games, enthusiasts tout the Civilization series and other notable franchises. There are also titles that deliberately blend elements of both styles for mixed gameplay, like the Total War franchise. To find out about more titles, check out our list of the best RTS games.



Picture 1.2 RTS (Real Time Strategy) Game

3. Shooter (FPS and TPS)

Shooter is another long-standing genre that developed several early offshoots and branched out into two primary sub-genres: the first-person shooter (FPS) and third-person shooter (TPS). There's plenty of potential for overlap here, too, since many

contemporary titles allow you to toggle between first and third-person viewpoints. Not only that, but most battle royale games – a sub-genre unto itself – operate as either first or third-person shooters, including Fortnite and PlayerUnknown's Battlegrounds. The key difference is perspective. An FPS simulates a typical human viewpoint, and a TPS pulls the perspective back and showcases your entire character and surrounding environment.



Picture 1.3 Shooter Game

4. Multiplayer online battle arena (MOBA)

MOBA or Multiplayer Online Battle Arena, it a specific kind of game genre that mix the aspects of role – play games and RTS or real – time strategy. And it considered to be RTS sub genre, having some of its feature and characteristic. It also provides

menu, text chat, tutorial and etc that use English as its language. Also, in game you can hear a lot of voice from the hero, they will say something depending on your interactions in game using a lot of accents, but in English, many old words from middle age were spoken, like gauntlet, amulet, emblem, veil, and most words are having a connection to the game fantasy lore magic, such as spell, incantations, potions and etc.

Every MOBA games mostly use the same rules, and feature, due to their specific gameplay, the game provides a lot more interesting and unique challenge. MOBA games also have maps where player can analyze the terrain their going to play and opponents move, the battle usually takes place in a big fantasy terrain, with two teams of five or three competing against eachother in real time, each player takes control of single hero or champion with unique role in every team, composing a great role is a strategy to win the game. The role consists of Tank, Initiator, Carry, Support, Ganker, Jungler and many more, every hero has their own role but sometimes one hero can assume many roles for the team.

Each player also needs to strengthen their hero by collecting gold from monster, buying items and leveling up their abilities, to win fight against the other team, player controls a hero, which he moves through the map by providing instructions using mouse

clicks or phone screen. Player must assume a specific role for the team in order to build a good cooperation with their teammate and winning the game by defending their own building and destroying their opponents building.



Picture 1.4 MOBA Game

5. Role playing games

The basic premise of the role-playing game is simple and ubiquitous in numerous games: you create or take control of a character that you can then level up through experience points. RPGs are a cornerstone of gaming, but no single game can represent the genre because it's grown and blossomed into numerous sub-genres. With that in mind, here are the most popular sub-genres with a short explanation for each.

RPG: Encompasses a variety of different niches and sub-genres, ranging from tabletop gaming with cards and dice

(Dungeons & Dragons) to video game RPGs (Fallout). ARPG: Action RPGs have a strong emphasis on combat but include many of the characteristics of a standard RPG, like The Witcher 3. CRPG: “Computer RPG” is typically used to describe Western-developed RPGs created for PC gamers, like the first two Fallout games.

MMORPG: Combines the massively multiplayer online genre format with RPG gameplay, with notable titles like World of Warcraft, EVE Online, and Elder Scrolls Online. TRPG: Short for tactical role-playing game, TRPGs resemble strategy games but place a deeper emphasis on creative thinking and short-term decision making, like the XCOM series.

Roguelike: Strict definitions feature turn-based gameplay, some form of permadeath, tile graphics, and procedural generation. However, many newer and popular examples, like The Binding of Isaac and Spelunky, focus more on action and platforming, respectively. Roguelite: Does not include one or more key elements of a typical roguelike. Definitions for this sub-genre will vary, but Rogue Legacy is a widely accepted example.



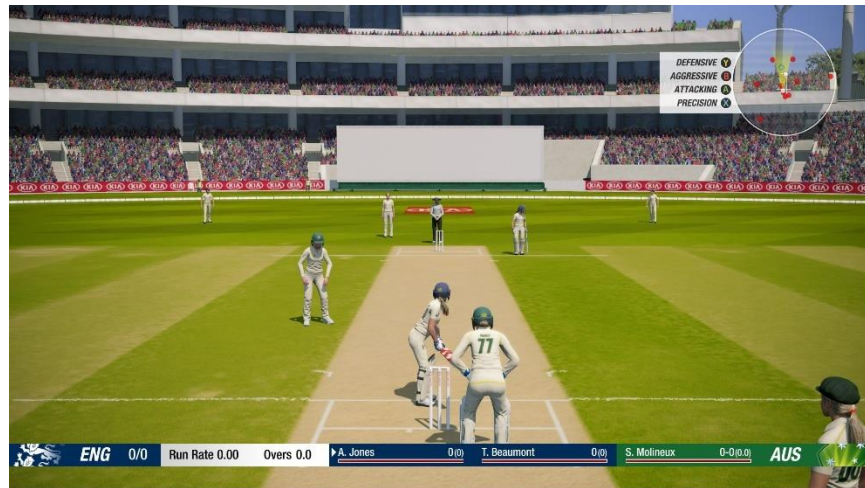
Picture 1.5 RPG Game

6. Simulation and Sports

These types of genres provide players with immersive environment to interact like living in a farm or forest or building something. The simulation genre encompasses many sandbox titles, world-building games, and virtual reality games. The typical focus is on creating an immersive and realistic game world with epic scenarios, while smaller experiences may center on a particular area or experience.

For sports usually its just experiencing playing your favorite sports like riding a bike, or playing soccer, but with development of virtual reality, players can experience in a more realistic

environment where players need to move and play in order to play or even just to go anywhere with a car inside of the game.



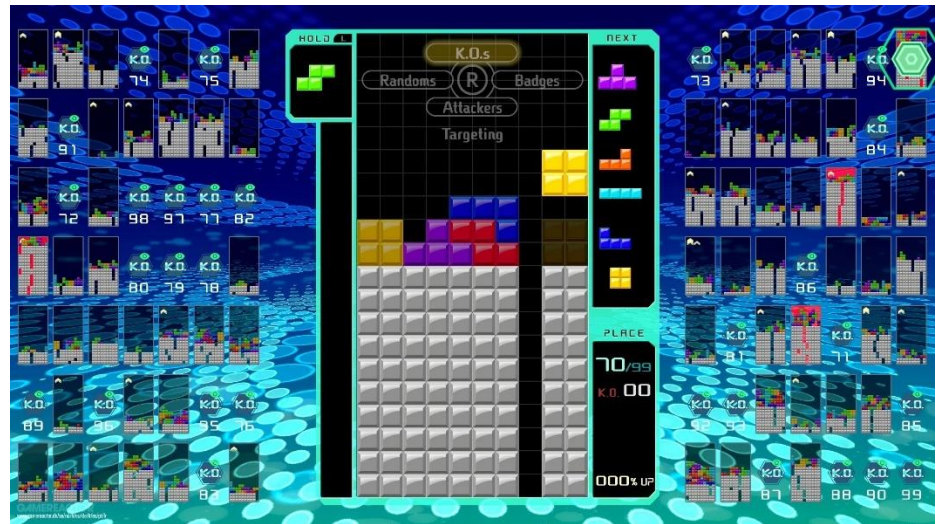
Picture 1.6 Simulation Sport Game

7. Puzzlers and part games

Puzzlers and party games also have a significant overlap, with both emphasizing game mechanics. You can expect to play a game based on a theme or a traditional tabletop game with particular rule sets. Party games take that premise a little further and often include multiplayer elements. They also double-down on gameplay. The Mario Party series is particularly popular, and it spawned more than 10 installments and spin-offs.

Puzzlers, also known as puzzle games, can be as simple as Minesweeper or more deeply immersive, with fully developed environments and hybrid gameplay. The Tomb Raider series is a good example, where puzzles are built into a conventional adventure narrative and setting, making them a key game

mechanic. Also, mini maps are often presented as puzzles you solve (or uncover) throughout the course of the game.



Picture 1.7 Puzzlers Game

8. Action – Adventure

Among the earliest recognizable hybrid genres, action-adventure games have a deep focus on plot and combat through story involvement and tight gameplay mechanics. As a result, many games can fit into this category, including the classic Legend of Zelda franchise that paved the way for numerous franchises.

Most users draw the line between action and adventure in how a game balances story and features like simulated combat. Ubisoft's Assassin's Creed series has been a mainstay since 2007 thanks to near-annual new releases featuring a high degree of immersion. They have also taken gamers to myriad locales and historical landscapes ranging from London during the Industrial

Revolution (Syndicate) to ancient Greece (Odyssey). It's worth noting that adventure games encompass their own genre as well. Many of them fall into the point-and-click sub-genre, which typically involves players solving mysteries or puzzles in a first-person perspective.



Picture 1.8 Action – Adventure Game

9. Survival and Horror

Survival and horror games have a lot of overlap, to the point that they even created their own sub-genre (survival horror). In particular, horror games often share some basic features with their survival counterparts, though the reverse is less often true. As developers add more FPS and conventional shooter features to certain horror and survival titles, there's even ongoing debate about how to define these games.

The core mechanics of a survival game centers on resource management, often incorporating crafting or salvage systems that you can use to help keep your character alive. Minecraft is a popular standout, as is Don't Starve. And then there are games like The Long Dark, which focuses entirely on survival elements with a dedicated mode that increases difficulty.

Horror is an even broader category, arguably encompassing dozens of survival titles. Almost anything with zombies, a post-apocalyptic storyline, or loads of jump scares is considered horror. These titles are often psychological, too, and use tension to immerse the player in the game. On the pure horror side, you have games like Amnesia: The Dark Descent, Alien: Isolation, and Blair Witch. However, the most popular horror titles tend to fall into the survival-horror side of things, such as the Resident Evil and Evil Within franchises.

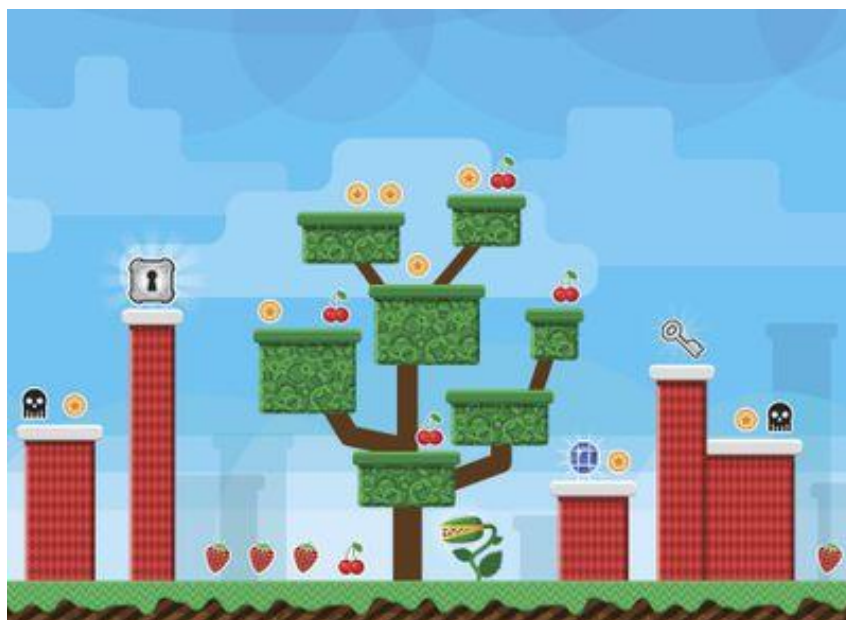


Picture 1.9 Survival Horror Game

10. Platformer

Platform games feature a side view and simple controls, with Donkey Kong often considered the first true example. That game passed the torch to Super Mario Bros. and later Sonic the Hedgehog. Moving another several years forward, Naughty Dog's first Crash Bandicoot title found its audience with a different camera angle (head-on) and loads of charm.

Platformers are extremely popular with indie studios and gamers, as well as legacy releases. There are also plenty of RPG crossovers and excursions into even more obscure niches as well. Ori and the Blind Forest is a popular example that incorporates puzzles and adventure elements, as is Cuphead, which is both beautifully animated and deeply challenging.



Picture 1.10 Platformer Game

d. Online Multiplayer Educational Games for Foreign Language Learning.

Gaming can develop various way to learn because video games have a lot of topics in it, while gaming can give a big amount of motivation towards learning process it also can lower the use of human instructor, for example like strategy games to develop people critical thinking in various situation, simulation games to provide an environment where people can go trough a virtual simulation about anything to increase their perspective ability in handling the situation. Demarest (2018: 4) quoted that journal video games also has a good impact for improving skills. It provides speed, storylines and also visual patterns to help developing people basic skills, the benefits that Demarest outlined are Language skills, mathematics, reading skills, and social skills.

Language skill in video games able to provide discussing and sharing, following directions, giving directions, answering questions, and having a topic than can be discussed with visual to be share with others. Math skills in video games are games usually use basic math skills for children to learn and interact with scores in game. Reading skills in video games are provided in ingame text, or dialogue which appear on screen. Social Skills in video games are providing a popular interest among children to makes them gain a topic to talk

and play with each other, also sharing their experience with one who has the same interest in video games.

In every video game player that play is provided with instruction rules and dialogue to comprehend the goal of the game, that is why language has an important role to provide a thorough guidelines for players to play the game, and most games are using English as their first language. Every game whether its online or not always have an instruction, dialogue, storylines, mini tips and chats that written in English, a great video games always makes players motivated to play for a long period of time. Over that long period of time spent playing the game players will gain a lot of language input, and if the game has a different language than the player first language, it can be a benefit for the player to learn foreign language. And people who play and take part in that activities everyday will unconsciously have an interaction with English language in regular basis. With those continuous interactions could improve someone English skills. English as a lingua franca refers to the learning, teaching and use of English as a means of communication for speakers in different native language. (Nordquist, 2017: 3).

e. Mobile Legends: Bang Bang, and Dota 2 as New Environment

1. Mobile Legends: Bang Bang (MLBB)

Mobile Legends: Bang Bang or MLBB has been the most popular game in MOBA genre lately, with over 1 billion installation and 100 million monthly active users in November 2020 Rossel (2021: 1). This game itself rise up as the advancement of mobile device, as people these days use smartphone for everyday life.

One of the reasons MLBB has many players around the world because it can be play anywhere because it uses players smartphone to play. For the gameplay MLBB itself is a 5 vs 5 game where a team that consist of 5 people compete to destroy the other team base using various character called "Hero" with unique skills and abilities at its disposal to use.

Another thing is not only playing that hero, but player also need to build the hero, player can kill little soldier or monsters called creep, creep itself divide by lane creep and jungle creep, lane creep provide coins and exp for player to get, and jungle creep gives not only coins and exp but also buff with duration, to make the hero stronger, the action of killing these monster or little soldiers are called farming. With farming player hero can buy items and gain buff to make the hero powerful and proceed to easily destroy enemy boses.

MLBB also offer a lot of mode to play, from ranked and classic to brawl, custom or auto chess, most players usually play

ranked as the mode itself offer more competitive game where the team who won will be awarded with a rank and through consecutive win can be promoted to the next rank, for the losers will lose the point to advance to the next rank. This is why MLBB considered to be competitive game.



Picture 2.1 Gameplay Feature



Picture 2.2 UI Feature

2. Dota 2

Dota 2 or defense of the ancient 2, is 2011 games that still played by player around the world. The peak popularity of Dota 2 itself was when they first made an international offline tournament called The International with 1.6 million dollars USD prize pool in Cologne, Germany. Liquipedia (2012: 1). As time passes the international become tournament with the biggest prize pool with 40 million USD in 2021.

The players itself are from many different regions, but the usually it consists of NA (North America), SA (South America), WEU (Western Europe), EEU (Eastern Europe), China and SEA (Southeast Asia). The peak player of Dota 2 as recorded by Statista (2022), in March 2016 Dota 2 highest peak player are at 1.29 million players playing at the same time. But now only 730 thousand as recorded last April 2022.

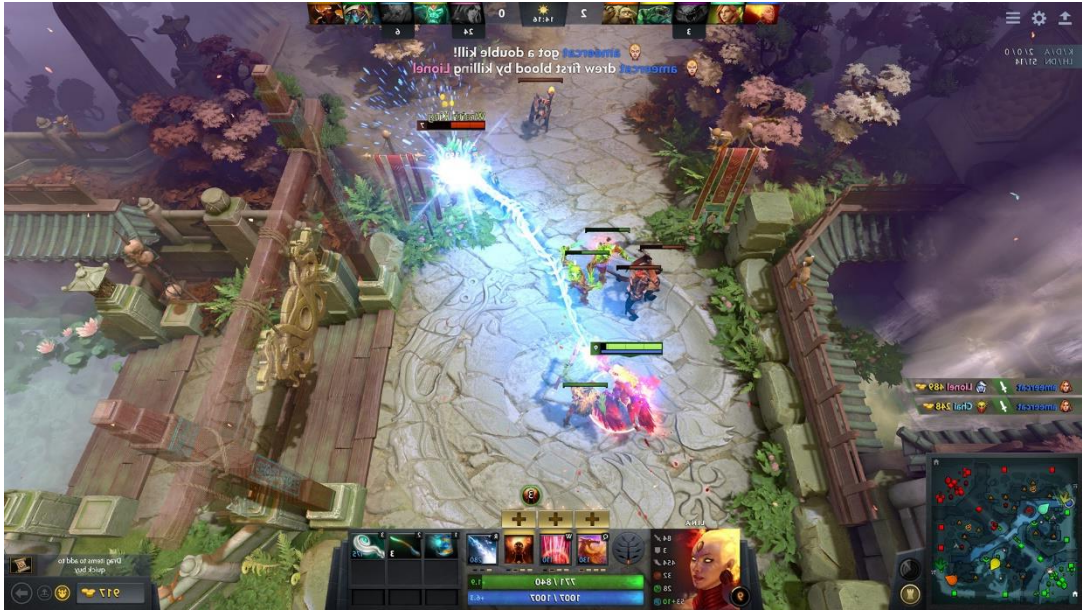
The downside of Dota 2 is player need a computer to play it, because currently Dota 2 not available in android version. Dota 2 need computer to play because it offers a more immersive and complex gameplay. While the basic rule remains the same, to destroy other bases or in Dota 2 player call it ancient, but a proper understanding is needed to play it, because Dota 2 offer a more advanced gameplay, start from picking the proper hero to play, farming effectively, learn to last hitting, and positioning, and etc.

All of those need to be thoroughly learned in order for player to be great at Dota 2. The same with MLBB Dota 2 also offer matchmaking like ranked where players can compete to be the great, but the game also offer other mode like arcade where players can browse mode to play leisurely with other players.

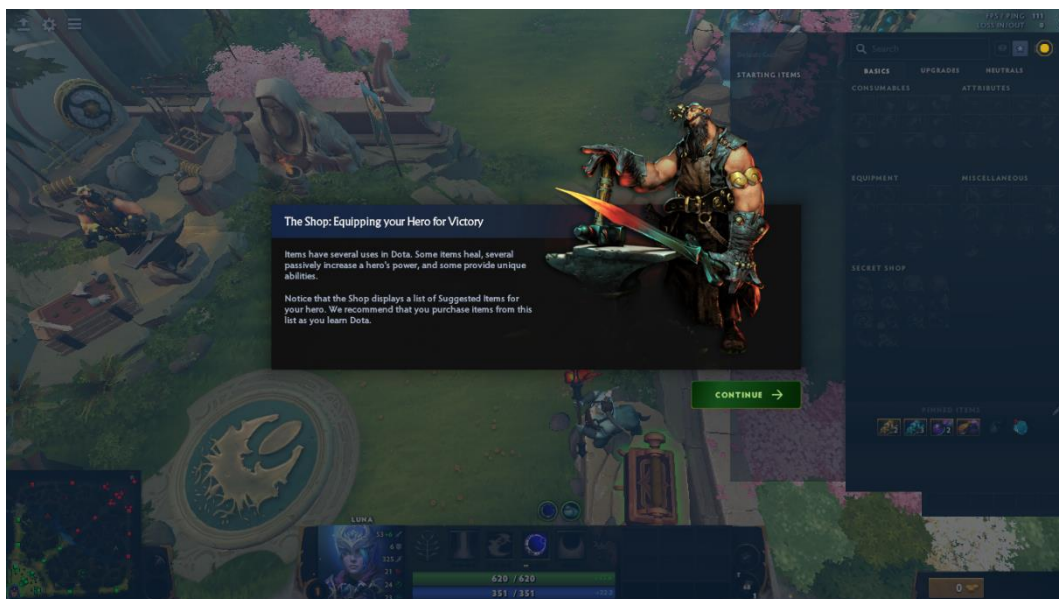
The core thing about these two games is that both need to be work with a team, and a great communication is need in every team to achieve goal, so speaking skill is greatly influencing the flow of these games, as mentioned by Uuskoski, (2011: 4) speaking through games with other players is very popular within games. Because communication itself is needed. For players communicate with English language become everyday activities as they need to do it to have a proper work as a team, while in every region have their own language to speak, but for players from other countries for example like Indonesia to speak with players from Thailand they use English to talk, if not the language barrier itself become an obstacle for them to achieve their goal.

These games environment will provide more relaxed or serious atmosphere between players, to overcome challenges they need to communicate with eachother always, and sometimes not only to just talk about the goal but talking about the hero to choose, item to build, proceeding to strike, building an objective, asking for help, etc. This environment will force

players to speak whether they like it or not, because even if the game offer typing words, sometimes the speed to type is not fast enough to warn other players. So, speaking and communicating is greatly needed in these games as a tool to win the game.



Picture 3.1 Gameplay Feature



Picture 3.2 In game tutorial feature

B. Theoretical Framework

As online multiplayer educational games nowadays has been part of everyday human activities, many students login and play through their computer or console everyday and play for a long period of time, they meet with a lot of players from other countries either it's a friend or stranger, they communicate through in game feature such as voice, chat, or commands, these feature provide a better communication from a game where they will build up chemistry to compete against other team.

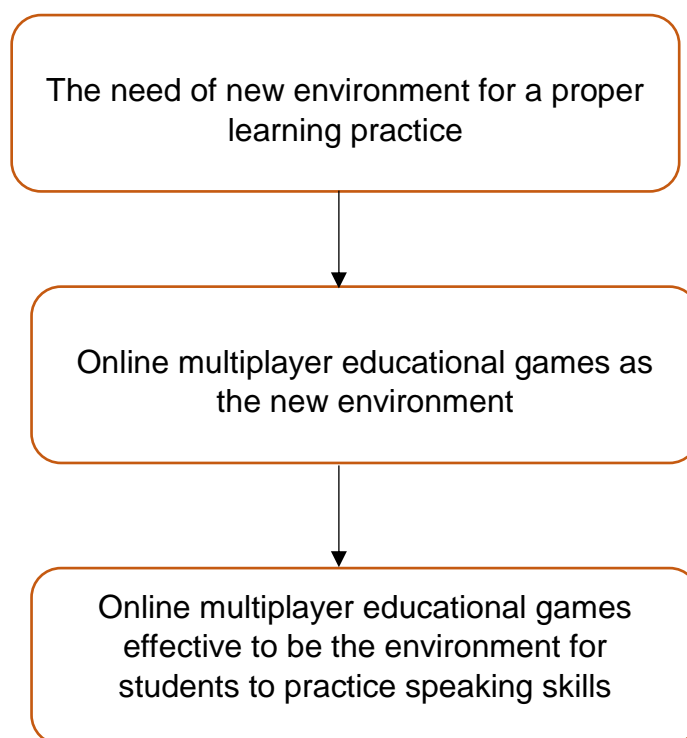


Table 2.B.1
Theoretical Framework Graphic

Using games environment can force students to be more interactive and engaging in speaking, also motivates them to work together and communicate towards the same goals with their team. Games can be used to provide a more relaxing atmosphere for students to speak, and train them with everyday use of English language. Online multiplayer games also provide a lot more unique speaking topic such as in game character build, events or how to play the game, teachers can use it to build up students' interest in learning English speaking skills.

While a good speaker is one with a fluent way of talking, but for students to be fluent they need a lot more time training, and sometimes school or college doesn't provide a lot of time to train students fluency, so students can use online multiplayer games as a tool to train their English language fluency while maintain a calmer and relax also fun and enjoyable atmosphere. Students sometimes has a hard time learning because of fear, afraid they make mistakes when they talk and others just afraid to even speaks because they feel embarrassed, but by online multiplayer game they will be forced to speak out their mind because they will work as a team towards the same goal and in order to achieve, they need a good communication with eachother.

CHAPTER III

RESEARCH METHODOLOGY

A. Time and Place

The study will take about 3 months from June to August 2022. And the research itself is conducted in hybrid way based on the conditions or situation of the students. The location of the research is in University of Muhammadiyah Jakarta, at Faculty of Education and will be conducted on their English Department Students. University of Muhammadiyah Jakarta is located at Jl. K.H. Ahmad Dahlan, Cirendeui, Kec. West Ciputat, South Tangerang City.

B. Methods of The Study

The writer use the qualitative method of study. Qualitative method as quoted by Creswell, (2018) Qualitative study method approaches use text, visual data and have a unique data analysis stage, also use various designs. Writing methodology for a proposal or research, qualitative require teaching readers about the purpose of the qualitative research. Identifying specific designs and analytical in considering the role of the researcher in the study is to collect data from an ever-growing number of resources capturing data according to predefined rules and interpreting the data by outlining ways for

documentation and going through many rounds of analysis the data collected's methodological integrity, correctness, or validity.

The method that been used is descriptive research, descriptive research usually uses to describe a phenomenon, as stated by Nassaji (2015: 129) The goal of descriptive research is to describe a phenomenon and its characteristics. Therefore, using method such as interviews to obtain more thorough experience, views, and motivation of an individual. As Kabir (2016: 212) pointed out that Interviewing involves asking questions and getting answers from participants in a study. Interviewing has a variety of forms including individual, face-to-face interviews and face-to-face group interviewing. The asking and answering of questions can be mediated by the telephone or other electronic devices (e.g., computers). So, using necessary tool is needed to provide a good interview to collect data based on students' condition.

C. Research Design

According to Leavy, (2017) there are several research designs in qualitative method that can be used:

1. Field Research

Field research or ethnography is the oldest in research design qualitative genre. Ethnography itself is the study of culture through writing and field research is conducted in natural settings. An ethnography is the result of field research. It focuses on

researcher making firsthand observation of individuals in their natural condition in order to gain a better comprehension of social life from the participants perspective.

2. Interview

A common research method in various fields. Thorough, semistructured, oral history, focus group, and biographic minimalism, those are just some of the interview methodologies available to use for qualitative researcher. And generally, talk is a learning technique in interview procedures.

3. Self – Data

Self data or autoethnography Create a well-thought-out writing strategy. This method can be used in any project. fieldwork, formal or informal interviewing, and content analysis are all possibilities (the study of texts such as diaries, historical documents, photographs, etc.). Using a thorough methodological approach is necessity for autoethnography.

4. Content Analysis

Content analysis is a method of evaluating documented human conversations, according to some. Initial absorption in the content to obtain a sense of the "big picture," defining the units of

analysis, coding, analysis, and interpretation are all common steps in content analysis.

Based on some of the research design above, this study use interview to provide a thorough and detail view, experience, and motivation, regarding this study phenomenon about Online Multiplayer Educational Games in English Speaking Fluency for English Department Students.

D. Subject of the Study

The subject of this study is students in University of Muhammadiyah Jakarta, Faculty of Education who study in English department program and play online multiplayer educational games. The students asked by the researcher about their experiences throughout gaming in using English language to communicate between players. And their perception for online multiplayer educational games as environment to practice speaking skill.

E. Techniques for Collecting the Data

1. The data were gathered using interviews to provide a more detail view and experience from the students regarding the phenomenon of using online multiplayer educational games as new environment to practice English speaking fluency.
2. The researcher recruit participant by collecting Whatsapp number of students and create an announcement broadcast about the

interview that the researcher conducts to students in English Department in order to ease communication.

3. Interviews with students are conducted face to face to gain a better explanation about their experience throughout years of gaming and explore their opinions, behavior, or phenomenon that happened during their playtime, and the use of English language for communicating with other players. The interviews can be conducted in offline or online based on the circumstances of students.
4. The researcher check and gather the data given by students directly and analyze it thoroughly to provide a valid data for the study.

F. Techniques for Analyzing the Data

There is procedure to analyze the data in qualitative research, Creswell (2018: 262) quoted that the several procedures of analyzing qualitative research data and information are consists of several stages, such as observations, interviews, documents collecting, and provide visual audio materials:

1. Observation, used for the researcher to create notes about the activities of individuals. The notes were in the form of either unstructured or semi-structured of several questions. The question itself is open ended to help and allow participants share their experience and views about the study.

2. Interviews conducted face to face with the participants, using available tool such as smartphones, or conduct the interviews with a group of several people. This interview involve unstructured or semi-structured question the aim is to get the detailed and more thorough views and experience of participants.
3. Collecting documents, the researcher sort and collects any qualitative documents, such as journals, books, reports, research, etc. To provide a more valid data acquisition
4. Audio-visual qualitative and digital materials. This data can be collected in the form of photos, audio recording, video tapes, text messages, or any other kinds of form that provide audio-visual elements.

And then using 4 steps to analyze the data as mentioned by Miles and Huberman (2014: 10), the steps are coding, data reduction, data display, and drawing conclusion, it can be outline as follow:

1. Coding

Data coding is critical to qualitative research data analysis process and acquire the quality of data in study findings. These coding or codes are phrases or words that used to symbolically summarize and capture the data segment. The researcher uses this stage to gather data from the participants meaning statements, activity, feelings, and then evaluate the data, after that the data

sorted with the same units or code to ease the researcher in reading the data. Using coding can save the researcher time in completing the study.

2. Data Reduction

Data reduction is stage where the researcher summarizes the data. Choosing the most important information, focus on the most important aspect and elements, searching for a pattern and theme, these are the steps in the process of data reduction. In these steps, the acquire of reduced data present a much focused and clearer data. Using tool and equipment such as smartphone, computer, notebooks, or other similar device can help the researcher in data reduction. The researcher gather data from interviews of students and reveal their gaming experience, the use of English while communicating through game, and the use of game to be their new environment to use English language.

3. Data Display

This next step is to provide the data after being reduced. The use of writing to provide data display is common in qualitative research. So, the researcher provide the data display in the form of essay to outline and describe the findings in the study.

4. Drawing Conclusion

The last step is conclusion in data analysis process. The conclusion is unique and fresh information that revealed or discovered by the researcher. The findings itself can take in the form of a description about object that was abstract or ambiguous, but now can be clearer after being studied. The researcher study and examine all of data, findings connection in each or among the categories, merge them together, then continue tell stories by connecting points, and finally the researcher get the the results and conclusion of the research.

CHAPTER IV

FINDINGS AND DISCUSSIONS

A. Findings

In this chapter the researcher provides findings and discussions about the data that collected through observation and interview from three students of English department who have experience in playing online multiplayer educational games. the researcher provide a transcribe of the interview for the data and then analyze it to see whether online multiplayer educational games can be a new environment to practice English speaking skill.

1. Observation

As mentioned from the previous chapter that the step of collecting data in this study is observation. And Creswell (2018: 262) Observation is used to make notes about activities of each individual. During the observation the researcher identified that each of the interviewee has different and unique backgrounds, the first one is an ex pro gamer, the second is a streamer and the third is a casual gamer, in each individual they mastered a good English language speaking through out the interview and have a great personality as each giving positive feedback while getting interviewed.

All of them is currently studying in University of Muhammadiyah Jakarta and major in English education department. As a future teacher and gamer, they can provide a better insight in today's gaming phenomenon and how it can affect students to practice more fluently in speaking English language. Having a different point of view from each interviewee can provide a much vaster data to collect.

2. Interview

Next the researcher used interviews to collect more data. Kabir (2016: 212) said that interviewing is a way to obtain data that involves asking questions and getting answers from subject or participants of the study. The interviews were given to each of the three English department students University of Muhammadiyah Jakarta and the interview provided in a form of a table:

First Interviewee is an ex pro gamer of Dota 2 and talking about the game is shown in the table 4.1 below.

IN: Okay, so Assalamu'alaikumWarahmatullahiWabarakatuh.
PT1: Wa'alaikumsalam.
IN: Hello, Diki. How are you?
PT1: Hello, Ka. I'm good.

IN: Okay, you're good, ya. Okay, so we're just go into the interview right away because- to- to *hematwaktuya*. So, the first question, ya, how long have you been playing the game for?

PT1: I've been playing Dota 2 since I was in middle school, which is 12 years old, and I've been in a pro since 15 years old.

IN: You've been in pro since 15 years old?

PT1: Yep, I've been in a pro since under 18.

IN: Okay. How about now?

PT1: No, basically, I've already retired because I have several hands problems-

IN: Several hand problems. Okay.

PT1: I've already retired when I was 17 years old, which is 2 years ago. It's kinda sad, but never mind that.

IN: Okay, I'm so sorry to hear that. So, you've been playing since middle school, I think.

PT: Yes.

IN: And then two years back, you stopped playing because of your hand problems. Okay. So, next question is what do you think about the game?

PT1: What I think about the game is that it's like the other games. It's boring. It's kind of repetitive. But once you play Dota 2, you feel like you're playing a chess. You have to think exactly like 5 moves in the game. So, what you have to do is to take the risk to play this game, maybe. Also, this game is teaching you how to work with a team, even though there's a lot of annoying people in the game.

IN: [laughs] That is true. Okay, anything else?

PT1: Maybe-- nah. I describe the game into-

IN: [laughs]

PT1: -that part so, what's the next question?

IN: So, into the next question. What do you think about this international gaming phenomenon that has been going on lately?

PT1: Actually, I think it's really good because E-sport back in the day- when I was active as a pro player- is not really had a good scene especially in Indonesia. You can name it. It's only FPS games like CS GO and Crossfires, I guess. But no one's talking about Dota 2 or any MOBA like League of Legends, especially in Indonesia. But today I saw the competitive scene like Mobile Legends, Dota 2, League of Legends, and any other E-sports. I think it's pretty good, but sometimes I feel like a lot of people want to be in E-sport. E-sport is every gamer's dreams. You can make

money, but you only play games, but they don't know that it's only one in a million case you can be a successful professional player, I guess.

IN: Yes, that is true. That was a good response about the gaming phenomenon that has been going on especially about the pro player. So, into the next one, what do you know about the role of English language to this gaming industry- or you as a player- what is the role of English language itself?

PT1: I think, first of all, when I was a professional player, I have many foreign teammates like from Philipines and Singapores. I think language is number one which is for you to communicate with your team. And a lot of interviews after the game are in English which is some people can't speak especially Indonesian. There is quite a bit player that can speak English fluently. That's why there is language barrier between Indonesian teams with other countries. That's why there's few people who want to team up with other countries because there's language barrier between them.

IN: Okay. So, because many pro players have language barrier, they-

PT1: Yes. They can't grow up. They can't step up.

IN: They instead team up with their friends or maybe the player from the same country for better communication. But lately, we've been seeing some pro players- pro team- like Boom E-sportor Fanatic. Much more pro teams have been recruiting around Asia like from Boom itself that consists of four Philipines- three Philipines, one Laotian, and one Indonesian. What do you think about that new composition?

PT1: I have a little bit of intermezo. You know what? I was teaming with FBZ when I was first come into a competitive scene in Pandora E-sport. Before he's playing offlane, he was playing midlane, I was playing carry. So, I'm proud of him.

IN: Well, I-- I think I know Pandora E-sport for somewhere other--
[laughs]

PT1: Back in the day, we were playing to have fun but today I saw Ipul comes to Arlington major and wins the DPC. I think I'm proud of him.

IN: Yes.

PT1: He's really good. He's such a beast.

IN: He's really a good player.

PT1: Yes. I think he's really good.

IN: Okay, into the last one. The last question is that what is your opinion about this game as a new environment to people practice speaking skill?

PT1: I think I don't recommend playing Dota 2 to learn English, but if you want to improve your speaking skills is to talk and communicate with other people that can speak English. I think I recommend playing story games that is in English or another game like RPG, MMORPG that is in English other than Dota 2. But if you want to play Dota 2 and you want to try your skill at speaking, I think you can play Dota 2 and have fun with your friend and maybe you can try a lot and go into pro scene.

IN: [laughs]

PT1: That's a really good skill if you can speak English especially if you want to team up with other countries. I think- that's it. Only that that I can say. If you want to play Dota make sure you have a good speaking so you can communicate with the others.

IN: Okay, that is a good answer. In order to communicate, we need to use speaking skill, but I also don't recommend using Dota as a practice in speaking skill. What I've been observing these days is that either you can or cannot speak English, sometimes in Dota when you just tired of typing, we just blur it out our stress to the

<p>player that has been messing around. I've got friends too that they do not have necessary speaking skill to our biggest bet in English-</p>
<p>PT1: But when they type, oh my God- their speaking is really good. Not gonna lie.</p>
<p>IN: Yes, so my friends just tired of typing so they just sometimes blur it out. [laughs]So, I think that's all for the interview. I'm very thankfull that you want to participate.</p>
<p>PT1: No worries, thank you.</p>
<p>IN: Thank you so much. I think that's all. Wassalamu'alaikumWarahmatullahiWabarakatuh.</p>

Table 4.0.1
Interview 1
y

In here the first interviewee or participants is an ex pro gamer, he talked about the experience he been through as a player, from started playing games while still in middle school at the age of 12 years old, begin his career as a professional gamer or pro gamer at age 15, and retired at age 17 because of hand injuries that he had.

When talking about the game Dota 2, in his opinion its boring and repetitive, but what interesting is playing Dota 2 felt like playing a chess you have to think 5 steps ahead of your opponent while in the

game. And player need to have the courage to take risky decisions. Dota 2 also teach players how to work as a team to achieve the goal.

Next, he's talking about today gaming phenomenon, and he said that today phenomenon is great especially in E-sport because back in his days, when he was an active pro gamer, E-sport didn't have a really good or many stage to shine, mainly in Indonesia. But now in this era many people want to play and much more to be a professional player, playing in a E – sport scene is every player's dream, not only you get famous, also money from winning tournaments, but to be a pro player takes one in a million chances.

And then when it comes to the role of English language, he thinks that its number one necessities, when he was an active professional player many of his teammates are from other countries like for example Philippines and Singapore. He needs a good English-speaking skill to communicate with his teammates, and sometimes he did interviews after the game and of course using English language because many players didn't know about Indonesia language except for player from Indonesia. This is where the language barrier comes, the lack of English-speaking skill sometimes make player just want to team up with player from the same region or countries, and it will make the player can't grow his/her potential and stuck cause of the language barrier.

Lastly his opinion about Dota 2 as a new environment for practicing speaking skill. His thought about that is didn't recommend it, but if someone want to improve their speaking skills is to try and practice with people who can speak English and he recommend playing story-based games like role playing games (RPG) other than Dota 2. But if you still want to play Dota 2 to try your skill at speaking its fine, play with friends and have fun and maybe you can even get to be a pro player he said.

The second interviewee is a game streamer talking about mobile legends as the game is shown in table 4.2 below.

IN: Okay, so let's start, bismillah hirohmanirohim, Assalamu'alaikum Warahmatullahi Wabarakatuh.
PT2: Wa'alaikumsalam Warahmatullahi Wabarakatuh.
IN: Okay, hello bagas how are you?
PT2: I'm good, how are you?
IN: I'm good too, thank you ya,
IN: So, thank you, firstly thank you for joining this interview, so lets just get right to it.
IN: I know that you've been playing mobile legends ya for a while. So im going to ask for the first question is, how long have you play the game for?

PT2: Almost 3 years.
IN: Okay almost 3 years ya, also next one is what do you think about the game?
PT2: Mobile games is also fun. The game will get amazing when you play with friends and made easier to work with.
IN: Okay, that's all? or you want to add something?
PT2: Yeah, that's all.
IN: Okay, that's all ya
IN: Into the next one, is what do you think about gaming phenomenon lately?
PT2: Gaming phenomenon, in 2022, right?
IN: Yes in 2022.
PT2: Everyone playing games, especially mobile games, I think mobile games is the new next level for gaming world of course, where you can play anywhere, anytime, like you take a breath from your homework, just play it, as simple as that.
IN: Yeah that's true, as simple as that, maybe to relieve stress, we play for fun after we study, after we do homework, yeah such things,

okay thank you. And for the next question is what is the role of English language as a gamer?

PT2: As a gamer right?, is very important like you communicate with your whole team or your teammate and like when you say push so your whole team got to know your next move, so its very important to know the basic English.

IN: So uh...yeah it is very important to use English because English is well as you know it is the international language, so we communicate with other player using English, we talk to them using English and many things ya, when we in game we talk, okay thank you, next next one and the last, What is your opinion about the game as a new environment to practice speaking skill?

PT2: Like my answer before I agree its very important to learn the basic English its make easier to communicate with your teammate, so yeah, I agree

IN: Okay so you agree that the game itself like mobile legends is good, to practice speaking skill because, it have a fun vibes because your not too under pressure or when you talk to someone the game atmosphere make you comfortable in it, okay so you want to add other opinion or just a message to other gamer?

PT2: So yeah umm...make the game more fun not stressful that's all.
IN: Okay so thank you so much, maybe its just a short interview, but we hope that we got great things from it, once again thank you.
PT2: Any time bro.

Table 4.0.2
Interview 2

The second interviewee describe his experience from a game called Mobile Legends: Bang Bang, a title that has been popular since it releases in 2016. He played the game for almost 3 years, from that many years experience he gain a lot of knowledge within the game. When asked about the game he said that playing mobile games is fun, and playing it felt more amazing with friends, teaming up with friends made the game easier to work with.

Next he talked about the game phenomenon that happening in 2022, he pointed out that these days everyone play games, mainly mobile games such as Mobile Legends : Bang Bang, and he think that mobile games is the new next level for gaming world, because mobile games can be played anywhere, and anytime, like when people want to take a breath from homework or just play it as it is, simple he said.

The role of English language as a gamer, his opinion is the use of it is very important because it's a way to communicate with your

whole team or your teammate, for example when you give command to go or push, your whole teammate can get the message and know your next move, so its very important to learn even the basic of English language.

Lastly about his opinion about the game or Mobile Legends: Bang Bang as a new environment to practice speaking skill, he agree that playing Mobile Legends : Bang Bang can help practice speaking skill to become fluent because by practicing the skill can make it easier to communicate with teammates, also playing games has a fun vibes and very little pressure so speaking to a teammate become easier because usually player didn't afraid to speak while in game.

The third interviewee is a casual gamer talking about mobile legends as the game is shown in the table 4.3 below.

IN: Okay, so bismillahirrahmanirohim, Assalamu'alaikum Warahmatullahi Wabarakatuh.
PT3: Walalaikumsalam Warahmatullahi Wabarakatuh.
IN: Hello Icha, How are you?
PT3: Hello, yes, how are you too sir?, cause I am good.
IN: [laughs] Okay thank you yaim good too, thank you, and so firstly, thank you for being here with me, being my interviewee, so lets just get started so we can <i>menghematwaktu</i> , so I know you've been playing a game called mobile legends, so we are going to talk about

the game and the phenomenon of the game and also speaking skill related for the game, into the first question is how long have you play the game for?

PT3: Umm... It's been quite sometimes to be honest its been several years already but im not sure, maybe 2 years or 1 I don't know.

IN: Okay so maybe 2 years or 1 since you play the game, okay, so next what do you think about the game?

PT3: It's quite fun, I would say it's a little bit of a challenge because of how people are very competitive. Its very competitive but sometimes can be a little bit toxic.

IN: So, you think itskinda difficult because a competitive game ya, more or less, into the next one what do you think about the gaming phenomenon lately?

PT3: Oh its been quite advance lately, because there is so many genres games that have been coming out lately, and ya its quite fun actually and its quite cool the technology nowadays.

IN: Okay so because the advancement of technology nowadays so you think the game phenomenon is quite advance and cool yeah? And fun.

PT3: Yeah, because the way they develop the games are just so fast that there will be a new game coming on every month, every now and then.

IN: Okay ya because it is a quite interesting to see the advancement of game, and the game phenomenon lately is more advance since last year they keep adding new triple A games they keep adding new feature and genre to the game ya.

IN: Okay so next one, what is the role of English language as a gamer?

PT3: Oh the role of English... I think its pretty much a very important aspect I would say because there are many people that plays this game, every game has a lot of people there coming from several different countries so I think it is pretty important for you to use English because it's basically international words because your not going to speak Philippines on Philippines people or they don't know Indonesian very much I would say too, so its like, the bridge of a language

IN: So, English language is pretty important because as you said it is an international type of game and the English language is a bridge to everythin because the other player cannot speak Indonesia.

PT3: Yes and we don't know their language also.

IN: Yeah we don't know any tagalog, we don't know Thailand language, because we in asia we got so many language, except Singapore they usually speak in English.

IN: Okay good one, so the last question is what is your opinion about the game itself mobile legends, as a new environment to practice speaking skill?

PT3: I think that's a good one because back to the previous, like I said I think it triggers especially the youngsters to learn English to practice their speaking because of the condition they need to use English or else they don't know how to communicate with others, is a good way of practice I would say

IN: So, it is a good way to practice using this kind of game.

PT3: Yes, I myself also learn some few new um vocabulary some say, from many people.

IN: So, you want to add more opinion or is that it?

PT3: I think is that it because oh and also it is much more confident for me to talk in the game because no one can see me.

IN: [laughs] okay yeah so that's it, so I think that's the last question for the interview but do you want to add a message for gamer out

there or youngsters that want to play game as their new environment? You want to add?
PT3: I mean, play games as much as you need don't over do the games that you forget about the real life, cause um.. you know play games and remember the time, remember the real life also don't forget about it, because sometimes games is good place to learn something specially language, English language, I think that's it.
IN: Alright, I think that's all so once again thank you for joining me and I hope we get the best result for this interview.
PT3: Anytime, amen, and good luck for you.
IN: Okay so thank you very much, I think that's all, Assalamu'alaikum Warahmatullahi Wabarakatuh.
PT3: Wa'alaikumsalam Warahmatullahi Wabarakatuh.

Table 4.0.3
Interview 3

The third interviewee is your everyday casual gamer who only play games, for fun and spend her free time with, she experienced the game like the second interviewee Mobile Legends: Bang Bang, for 1 – 2 years, and haven't played again for several years. Her thought about the game is, quite fun she enjoys it, but a little challenging

because most of the player are playing competitively not only that people sometimes are being toxic too.

For her next opinion is about the gaming phenomenon lately, she said gaming become more advance these days, because there is so much genre of games that coming out lately, people have been developing games much faster, there will be new games coming every month, so she thinks it's quite fun and cool about it.

And then the role of English language as a gamer, her opinion that is pretty much a very important aspect, because many players or people that plays this game are coming from different countries, not only in Mobile Legends: Bang Bang but a lot of games do. So, she thinks that it is pretty important for you to use English because it's basically international words, for example most Indonesian player can't speak Philippines language, and most Philippines player also can't speak Indonesian language, so English become the bridge of a language.

Finally, about the game Mobile Legends: Bang Bang as a new environment to practice English speaking skill. She thinks that is a good way, she said that it triggers especially youngsters to learn and practice English speaking because of the condition that they need to use English language or else they don't know how to communicate with others, and that is a good way to practice speaking, and while playing games she also learn many new vocabulary from many people

or player, and playing online also boost her confident to speak because no one can see her real face.

All of the data provided above will be reduced to 5 main questions that are prepared and the point of the study at hand to provide a clearer and more important information as Miles and Huberman (2014: 10) pointed out that data reduction is sorting out the key or relevant aspect of the data and it will be provided in a table below.

The table 4.4 below is reduction data from the first interviewee:

Code	Question and Answer
Q1	How long have you been playing the game for?
PT1	I've been playing Dota 2 since I was in middle school, which is 12 years old, and I've been in a pro since 15 years old. I've been in a pro since under 18. Basically, I've already retired because I have several hands problems. I've already retired when I was 17 years old, which is 2 years ago.
Q2	what do you think about the game?
PT1	What I think about the game is that it's like the other games. It's boring. It's kind of repetitive. But once you play Dota 2, you feel like you're playing a chess. You have to think exactly like 5 moves in the game. So, what

	<p>you have to do is to take the risk to play this game, maybe. Also, this game is teaching you how to work with a team, even though there's a lot of annoying people in the game.</p>
Q3	<p>What do you think about this gaming phenomenon that has been going on lately?</p>
PT1	<p>Actually, I think it's really good because E-sport back in the day- when I was active as a pro player- is not really had a good scene especially in Indonesia. You can name it. It's only FPS games like CS GO and Crossfires, I guess. But no one's talking about Dota 2 or any MOBA like League of Legends, especially in Indonesia. But today I saw the competitive scene like Mobile Legends, Dota 2, League of Legends, and any other E-sports. I think it's pretty good, but sometimes I feel like a lot of people want to be in E-sport. E-sport is every gamer's dreams. You can make money, but you only play games, but they don't know that it's only one in a million case you can be a successful professional player, I guess.</p>
Q4	<p>what is the role of English language as a gamer?</p>
PT1	<p>I think, first of all, when I was a professional player, I have many foreign teammates like from Philipines and</p>

	<p>Singapore. I think language is number one which is for you to communicate with your team. And a lot of interviews after the game are in English which is some people can't speak especially Indonesian. There is quite a bit player that can speak English fluently. That's why there is language barrier between Indonesian teams with other countries. That's why there's few people who want to team up with other countries because there's language barrier between them.</p>
Q5	<p>What is your opinion about the game as a new environment to practice speaking skill?</p>
PT1	<p>I think I don't recommend playing Dota 2 to learn English, but if you want to improve your speaking skills is to talk and communicate with other people that can speak English. I think I recommend playing story games that is in English or another game like RPG, MMORPG that is in English other than Dota 2. But if you want to play Dota 2 and you want to try your skill at speaking, I think you can play Dota 2 and have fun with your friend and maybe you can try a lot and go into pro scene. That's a really good skill if you can speak English especially if you want to team up with other countries. I think- that's it. Only that that I can say. If you want to play Dota make</p>

	sure you have a good speaking so you can communicate with the others.
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Table 4.0.4
Redaction data from the first interviewee

As the researcher see from above he can find that the interviewee has a lot of experience based on how long he already played the game, gaining vast knowledge as a pro game at such a young age and retired early due to injury. For the game itself he already masters it, a vast knowledge of the game is gained through experience that he been through, and he also felt the phenomenon of the game especially E – sport era form early until today.

And also, the researcher can find that he knows the important role of English language as a tool to communicate with other player from another countries, also the flaw that earlier pro player has that is language barrier that make them stuck and can't improve to their highest potential, finally we can find that Dota 2 is not recommended to practice English with as he said above.

The majority of findings that the researcher can discover from the first interview is most of his persepective about the game are from the view of an professional scene, especially in Indonesia. his view about learning English especially in speaking is for students to practice with other people or tutor who have master the skill thoroughly rather than playing Dota 2 as a media to practice, also his reccomendation is

to use other games such as role playing game that provide a story to learn about English language.

Next one is from the second interviewee is shown in the table 4.5 below.

Code	Question and Answer
Q1	How long have you been playing the game for?
PT2	Almost 3 years.
Q2	what do you think about the game?
PT2	Mobile games is also fun, the game will get amazing when you play with friends and made easier to work with.
Q3	What do you think about this gaming phenomenon that has been going on lately?
PT2	Gaming phenomenon, in 2022 right? Everyone playing games, especially mobile games, I think mobile games is the new next level for gaming world of course, where you can play anywhere, anytime, like you take a breath from your homework, just play it, as simple as that.
Q4	what is the role of English language as a gamer?
PT2	As a gamer right? It's very important like you communicate with your whole team or your teammate and like when you say push so your whole team got to

	know your next move, so its very important to know the basic English.
Q5	What is your opinion about the game as a new environment to practice speaking skill?
PT2	like my answer before I agree its very important to learn the basic English its make easier to communicate with your teammate, so yeah I agree. so yeah umm...make the game more fun not stressful that's all.

Table 4.0.5
Redaction data from the second interviewee

The second interviewee provide a much more to the point opinion about the game of Mobile Legends: Bang Bang, first the researcher can find that his experience in the game is only 3 years, and what he knows about the game is only that the game is fun and even amazing and easier when played with friends, not so much information about the mechanic of the game.

Next the researcher can find that gaming phenomenon in mobile games already to the new next level, playing games can be anywhere at anytime. Also, the role of English language is very important in Mobile Legends: Bang Bang, communication with the team is necessary, like giving command to the team so teammates know your next move. Finally, the researcher find that Mobile Legends: Bang Bang can be a new environment because its very important to

learn the basic English and English will make it easier to communicate with teammates, it also make the game more fun and not stressful.

With the second interviewee the researcher also find that from his perspective is the view of all around gaming streamer, in today era, playing games can be done anywhere, and anytime, this advantage can be utilize to practice and learn English speaking at any point of time, and using Mobile Legends : Bang Bang as new environment to practice learning speaking skill in his view is while playing can provide more fun way to practice, and in game the atmosphere is less tense so students can speak more comfortably with eachother.

And the last one is from the third interviewee is shown in the table 4.6 below.

Code	Question and Answer
Q1	How long have you been playing the game for?
PT3	Umm... its been quite sometimes to be honest its been several years already but im not sure, maybe 2 years or 1 I don't know.
Q2	what do you think about the game?
PT3	its quite fun, I would say it's a little bit of a challenge because of how people are very competitive. Its very competitive but sometimes can be a little bit toxic.

Q3	What do you think about this gaming phenomenon that has been going on lately?
PT3	<p>Ohits been quite advance lately, because there is so many genres games that have been coming out lately, and ya its quite fun actually and its quite cool the technology nowadays.</p> <p>because the way they develop the games are just so fast that there will be a new game coming on every month, every now and then.</p>
Q4	what is the role of English language as a gamer?
PT3	<p>oh the role of English... I think its pretty much a very important aspect I would say because there are many people that plays this game, every game has a lot of people there coming from several different countries so I think it is pretty important for you to use English because it's basically international words because your not going to speak Philippines on Philippines people or they don't know Indonesian very much I would say too, so its like, the bridge of a language. and we don't know their language also.</p>
Q5	What is your opinion about the game as a new environment to practice speaking skill?

PT3	I think that's a good one because back to the previous, like I said I think it triggers especially the youngsters to learn English to practice their speaking because of the condition they need to use English or else they don't know how to communicate with others, is a good way of practice I would say, I myself also learn some few new um vocabulary some say, from many people. and also it is much more confident for me to talk in the game because no one can see me.
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Table 4.6
Redaction data from the third interviewee

From the third interviewee the researcher can find that her experience is the least from the other, with only 2 years of experience about the game Mobile Legends: Bang Bang, the knowledge it self about the game she find it quite fun but sometimes a little bit toxic, and describing the gaming phenomenon to be more advance In technology because of the fast development for games, a vast genres of games can be found lately and coming out every month.

Next the researcher can discover that the role of English language is pretty much an important aspect because so many players from different countries playing Mobile Legends: Bang Bang, and its necessary to use English because it's an international word and also the bridge of language. The last is the researcher uncover that Mobile

Legends: Bang Bang triggers the youngsters to learn English and practice it, because the condition to communicate to achieve goal in the game demand them to do so, and while practicing speaking new vocabulary can also be acquired, also anonymous online presence can boost player confident so they can speak English without being afraid of mistakes.

For the third interviewee, her perspective is from a casual gamer that play games in daily basis, also to spent her free time, and the researcher major findings from the third interviewee is Mobile Legends : Bang Bang known to be a game that played by many player from different countries, so player in game will be socialize with other player from another countries in each play, and her point of view for using Mobile Legends : Bang Bang as new environment to practice speaking skill is the game itself good for practicing since every player will be demanded to speak English because the player are all from different countries, so students can use it to utilize the game condition as a media to practice, also the anonymous environment, will make students more confident as a speaker.

B. Discussion

Based on the findings above from three different interviewee each with unique answer from the 6 questions provided by the researcher, results of the findings will be depicted and interpret in this

discussion section. In this section, the explanation process is the discussion of interpreting the interviewee experience in gaming while using English language to communicate with other players and their perspective for online multiplayer educational games as new environment to practice fluency in English speaking skill. The interpretation will be divided into each interviewee perspective and deconstructed one by one to provide a thorough interpretation based on its main findings.

Before interpreting and deconstruct each interviewee is a gamer that know gaming world more than anyone, but each one had different experience and perspective about the game it self, hence each of their knowledge about the game may vary based on their years of playing the games, and that doesn't mean they lack the ability to learn and adapt in the game, each has their potential polished in the game so they can provide a good answer about their perspective of online multiplayer educational games.

The first interviewee is a professional gamer with a vast experience in the game called Dota 2, with over 5 years indulging into the games, starting his career in professional scene since age 15, his perspective about English is that the language is necessary to communicate with other professional gamer that he team up with, but he saw a flaw that many professional gamer have is the language barrier, this language barrier is the one that make people stuck and

cannot improve their potential to go big, so the role of English language become very important in the professional career of a gamer. For the game as a new environment to practice speaking skill, he didn't recommend it while he didn't give a precise answer on why, he continue to recommend other option such as speaking with someone who have master the English-speaking skill or playing a story-based game such as role-playing games.

The second interviewee is a game streamer with mid experience in Mobile games called Mobile Legends: Bang Bang. He played the game for almost 3 years and learn a lot about the game. His point of view about the game itself is fun and amazing, also playing with teammate can help achieve the goal of the game easier. The role of English language in his perspective is to provide a better communication within the team, learning English language is very important to understand and communicate within game even though you only know the basic of English language, therefore learning speaking skill is crucial to survive in the game. As for the game as the new environment to practice speaking skill, he agrees that the game can be a fun environment, because the game itself can be a stress reliever for players, and a fun or zero pressure atmosphere can make players more comfortable to speak in game.

The third interviewee is the everyday casual gamer, the average gamer these days that play games to relieve stress, spend free time or

just for fun. In her case she played Mobile Legends: Bang Bang for around 2 years, having the least experience doesn't mean you bad at the game, 2 years still is a long time to spend playing the game. Her point of view about Mobile Legends: Bang Bang is quite fun but challenging because of the competitive players inside the game, not only that some players also have bad manners or toxic behavior. For the role of English language within the game in her perspective its pretty much important because Mobile Legends: Bang Bang is played by many different countries around the world, because of that using English language become necessary to communicate with other player in the game, also in her view English language is basically an international word and already become the bridge of a language. And about Mobile Legends: Bang Bang as a new environment for students to practice speaking skill, she said that it's a good way to practice, because it can trigger the youngsters or students that play the game to be forced into speaking English because of the condition that demand so, if they don't speak English they can't communicate with others and their survivability as a team is low.

Based on all of the findings' discussion above, each of the interviewee has their own perspective and unique approach to answer. From the first interviewee his perspective is from one of the online multiplayer educational games called Dota 2, from the game the interviewee point of view of Dota 2 as new environment is not

recommended as playing Dota 2 itself need to have a good speaking skill, from the game understanding itself need a good English language comprehension.

Next from the second interviewee his perspective is from the other online multiplayer educational game called Mobile Legends : Bang Bang, in his point of view about the game Mobile Legends : Bang Bang as new environment is the game provide more fun vibes to practice speaking skill fluency for students, especially when playing with friends to make the game work easier. And from the third interviewee her perspective is also about Mobile Legends : Bang Bang as environment for students to learn speaking English fluency. Her point of view is that by playing the game students are demanded to speak and practice , because many player are come from other countries, so the need to communicate is necessary to work with teammates, and while playing it can also boosts students confident as they play as a character rather than themselves inside the game.

Even though each of them have differences in experience and point of view they all provide an understanding about the game first for Dota 2 the game need to have a good speaking skill to play so practicing using Dota 2 is not recommend as for Mobile Legends: Bang Bang two of the interviewee recommend it to be a good environment for students to try practice fluently in speaking skill as in Mobile Legends : Bang

Bang the game provide more fun atmosphere to play and can boosts students confident to speak and practice English fluently.

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

A. Conclusions

Learning speaking skill is essential for every student, because it is one of the aspects on why we need to master, because in the end purpose of learning language is so that we are able to speak fluently in that language. To master such skill can be a challenging task for students, sometimes students having difficulties to speak because of bad environment that leads to lack of motivation to speak and afraid of mistakes, also usually in class students can get too nervous to speak making practicing speaking skill become less effective. But in this modern era the advancement of technology game can provide a good environment where students can comfortably practice speaking skill outside of class.

B. Implications

After a thorough interview and analysis of unique perspective of each subject or participants about the online multiplayer educational games. This research will provide a new insight on how to utilize the game itself. The view of playing game is a waste of time will be gone as game can also provide a way to learn. Playing games not only provide

a fun time to spend with, but also a comfortable environment for players to indulge in social activity with each other,

And as the game is based on international scale speaking in English is inevitable, and practicing English become daily basis inside the game. Also learning English is not only the subject we can learn from playing online multiplayer educational games, a lot of skill such as teamwork, speech, critical thinking, decision making can be polished in order to achieve goals with your teammates and win the game.

C. Suggestions

There are several suggestions that the researcher needs to add, and the suggestions are expected to be useful for the teacher, students and the next researcher who want to conduct research using online multiplayer educational games:

1. For teachers

The teachers can utilize the use of online multiplayer educational games to help them bring variation in learning English language especially in speaking skill, the researcher hope that teachers can also improve and innovate a way to make learning speaking skill using online multiplayer educational games more fun and comfortable for the students, so that students can be more motivated and confident in learning speaking skill fluently.

2. For Students

The researcher hope that students not only play online multiplayer educational games to spend free time but also use it to learn and practice various skills, students need to consider the opportunity to gain a lot of knowledge and input to use online multiplayer educational games to develop a better speaking and fluency in English.

3. For further researcher

The researcher hope that this research can provide as a reference to conduct a further research in using online multiplayer educational games as an alternative learning media for students to use so they can improve other main skills in English, because using online multiplayer educational games, is fun and can create a more relaxing atmosphere for students to learn English language.

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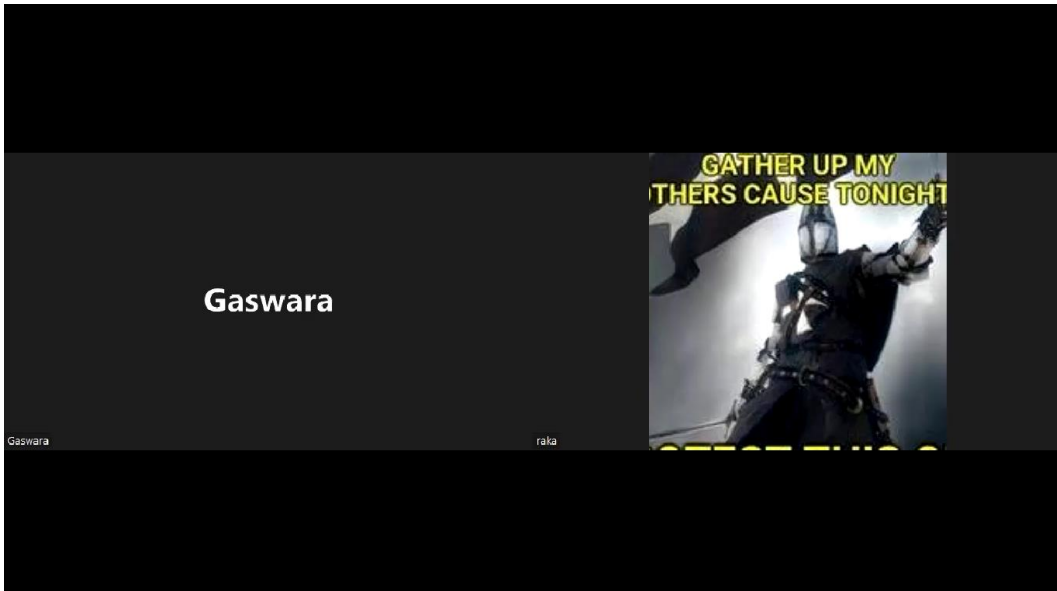
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APPENDICES

Appendix 1 First Interview



Appendix 2 Second Interview



Appendix 3 third interview

