

THE EFFECT OF ONLINE GAMES ON ENGLISH LANGUAGE SKILLS

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Abstrak

Penelitian ini bertujuan untuk mengetahui efek dari permainan online terhadap kemampuan Bahasa Inggris Mahasiswa program studi Pendidikan Bahasa Inggris Universitas Muhammadiyah Luwuk. Penelitian ini menggunakan pendekatan kualitatif sebagai metode penelitian, subyek penelitian ini adalah 10 mahasiswa aktif program studi Pendidikan Bahasa Inggris Universitas Muhammadiyah Luwuk. Penelitian ini bermaksud untuk mengetahui efek dari Permainan Online terhadap kemampuan berbahasa Inggris. Dalam rangka menganalisis data, peneliti melakukan wawancara serta mengambil catatan dari hasil rekaman video permainan. Sebagai hasil dari penelitian ini. Peneliti menemukan bahwa permainan online sangat memberikan efek yang cukup signifikan untuk meningkatkan kemampuan berbahasa Inggris. Efeknya adalah para mahasiswa dapat belajar dan berlatih kemampuan Bahasa Inggris mereka seperti kemampuan berbicara, membaca, mendengarkan serta menulis. Sehingga dapat meningkatkan skill Bahasa Inggris Mereka. hal ini dikarekan dalam permainan peserta dapat menjadikan ini sebagai sarana belajar serta berlatih kemampuan Bahasa Inggris.

Kata Kunci: *Permainan Online; PUBG; Mobile Legend*

Abstract

This study aims to determine the effect of online games on the English skills of students of the English Language Education Study Program at Muhammadiyah Luwuk University. This study used a qualitative approach as a research method, the subjects of this study were 10 active students of the English Language Education Study Program at Muhammadiyah Luwuk University. This research purpose is to find out the effect of online games on English skills. In order to analyze the data, the researchers conducted interviews and took notes from video game recordings. As a result of this research. Researchers found that online games have a significant effect on improving English language skills. The effect are students can learn and practice their English skills such as speaking, reading, listening, and writing skill. Therefore, students can improve their English skills because in the game participants can use this as a means of learning and practicing English skills.

Keywords: *Online Games; PUBG; Mobile Legend*

Introduction

English is a popular and important language in the world, more than 60 countries use English like The United States, Australia, New Zealand make English an official language. According to Ethnologue (2022), around 1.5 billion speakers speak English either as a mother tongue or a second language by 2022. In fact, quite a number of educational institutions have made this language their daily language, thus making the influence of English quite strong and making it an international language. To be able to learn English, people have used various methods but the results are not in accordance with people's expectations. The development is increasingly sophisticated information technology and creating new products to facilitate community activities. One of the most influential information technology products for students to get information is the internet. The internet also provides a lot of entertainment on offer, one of which is online games.

Online games have several attractions that make students happier to play than learning, playing online games has become a daily routine. Online games that are currently popular among young people at the Senior high school and college student level are Player Unknown's Battleground's (PUBG) which is a Battle Royal Game and Mobile Legend (ML) which is a MOBA type game. Both of these games are in great demand by players. According to Statista (2022), the number of mobile game players in Indonesia more than 185 million in 2022. Apart from the interesting gameplay, there are also chat features and voice messages that can make it easier for each player to communicate between friends or foes in the game.

Sylvester (2013) argues that game design is not in code, art, or sound. It is no longer in sculpting game pieces or painting game boards, game design means crafting the guidelines that make those pieces come alive. These two games namely PUBG and ML, can be an alternative for players to learn English skills. The use of online games has an important role in improving English language skills from speaking, listening, writing and reading. Gee (2003) said that good games are games that are able to develop their abilities in terms of learning. Based on the pre-observation, the researchers got information that many students of English education study program in Muhammadiyah University of Luwuk play PUBG and ML. In the game they can meet players from abroad so they often communicate using English. Basically, students will read the instructions for playing games in English and can communicate in the form of speaking directly or via short messages with other players from outside and within the country who are in the game at the same time so that their abilities can be encouraged to use English.

Meanwhile so many effects of online games on English skills and there is no doubt so many players PUBG and ML in Muhammadiyah University of Luwuk especially in English education study program who have played PUBG and ML. Therefore, the researchers wants to research whether online games can also affect the English skills of online game players, and even this research has never done before in the English Education Study Program in the Muhammadiyah University of Luwuk.

In this research, the researchers not used all of kind of Online Games. The researchers just focus on two kinds of Online Games, namely Player Unknown Battleground's (PUBG) and Mobile Legend (ML) that played by students of English Education Study Program at Muhammadiyah University of Luwuk whether have effect in English skills. Then the Researcher limited only to language skills, consist of discussing, sharing, following and giving direction.

In this case, the researcher is interested in researching what the effects of online games, especially PUBG and ML towards English Skill. Therefore, the researchers interested to do research entitled **The Effect of Online Games on English Language skills.**

Online Games

Online games are video games that connect players to each other using network intermediaries. Lukcyta (2018) defines online games are games that connect systems via the internet using a personal computer or console, this also refers to virtual engagement in games with other people via the internet. In short online games is game that are connected via the internet whose activities interpret pleasure and can be used as a method for learning new things.

Types of Online Games

Based on Oketchno (2019), There are several types of online games that can be played which of course can learn English skills such as Massively Multiplayer Online Role-playing games (MMORPG), Massively Multiplayer Online First-person shooter games (MMOFPS), Massively Multiplayer Online Real-time strategy games (MMORTS). Massively Multiplayer Online Browser Game, Simulation Games and Cross-platform online play. Some of these types are further divided into several types, namely Battle Royal Games, Multiplayer Online Battle Arena (MOBA), First Person Shooter (FPS), Real Time Story (RTS), Vehicle Simulation, Fighting Games, Life Simulation Game, Role Playing Game, Adventure Games, and Racing Games. Quoted from Puteri (2021), Online games have numerous genres, currently the famous genres are battle Royale and MOBA. battle royal itself is PUBG and MOBA is ML. Online games such as PUBG have many interesting features and playing experiences for players and have several categories or game genres such as Action, RPG/MMORPG, Real Time Strategy and First-Person Shooter. and for ML there are Action genres.

Online Games as a Tools for foreign language learning and teaching

Online Games also have significant benefits as a tool for learning foreign languages as said by Prastius et al. (2020) that Online games are fun games to fill spare time and can also be used for learning. Castillo (2018) stated that teachers can design the learning process that used online games. which the game can facilitate the implementation and leverage the learning experience. Beside for students, online games can also be used as a tool for learning languages for adults. This was conveyed by Khongsakun (2020), that Non-educational online games could be used as a means of incidentally learning language via a virtual world outside the classroom. It could provide an environment which may facilitate second or foreign language learning, since players could use many strategies to overcome the difficulties appearing in games, like interacting with other players via digital characters known as avatars, asking for and sharing information, talking and planning with other players, and interacting with objects and resources.

English Skills

In English, there are 4 skills that are used in everyday life, namely Reading, Writing, Listening and Speaking which are often used in communicating either direct or indirect communication.

The Effect of Online Games on English Skills

Language plays the most important role in making or playing online games which is very helpful for players in knowing the storyline that is presented and to provide information to players in settings and what to do while playing online games and English is the most widely used language in the game, making it easier for players around the world to play it. Based on Yulsyofriend et al. (2019), Gadgets provide play facilities that can attract interest from various colors, sounds, and games that stimulate children's adrenaline so that they are interested in doing activities. Which means that these online games can indirectly affect language Skills. Khongsakun (2020) argues that online Games dramatically affect English skills by the players which is in the game contains word like 'run', 'jump', 'hide', 'item', 'attack' etc.

Demarest (2008) said that playing online games has a lot of positive effects on players due to the use of language and interaction patterns in it. He uses Online Games to treat his son who has delays in language and social skills. Some of the therapeutic effect Demarest outlined were language skills, mathematics and reading skills, and social skills:

Language Skills

Language skills in online games have effect such as discussing, sharing, following and giving direction, which is done by talking directly or by typing in the chat room. For example, as follows:

- 1) Discussing
- 2) Sharing
- 3) Following Directions
- 4) Giving Directions

Research Method

In this research, the researchers used qualitative method based on Mustafa et al. (2020). The main subject of this research were players PUBG and ML in English Education Study Program third, fifth & seventh Semester at Muhammadiyah University of Luwuk. The instrument of this research was interview and fieldnotes. Interview that is a method of data collection with the question and answer related of the Online Games itself and done in a systematic and based on the research objectives and fieldnotes to take notes during research.

Findings and Discussion

Research Findings

Based on the results of interviews with the students and fieldnotes of video recording the researchers focused on the Effect of Online Games on English Language Skills in English Education Study Program Muhammadiyah University of Luwuk. The detail information of the result discussed as follows:

1. *Effect Online Games*

Online Games are video games that connect players to each other using network intermediaries. Online games are currently a popular game such as PUBG and ML played among young people and can't even be separated from the daily lives of players. The participants were given some question that related effect of Online Games they played. They were given a short description of the execution of the interviews to explore what games they played specifically, intensity, and how they communicate each other in the game. Then the researchers want to explore the effect of online games through discussing, sharing, following, and giving direction. Those questions interview as follows:

Question 1: *What Online Games do you play?*

The first question to determine what online games they played specifically it means that they played PUBG or ML or both.

- P1 : *Mobile Legend*
- P2 : *PUBG and Mobile Legend*
- P3 : *I play Mobile Legend*
- P4 : *PUBG*
- P5 : *PUBG*
- P6 : *PUBG and Mobile Legend*
- P7 : *Pubg and ML*
- P8 : *Pubg and ML*
- P9 : *Pubg*
- P10 : *ML and PUBG*

There are participants played PUBG and the other Played ML, and some of them played both.

Question 2: *How often do you play the Online Games?*

This question explores how often the participants play online Games

- P1 : *7 seven days more than 2 hours*
- P2 : *5 days in a week more than 3 hours*
- P3 : *3 days in a week more than 3 hours*
- P4 : *2 days in a week just 1 hours*
- P5 : *Every night 1-2 hours*
- P6 : *3 days in a week 2 hours*
- P7 : *Every day more than 2 hours*
- P8 : *Every day, 3 hours*
- P9 : *Every day but sometimes just 3 days in a week, 2 hours*
- P10 : *4 days 2 hour*

The participants can play every day and other participants said that they played 2-5 days in a week with 1-3 hours in a day. It means that most of them spend a lot of time playing online games.

Question 3: *Have you ever met player from Abroad?*

This question purpose is to investigate the player whether they ever play with player from abroad.

- P1 : *Yes, I have, they from USA*
- P2 : *Yes, they from Malaysia, India, Thailand sometimes China*

- P3 : *Yes, the player I met from China, Korea, and Japan*
P4 : *Yes, I have, they from Thailand*
P5 : *Yes, I have but I do not know where are they from*
P6 : *Yes, I just remember they are from Myanmar, Thailand*
P7 : *Yes, I have, they from Thailand*
P8 : *Yes, India sometimes Filipina*
P9 : *Yes, of course. South Korea, Arab, often India, Nepal, and Malaysia*
P10 : *No, I have not*

The player said that they ever met player from abroad such as Malaysia, Thailand, China, Japan, Myanmar etc.

Question 4: *When playing do you speak or just typing when communicate?*

This question explores how they communicate each other during playing.

- P1 : *Speak and type*
P2 : *speak*
P3 : *Sometimes I write but I talk too*
P4 : *When I meet Indonesian I speak and another country I type*
P5 : *Tergantung situasi ketika dalam bermain situasi memungkinkan dalam artian nyaman untuk bicara maka saya bicara, jika tidak berarti hanya type*
P6 : *I just remember when I play with player from Myanmar we are talking and the other I just typing*
P7 : *Speak and typing*
P8 : *Speak and type*
P9 : *Speak*
P10 : *Speak and typing*

There is a participants said always speak when play and the other said sometimes they speak if play with Indonesian and from other country they just typing. And most of them speak and type when playing.

Question 5: *When playing with a stranger or with your friends do you ever use English?*

This question for make sure whether the participants ever use English or not.

- P1 : *Yes, I use English*
P2 : *Yes, kadang dengan teman, dan apabila ketemu dengan orang luar dan berbicara Bahasa Inggris, saya respon balik*
P3 : *Yes, we use English*
P4 : *Yes, I use English*
P5 : *Yes, I use English, kalau mereka paham kadang saya pakai Bahasa Inggris*
P6 : *Yes*
P7 : *Yes, of course*
P8 : *Yes, of course*
P9 : *Yes*
P10 : *Yes, I ever*

All the participants said that they ever use English when playing, they use English when meet player from abroad and then if they meet player from Indonesia they use Indonesian but sometimes they use English as well. Therefore, can be concluded that all the participants used English.

Discussing

Discussion is a form of problem solving. Usually, the discussion carried out to find out a solution to a problem. In playing the online games each participant is required to communicate with each other in solving problems. the problem referred to here is how they win the game. and how they discuss things in the game. Therefore, with the discussing participants got effect of the online games in speaking, listening, reading, and writing skill.

Question 6: *Are you able discuss with others players using English? What things did you discuss?*

This question explores whether they can discuss using English and to know what things they discuss.

- P1 : Yes, discuss about strategy, it is very basic discuss each other how to win the game*
- P2 : Yes, contohnya mengatur strategi dengan teman*
- P3 : Yes, about the strategy and how we win the game*
- P4 : not really*
- P5 : Yes, discuss about the game*
- P6 : Yes, discuss about the item and the direction of the maps*
- P7 : Yes, but not really, hal-hal yang berkaitan dengan game*
- P8 : Yes, when I play we discuss about strategy*
- P9 : Yes, discuss the strategy*
- P10 : Yes, I ever discuss about strategy, we discuss how to win the game*

The participants said that they are able, and they discuss about strategy, the item, the directions and how to win the game, they discuss as long as they played. Therefore, when they discuss they can improve their skills.

a. Sharing

Every player can share about random topic to other player which can add to the excitement of playing the game because they can talk to each other to share any stories about their life, environment, and also their friendship. Therefore, they can develop the discussion using English.

Question 7: *What Things do you talk about to your friends while playing?*

This question wants to explores what things participants talk about while playing.

- P1 : Every gamer always talks the tools using in the games, sometimes we talk random topic like what you do this day, what you eat this day*
- P2 : Pernah, misalkan kapan update game terbaru dan event-event yang akan dating*
- P3 : About our life and how often we play this game*
- P4 : Yeah, we talk such as where are they from or something like that*
- P5 : Yeah, we talk about our daily activities, itu paling sering apalagi ketemu pemain cewek jadi , terbawa suasana*
- P6 : In game and most of them their English just limits so we just talk the direction in the game*

- P7 : We just talk about the game*
P8 : Just ask where their life and their age
P9 : we talk random topik, saking random nya saya tidak tau apa yang dibicarakan and talk about their country
P10 : Talk about daily activities, bertanya kabar, setiap harinya ngapain, main gamenya jam berapa, when we will play game together

The participants said that they talk about their daily life such as “what do they do for a day,” “where do they stay,” “where are you from” and sometimes they talk about random topic. Therefore, with this the participants can develop the topic and make them more active in talk about with English.

b. Giving Directions

To win the game each player must develop a strategy so that each player is required to giving direction to other players in carrying out the strategy. by giving directions to other players is able to improve the skills of each player in English.

Question 8: *Are you able to give directions using English? What directions?*

This question wants to know whether the participants able to give directions using English or not and if they are able what directions that they give.

- P1 : Yes, the direction such as gather, attack the enemy, ambush*
P2 : Pernah, kill the asassins
P3 : Yes, broken the turret, war, back to the backstage
P4 : Yes, but sometimes it is not clear it makes them do not understand, the direction like hide
P5 : Yes, karena game yang saya mainkan begitu jadi terbawa memakai Bahasa inggris, arahannya, seperti hide, there is enemy, jump
P6 : Yes, left-left, right-right
P7 : Yes, the direction like kill the enemy, watch out, enemy behind you, enemy on the room you, should be careful
P8 : Yes, kasih tau kalau ada musuh di depan, musuh knockout and supply
P9 : Yes, the direction like enemy, move, there are enemy in the third house, there are enemy in the tree
P10 : Yes, left-left, right-right, in front of you, back-back

The participants said that they can give directions using English and the directions such as “left/right,” “watch out,” “be careful,” “enemy behind you,” “knock,” “be quiet,” “help me.” Etc. It means that most of them used interjection and imperative sentence when they communicate.

c. Following directions

Besides giving direction each player have to following the direction that given by other player. Participants have to understand directions that given to win the game. Therefore, it can be concluded that participants have to understand directions that given even in English and it can improve reading and listening skill each participants.

Questions 9: *Do you understand when other players give you directions?*

This question wants to explore whether the player can understand when the other players give them some directions.

- P1 : Yes, I understand. Sometimes they said get back, come back*
P2 : Yes, I understand. Give me medkit
P3 : Yes, I understand. Don't war, war the lord, war the turtle
P4 : Yes, when they speak clearly I can understand but sometimes when it is not clear I cannot understand, the direction is there is Enemy, you have to shoot
P5 : Yes, selama bukan arahan yang susah-susah, hide, there is enemy
P6 : Yes, I understand what they said but I cannot apply because I am still noob, in the left side, you must go there
P7 : Yes, sometimes because ada satu dua kata yang masih baru jadi tidak paham apa yang mereka, arahkan
P8 : Yes, ada musuh di depan, musuh knockout and supply
P9 : Yes, the direction like there is enemy over here come help me, get vehicle
P10 : Yes, left-left, right-right, in front of you, back-back

All the participants said that they understand when the other players give them directions but sometimes the obstacles are the vocabulary and accent. The limitations of vocabulary make participants difficult to understand what other players mean, and also accent become one of obstacle that makes participants did not understand the directions that given by other players. It means that most of them understand interjection and imperative sentence when they communicate in English.

d. Online Games Affect English Skills

Online games dramatically affect English because when participants play they have to communicate each other whether speak or just type so it can affect their speaking, listening, reading, and writing skill. Therefore, their skills can increase and the online games can become a way to learn and practice English.

Question 10: *Do you think Online Games have an effect on English Skills? What effect do you feel from playing Online Games?*

This question wants to explore whether online games have an effect on English skills or not, if online games have an effect what effect they feel.

- P1 : I think online games can affect English skills because when we play we meet so many people in, different country and they use English, and English is basic language. The effect that I get talk about the language because language that I get in the class kinda different when we talk to them in the game. Writing because we write to communicate, listening of course because we heard what they talk*
P2 : Yeah. Speaking dan listening karena berbicara dengan orang luar seperti "how are you"
P3 : Yes, I think online games have effect on English skills, I think this game make we understand and we know my pronounciatin and make increase and we have many friends from another country.

- P4 : *Yeah, have effect, because I can practice my speaking, listening, reading, and writing*
- P5 : *Yeah, have effect, paling utama Reading, serta Speaking dan juga Listening*
- P6 : *I think for English skills of course there is effect but just a little because most of the player I met before from Indonesia we just use Indonesia, and if I met from abroad we talk English, I get new vocabularies, speaking, and listening I learned and heard different accent that I never heard before, and for writing I don't get the impact because when I type I already know what I type so didn't give me some impact.*
- P7 : *Yeah, in my opinion online games vcan gime an effect in my English skills for example in online games you can talk to other people using English of course it will improve your English skills, dan yang dirasakan dari bermain game ini adalah disemua aspek skill Bahasa inggris yaitu di Listening, speaking, writing, and reading*
- P8 : *Yeah, I can know about English and know to talk, the effect I get just listening and speaking*
- P9 : *Yeah, my vocabulary, speaking, listening increase, and reading karena aturan gamenya itu pakai Bahasa Inggris.*
- P10 : *Yeah, because we are talking together it can increase our English skills, I get effect speaking and listening, I try the pronunciation and practice when I play with another player*

The participants said of course Online Games have effects on English skills, the effect that they felt are increasingly their vocabulary, listening skill, writing skill, reading skill, and speaking skill. To sum up online games become a way to practice and learn English.

2. *Field Notes of Video Recording*

Apart from using interviews, the researchers also used video recorded field notes to support research results on the effects of online games on English skills. Based on video recordings in which participants are playing PUBG and ML, as the result the researchers can collect the following notes.

Every participant playing didn't always meet players from abroad because of the team selection and the selection of the opposing team is random but it doesn't allow players to always meet just that player, sometimes participants meet players from abroad because when they play, they play on the server Asia which includes all countries in Asia, both ML and PUBG games. Apart from that, players can also choose which server to play on.

Therefore, when players meet players from abroad, they will communicate using English to win the game. Then when they meet players from Indonesians they will use Indonesian, but still, between games, English is always tucked into it. The English they speak is innate and sometimes they use English when playing using Indonesian and there are also several English terms that are used in everyday games by every player. These words are "Knock", "Go", "Backstage", "Healing", "Med kit", "Jump shoot", "Prone" till they can increase their speaking and writing skill.

In addition, because the items and language used in the game use English, players learn more because they are always exposed to English words, which can improve

players' reading skills. When playing there are background sounds that use English so indirectly players start to get used to sounds or language in English so they can improve their listening skills.

There are several things that need to be underlined for discussion in this study. These things are the effect of Online Games on English skills where these skills are speaking skills, listening skills, writing skills, and reading Skills. This can be seen in previous research from Demarest (2008) that online games have many positive benefits for players due to the use of language and patterns of interaction that exist in games such as discussing, sharing, following and giving directions among fellow players. Things such as discussing strategies between fellow players on how to win the game. Then sharing or telling stories about random topic, sharing stories about what they do every day, where and how they play, sharing about each other's personalities. These things become a support to improve and become a place to learn and practice English.

Apart from discussion and sharing, there are also interaction patterns such as following and giving direction where in a game each player is required to give directions to other players in order to achieve the goal of the game, namely defeating the opponent and becoming a winner. The instructions were in the form of hiding, jumping, killing assassins, hiding behind a tree, don't fight, attacks, don't panic, and help me. These things trigger the improvement of each player's speaking, listening, reading, and writing skills. The online games referred to here are PUBG and ML which are the focus of this study which have many effects on improving English skills as explained by Khongsakun (2020) that online games have a great effect on English skills. Which the intensity of playing games is quite high which can reach more than 2 hours per day and can reach 3-5 days a week. Of course, it can have a significant effect, which will be discussed further as follows:

a) Speaking

Players who play online games automatically communicated with each other so that each player talked to win a game. This is one of the means to learn and practice the speaking skills they already have, players started from discussions, talk about random things with other players, and give and follow instructions to each other in using English.

b) Listening

Players automatically used their listening skill because they have to communicate with other players. So that players be more familiar and will get used to listening to directions, talks and also background sounds from games that use English. As well as when meeting other players with different accents, the players can be more trained in listening to English with varying accents, so this is what makes playing online games improve listening skills in English.

c) Writing

One of the skills that can be improved is the writing skill where when playing players have to communicate, one of the methods for communicating in the game is by typing in the chat column to be able to communicate with each other. So, with this it can improve the writing skills of each player even though sometimes there are still errors in spelling a word or sentence.

d) Reading

Reading skills can be improved by playing online games because in-game instructions, settings and tools are in English so players can indirectly understand what is written even in English. So this is a support that online games can have an effect on improving English skills.

Directly or indirectly, the online games greatly affect English skills, namely speaking skills, listening skills, reading skills, and writing skills, in which the game can increase knowledge about English itself. Online games such as PUBG and ML provide many benefits, the online games can help players improve their English skills because online games become a place to learning and practicing English.

Conclusion

Based on the data that has been described previously by the researchers, the conclusion that can be taken from the effect of Online Games on English Language Skills at English Education Study Program at Muhammadiyah University of Luwuk namely, Online Games, especially PUBG and ML, apart from being a means of playing and entertainment during breaks, can actually be a means of practicing and learning English. Online Games can improve English skills such as speaking, Listening, Reading, and writing skills. Speaking skills can be improved because every player must communicate so this is a place to practice and improve speaking skills. Listening skills can improve because the background sound of the game uses English and communicating with other players can be a means of practice, especially if you meet players who have different accents. Writing skills can also improve because there are several players who communicate by typing so this becomes a means of practicing and improving writing skills. Reading skills can also improve because when playing there are several items, tools, instructions that use English and also when other players type to communicate so that players learn and improve their reading skills.

Based on the explanation above, it can be concluded that theory from Demarest (2008) about the effect of online games which is discussion, sharing, following and giving direction applied and also fully works in this research. Then, theory from Khongsakun (2020) proven that indeed online games dramatically affect English skills. Because indeed in this research, the researchers found that these online games can really have an effect on English language skills.

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