**THE INFLUENCE OF PLAYING PLAYSTATION GAMES ON STUDENTS’ VOCABULARY MASTERY OF EIGHTH GRADE AT SMP N 22 PURWOREJO IN THE ACADEMIC YEAR 2012/2013**

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**ABSTRACT**

The research is proposed to analyze the influence of playing playstation games on vocabulary mastery of senior high-school students’ of eighth grade at SMP N 22 Purworejo in the academic year 2012/2013. Is there any influence of playing playstation games on students’ vocabulary mastery of eighth grade at SMP N 22 Purworejo in the academic year 2012/2013?

This research was carried out on May 6th 2013. The research was conducted at SMP N 22 Purworejo. The population of this research is the students of Eighth Grade at SMP N 22 Purworejo. The Total Numbers is 180 students. The sample that is taken are class A and B with 60 students. This research took the eighth grade students at SMP N 22 Purworejo in the academic year 2012/2013 as the subject of the research. This research is a descriptive quantitative research in which the researcher emphasizes in finding out whether or not there is any positive and significant influence of playing playstation games on student’s vocabulary mastery of eighth grade at SMP N 22 Purworejo in the academic year 2012/2013.

From the result of playing playstation games and vocabulary test, students who got high score of playing playstation games and vocabulary good categorized their vocabulary mastery well, and student’s who got low score of playing playstation games and vocabulary low categorized their vocabulary mastery still less. The result shows that the correlation (0.84) is more than rtable (0.254), it means that there is a positive correlation between two variables. The coefficient in $t\_{value}$=12.010 is higher than $t\_{table}$= 2.000, so it is significant. The researcher concludes that the hypothesis which stated in chapter II is answered, that there is a positive and significant influence playing playstation games on students’ vocabulary mastery of eighth grade at SMP N 22 Purworejo in the academic year 2012/2013.

*Key words : Influence, Playstation Games, Vocabulary mastery*

1. **Background**

Language has very important in our life and its function is to communication. It is a source of conversation. Its happens between two people, two groups, or even more. PlayStation is an electronic game provides different types of games that would have been favored by all circles. Playstation has a positive influence on children. Most playstation games uses English language. This leads inevitably to the user at least a little understanding with English language instructions contained on the playstation games. Eventually they become familiar with words or sentences-speaking English so that it can add to the English vocabulary is not obtained from the English lessons at school.

1. **Research Method**

This research is a descriptive quantitative research in which the researcher emphasizes in finding out whether or not there is any positive and significant influence of playing playstation games on student’s vocabulary mastery of eighth grade at SMP N 22 Purworejo in the academic year 2012/2013.

This research was carried out on May 6th 2013. The research was conducted at SMP N 22 Purworejo. This research took the eighth grade students of SMP N 22 Purworejo in the academic year 2012/2013 as the subject of the research.

This research was conducted at SMP N 22 Purworejo in the academic year 2012/2013. It is located in the Purworejo regency. The total number of students in the eighth grade students of SMP N 22 Purworejo in the academic year 2012/2013 is 180. The researcher takes two classes which consist of 60 students as a sample.

The description of the data is aimed to provide the answer to the questions about the students’ playing playstation games and the students’ vocabulary mastery. It is intended to answer the first and the second formulations of the research problem as stated in Chapter I. the description will be in the form of the mean, median, mode, standard deviation, variance and the distribution of the students’ score.

1. **Finding and Discussion**
2. Analysis result of playing playstation games questionnaire and vocabulary test

The researcher has conducted the analysis on the Eighth grade SMP N 22 Purworejo in class A and B in the academic year 2012/2013 to collect data. There were many factors which determine the result of playing playstation games and vocabulary test. From the result of playing playstation games questionnaire and vocabulary test, the researcher found that the playing playstation games is very influential to the students’ vocabulary mastery. Most of students who got high score on playing playstation games their score of vocabulary also high. Student’s who often read English text, their vocabulary mastery increase.

1. Descriptive and Inferential Analysis

From the descriptive analysis above and from the list of score available in table before, it can be seen the highest score of the students’ playing playstation games questionnaire and their vocabulary test hold by the same students and the lowest mark in the playing playstation games questionnaire and their vocabulary test also hold by another same students. The range for the students’ playing playstation games is 25 and the range for their vocabulary mastery is 48; the median for the students’ playing playstation games is 68 and the median for their vocabulary mastery is 70. The mode for the students’ playing playstation games is 67, while the mode for their vocabulary mastery is 65. From the computation as shown in the previous page, the total score for the students’ playing playstation games is 4087 and the total score for their vocabulary mastery is 4508. Based on the total score and its total a number of sample, the mean for the students’ playing playstation games is 68.11 and the mean for their vocabulary mastery is 75.13. Finally, the standard deviation for the students’ playing playstation games is 5.36 and the standard deviation for their vocabulary mastery is 13.$ 9$1 .

From the explanation above, the researcher concludes that the result of the students’ playing playstation games and their vocabulary mastery of the eighth grade SMP N 22 Purworejo in academic year 2012/2013 are sufficient.

1. **Conclusion and Suggestion**

Based on the result of this study, some conclusions can be drawn as follows:

1. According to the mean score, the students’ playing playstation games is in sufficient level. The mean score of questionnaire is 68.11. It is classified into sufficient level.
2. According to the mean score, the students’ vocabulary mastery is in good level. The mean score of vocabulary test is 75.13. It is classified into good level.
3. The result shows that the correlation (0.84) is more than rtable (0.254), it means that there is a positive correlation between two variables. The coefficient in $t\_{value}$=12.010 is higher than $t\_{table}$= 2.000, so it is significant. The researcher concludes that the hypothesis which stated in chapter I is answered, that there is a positive and significant influence playing playstation games on students’ vocabulary mastery in the academic year 2012/2013.

The researcher hopes this thesis will be useful and helpful for teachers or other who are interested in teaching English. There are suggestions in this final section. For teacher should employee various method and techniques I teaching language especially vocabulary and should be a facilitator and motivator in the teaching and learning process. For Students should be active on teaching learning process to make understand the materials that given by the teacher. And should be more motivated to find an English vocabulary such as when playing games to improve their vocabulary mastery.

1. **Reference**

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