

**ENGLISH VOCABULARY DEVELOPMENT IN USING
MOBILE LEGENDS APPLICATION AMONG TEENAGERS'
AT PINTU PADANG JULU VILLAGE**



SKRIPSI

*Submitted to the Department of English Education in a Partial fulfillment of the
Requirement for the Degree of Strata 1 (Bachelor of Education) in English
Language Education*

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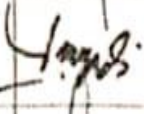


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LEMBAR PENGESAHAN TIM PENGUJI

Skripsi ini berjudul "English Vocabulary Development In Using Mobile Legends Application Among Teenagers' At Pintu Padang Julu Village" a.n Nur Azizah Nasution NIM : 21130020, Program Studi Tadris Bahasa Inggris telah dimunaqasyahkan dalam sidang munaqasyah program sarjana Sekolah Tinggi Agama Islam Negeri (STAIN) Mandailing Natal, pada tanggal 28 Juli 2026.

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ABSTRAK

Nur Azizah. (2026). Pengembangan Kosakata Bahasa Inggris dalam Penggunaan Aplikasi Mobile Legends pada Remaja di Desa Pintu Padang Julu. Skripsi. Program Studi Tadris Bahasa Inggris, Sekolah Tinggi Agama Islam Negeri (STAIN) Mandailing Natal.

Penguasaan dan pengembangan kosakata merupakan fondasi utama dalam pemerolehan bahasa Inggris. Pemanfaatan media digital yang interaktif di luar lingkungan formal dapat mendukung remaja dalam mempelajari bahasa Inggris secara mandiri. Salah satu media yang populer di kalangan remaja saat ini adalah aplikasi permainan Mobile Legends, yang memuat berbagai instruksi dan fitur berbahasa Inggris. Penelitian ini bertujuan untuk menganalisis proses pengembangan kosakata bahasa Inggris melalui aplikasi Mobile Legends pada remaja di Desa Pintu Padang Julu serta mengidentifikasi kesulitan-kesulitan yang mereka hadapi dalam memahami kosakata tersebut. Penelitian ini menggunakan pendekatan kualitatif deskriptif. Data dikumpulkan melalui teknik observasi, wawancara, dan dokumentasi, sedangkan keabsahan data diuji menggunakan triangulasi metode. Hasil penelitian menunjukkan bahwa pengembangan kosakata terjadi secara insidental melalui pemaparan berulang saat bermain game, khususnya pada menu item/peralatan, pemberitahuan kill, dan peringatan sistem. Untuk memahami kata-kata baru, para remaja menerapkan beberapa strategi, antara lain menggunakan alat penerjemah digital, mengamati aksi visual di dalam game, pembiasaan, serta berdiskusi dengan teman sebaya. Meskipun demikian, kosakata yang diperoleh sebagian besar masih terbatas pada konteks permainan dan sulit diterapkan dalam komunikasi sehari-hari. Selain itu, para peserta mengalami kesulitan terkait pengucapan, ejaan, tata bahasa, dan makna kontekstual karena aplikasi ini tidak menyediakan penjelasan bahasa secara eksplisit. Kesimpulannya, Mobile Legends berkontribusi terhadap pengembangan kosakata bahasa Inggris secara insidental pada remaja, namun efektivitasnya masih terbatas pada kosakata berbasis permainan dan belum sepenuhnya mendukung penguasaan bahasa secara komprehensif.

Kata Kunci: Remaja, Pengembangan Kosakata, Aplikasi Mobile Legends

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TABLE OF CONTENT

STATEMENT OF AUTHENTICITY	Error! Bookmark not defined.
ADVISOR APPROVAL SHEET.....	Error! Bookmark not defined.
ENDORSEMENT SHEET	iii
ABSTRACT	iv
ACKNOWLEDGEMENT	iii
TABLE OF CONTENT	viii
LIST OF TABLES.....	x
LIST OF APPENDICES.....	xi
CHAPTER I.....	1
INTRODUCTION.....	1
A. Background Of Study	1
B. Formulation of The Study.....	5
D. Identification of The Study.....	6
E. Significance of The Study.....	6
F. Key Terms	6
CHAPTER II	9
REVIEW OF LITERATURE	9
A. Theoretical Framework	9
1. Vocabulary	9
2. Game Online	12
3. Mobile Legend	13
B. Previous Studies	15
CHAPTER III	21
RESEARCH METHODOLOGY	21
A. Research Design.....	21
B. Location and Time	21
C. Source of the Data.....	22

D. Subject of the Research.....	22
E. Technique of Data Collection	24
CHAPTER IV.....	28
RESEARCH FINDING AND DISCUSSION	28
A. Description of Research Objects	28
B. General Findings.....	34
C. Specific Findings.....	35
D. Discussion.....	55
CHAPTER V	62
CONCLUSION AND SUGGESTION	62
A. Conclusion	62
C. Suggestions	62
REFERENCES.....	63
APPENDICES	64

LIST OF TABLES

Tabel 4. 1 Group ages range	30
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LIST OF APPENDICES

Appendix 1 Documentation Sheet

Appendix 2 Teenagers' Observation Sheet

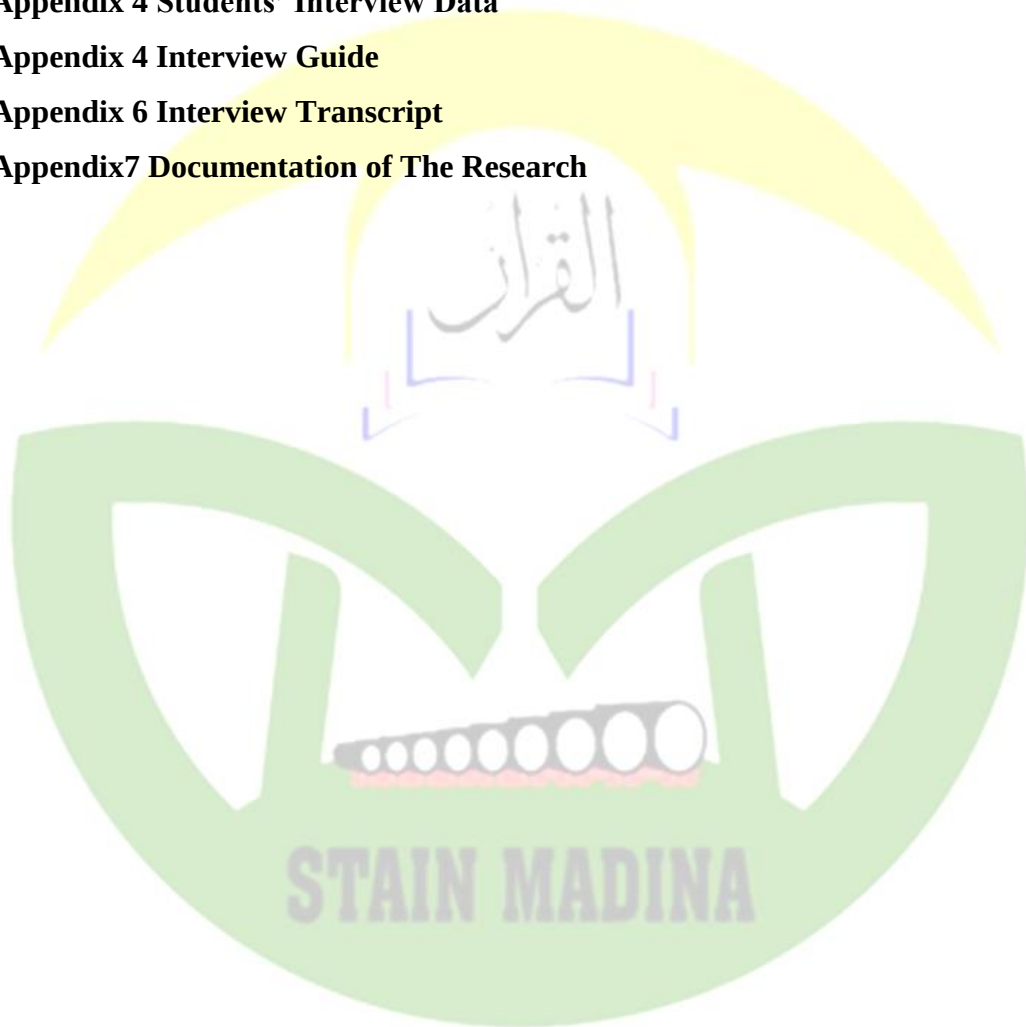
Appendix 3 Village Observation Sheet

Appendix 4 Students' Interview Data

Appendix 4 Interview Guide

Appendix 6 Interview Transcript

Appendix 7 Documentation of The Research



CHAPTER I

INTRODUCTION

A. Background Of Study

Language serves as a means for us to verbally communicate with others, whether they are nearby or far away. Therefore, language plays a crucial role in human life (Sumalu, 2022). Beyond communication, language functions as a reflection of cultural identity and character. The proper use of language influences individual behavior and societal values, contributing to the development of national character. It also acts as a medium for preserving and transmitting knowledge, culture, and technological advancements, thereby supporting societal progress and education.

English language learning has permeated many segments of society, notably among adolescents who are students in the eighth and ninth grades in Probolinggo. The researcher has chosen to focus on students at these grade levels because, according to the current Indonesian curriculum, English is introduced as a compulsory subject starting from junior secondary education. This makes them an ideal population for examining how external factors, such as digital applications or media, may influence their vocabulary development and overall language proficiency (Nuriyah, 2023).

English has seen substantial growth in Indonesia, largely driven by globalization and technological advancements. As a global language, it plays a crucial role in the educational landscape, especially in junior high schools where it is a required subject. The curriculum is designed to encompass essential skills, including vocabulary, grammar, and sentence structure, all aimed at improving students' abilities in listening, speaking, reading, and writing (Sinaga et al., 2025). This comprehensive approach ensures that students are well-equipped to navigate the demands of a globalized world.

In the process of learning English, there are several key skills that learners must master, including speaking, writing, reading, and listening. Each of these

components plays a vital role in achieving overall proficiency in the language. Speaking allows individuals to communicate effectively and express their thoughts, while writing enables them to convey ideas in a structured manner (Sani et al., 2024). Mastering vocabulary involves more than just knowing word definitions; it also requires an understanding of the broader meanings and nuances that words can convey, both in general and within specific contexts.

According to (Baskarani, 2016), there are several key aspects of vocabulary that students need to master: word meaning, which includes not only basic definitions but also contextual and connotative meanings; word use, which involves understanding collocations, language style, and levels of formality; word formation, which refers to knowledge of prefixes, suffixes, and word derivation processes; and word grammar, which includes the grammatical functions of words, possible word combinations, and how they fit into sentence structures. A comprehensive understanding of these elements is essential for students to use vocabulary accurately and effectively in various communicative situations..

Fatmawati et al (2022) emphasizes that a comprehensive understanding of vocabulary requires broad vocabulary knowledge of several key aspects to ensure students can use words accurately and effectively in communication. However, various factors hinder students from mastering vocabulary, which can generally be categorized into internal and external factors. Internally, students often face challenges in understanding and remembering new words, which limits their ability to speak fluently and express themselves clearly.

Vocabulary knowledge goes beyond merely memorizing words; it involves understanding their meanings within specific contexts. This skill is especially crucial for second language learners. Vocabulary is a fundamental element of language acquisition because without an adequate vocabulary, individuals cannot effectively communicate, either orally or in writing. Vocabulary development enhances one's ability to speak, write, read, and listen with confidence and fluency (Fatmawati et al. (2022) in (Zanuar et al., 2024)).

Significant changes in both learning outcomes and student behavior, as students simultaneously learn to receive information and express themselves. It

encourages students to be more active because it involves simple, engaging activities that have positively impacted many learners since their introduction (Rahayu, 2016). This method increases students' enthusiasm for learning and boosts their confidence in expressing their opinions because it incorporates movement and interactive challenges. Students are also motivated by the problem-solving aspects presented during the activities.

Mobile Legends features a variety of communication tools, both verbal and non-verbal, specifically designed for Android and iOS devices, including Discord, voice chat, microphone, emojis, and stickers, which facilitate interaction between players or teams-even with those from different countries. This comprehensive communication system has given rise to many popular terms among gamers, such as AFK, noob, surrender, recall, push, turret, roaming, farming, mid lane, gold lane, lord, buff, HP, and damage, which are now commonly used in everyday conversations by players. Additionally, many players often imitate the in-game character dialogues, unconsciously expanding their vocabulary. These communication features not only strengthen teamwork but also enrich the overall gaming experience and social interaction within the game (Alyana et al., 2024).

The gap in this research lies in the fact that previous studies mainly focus on quantitative measurement of vocabulary mastery without exploring the actual process of vocabulary development specifically how players move from merely recognizing gaming jargon to understanding and applying these terms contextually during. This understanding is often gained unconsciously, as players are exposed to the same words repeatedly while playing the game, most of the users play Mobile Legends with varying frequencies. While about one-third of them have never played the game, 25.7% play it once or twice a week, 14.3% play three to five times weekly, and some play daily. This data indicates that Mobile Legends is quite popular among teenager (Pardede, 2024).

In the game Mobile Legends, there are several important terms frequently used by players to describe various aspects of gameplay. Terms such as Double Kill, Triple Kill, Maniac, and Savage refer to a player's achievement of consecutively killing two to five enemies within a short period, reflecting their skill and impact

in the match. Additionally, hero denotes the character chosen by the player, while skin refers to the visual customization of the hero. The map is the battlefield where the game takes place, consisting of different areas or lands that serve as strategic focal points for teams. A player is an individual participant, and teams are groups of players cooperating to win. The term features encompasses various game elements such as modes and ranking systems, whereas continue is commonly used as an option to resume the game after a pause (Sinaga et al., 2025).

In this study, the researcher aimed to explore teenagers' perceptions of the Mobile Legends game in relation to their vocabulary development. Vocabulary development, as defined in this research, refers to the acquisition of new words that students recognize in terms of meaning, spelling, correct pronunciation, and appropriate usage. Based on the explanation above the researcher is interested in researching "English Vocabulary Development In Using Mobile Legends Application Among Teenagers At Pintu Padang Julu Village".

Qualitative researchers select participants who can best help them understand the research problem and the research question. This is typically done through purposive sampling (Creswell, 2009). The researcher select Pintu Padang Julu Village, although a rural area, shows a high level of engagement among teenagers in playing Mobile Legends. Based on initial observation, the researcher found that many of them play the game regularly and show strong interest, especially during their free time after school. Most of the teenagers use the English language setting in the game, influenced by peers or a desire to understand terms used by global players. This leads to frequent exposure to English vocabulary in various game features, such as hero names, items, and commands. Most of the teenagers use the English language setting in the game, influenced by peers or a desire to understand terms used by global players. This leads to frequent exposure to English vocabulary in various game features, such as hero names, items, and commands.

Considering their strong interest, consistent gameplay, and exposure to English, Pintu Padang Julu Village is consider a relevant location to explore how Mobile Legends can support English vocabulary development in an informal learning context. In this research, the researcher aims to examine the extent to which

online games-specifically Mobile Legends-affect teenagers' English vocabulary acquisition during the playing game Mobile Legend process. Most teenagers who play Mobile Legends in Pintu Padang Julu are between the ages of 13 until 18. Based on initial observations, the game is more frequently played by male teenagers, although several female teenagers are also actively involved in playing it.

The focus of this study is to determine how much playing Mobile Legends contributes to improving teenagers English vocabulary skills. By investigating this, the researcher hopes to understand whether engaging with the game can support teenagers' in expanding their vocabulary and enhancing their language proficiency. This topic is considered relevant since many teenagers' are actively involved in online gaming, and previous studies have shown that such games can have a positive impact on vocabulary development and language learning. While previous studies have widely explored online games and vocabulary learning, the novelty of this study lies in investigating English vocabulary acquisition through Mobile Legends specifically among teenagers in a rural context (Pintu Padang Julu Village) within an informal, self-directed learning environment.

B. Formulation of The Study

The research seeks to address the following questions:

1. How is the English vocabulary development in using Mobile Legends application among teenagers at Pintu Padang Julu village?
2. What are the teenagers difficulties in English Vocabulary development in using Mobile Legends application at Pintu Padang Julu village?

C. Objectives of The Study

The objectives of this research are as follows:

1. To analyze the impact of the Mobile Legends application on the development of English vocabulary among teenagers' at Pintu Padang Julu village.
2. To identify specific vocabulary terms that teenagers' frequently acquire from interacting within the Mobile Legends game.
3. To examine the factors that influence the effectiveness of vocabulary acquisition through this gaming application among teenagers.

D. Identification of The Study

The study identifies several issues related to the influence of the Mobile Legends application on teenagers' English vocabulary development among teenagers at Pintu Padang Julu village. These issues include the extent to which teenagers acquire new English vocabulary through the game, the effectiveness of the application in fostering language learning outside the classroom, and the potential factors influencing vocabulary acquisition, such as teenagers' motivation, exposure, and frequency of use.

E. Significance of The Study

This research holds significance in several aspects:

1. **Theoretical Significance:** This study will contribute to the literature on digital gaming and language learning by exploring how mobile applications like Mobile Legends facilitate vocabulary acquisition in informal learning environments.
2. **Practical Significance:** The findings of this study can provide insights for educators, parents, and policy makers on how popular gaming applications can serve as tools for vocabulary development. It may encourage educational stakeholders to consider integrating technology and gaming applications into language learning approaches.
3. **Social Significance:** This research will offer an understanding of the ways students interact with English through gaming, potentially broadening perspectives on the educational potential of digital media in rural areas.

F. Key Terms

The definition of key terms includes the explanation of important concepts that are central to the research topic. This aims to prevent any misunderstanding or misinterpretation of the terms as intended by the researcher .

a) Vocabulary Knowledge

Vocabulary knowledge is basically the ability to understand the meaning of words, which is really important when it comes to learning. This skill helps someone to make sense of complicated sentences and ideas, as well as to pronounce words correctly. Having a good

vocabulary is a key factor in making the learning process easier and more effective because it allows us to communicate and understand information better.

b) Mobile Legends Game

Mobile Legends is an online multiplayer game where two teams compete against each other. The goal is to destroy the enemy's base while protecting your own. Players control heroes, which are characters that can be leveled up to become stronger and survive longer in battles. Each team has five players, and they can talk to each other using voice chat, which helps them work together and plan their strategies during the game.

c) Vocabulary in Mobile Legends

The vocabulary in Mobile Legends includes special words and phrases used in the game. These appear as notifications from heroes during matches or as voice lines when players use skills, win, or lose. Knowing this vocabulary is useful for players because it helps them understand what's happening in the game and communicate better with their teammates. English is the study obtained through the learning process. In order of the status of English as English Foreign Language (EFL) in Indonesia, nonnative speaker students have difficulties in learning English.