

CHAPTER V

CONCLUSION AND SUGGESTION

A. Conclusion

Based on the research findings and discussion, this study draws two primary conclusions addressing the research questions regarding English vocabulary development and its associated difficulties among teenagers at Pintu Padang Julu Village through the Mobile Legends application. First, the teenagers' English vocabulary development occurs predominantly through incidental language acquisition, heavily driven by continuous exposure to in-game audio-visual features such as hero voice lines, skill logs, and display texts. This development is mostly concentrated at the receptive level, where teenagers effectively expand their knowledge of gaming-specific terms, nouns, and action verbs (such as cooldown, buff, defeat, and slay). However, their transition to the productive level remains limited, as these newly acquired words are primarily utilized during active gameplay or casual peer interactions rather than in broader, formal contexts.

Second, despite the positive vocabulary growth, teenagers encounter several notable difficulties during this process. The primary obstacle is semantic misinterpretation, where players understand word meanings strictly within the gaming context but struggle to apply them to general English usage. Additionally, phonological challenges frequently arise due to fast-paced in-game audio, leading to incorrect pronunciation. These technical issues are further compounded by a lack of a productive environment and social anxiety, which restrict teenagers from practicing the words in daily conversations outside their gaming circle. Finally, the fast-paced nature of the game often causes players to skip reading detailed text descriptions, thereby limiting their opportunities for deeper textual comprehension and vocabulary development.

C. Suggestions

Based on the results of this study, several suggestions can be addressed to parties related to the learning process. For teenagers, it is suggested that Mobile Legends be used wisely, not only as a form of entertainment but also as an additional source of English exposure. Teenagers can try to pay attention to

English vocabulary that frequently appears in the game, such as item names, skill descriptions, and system messages. Understanding vocabulary through context and gradually practicing its use in daily communication may help strengthen vocabulary mastery.

For English teachers, students' interest in digital games can be utilized as a supporting learning resource. Vocabulary taken from Mobile Legends may be introduced in class to make learning more engaging and relevant to students' experiences. Teachers are also encouraged to guide students in understanding the meaning and usage of game-related vocabulary beyond the gaming context. For parents, supervision and guidance are still necessary to ensure that gaming activities remain balanced. With proper time management, Mobile Legends can provide positive learning experiences without disrupting teenagers' academic responsibilities.

Finally, future researchers are encouraged to further explore the role of digital games in English learning, particularly in relation to other language skills or different learning contexts. Conducting studies with longer observation periods or different research methods may provide deeper insight into the educational potential of digital games.

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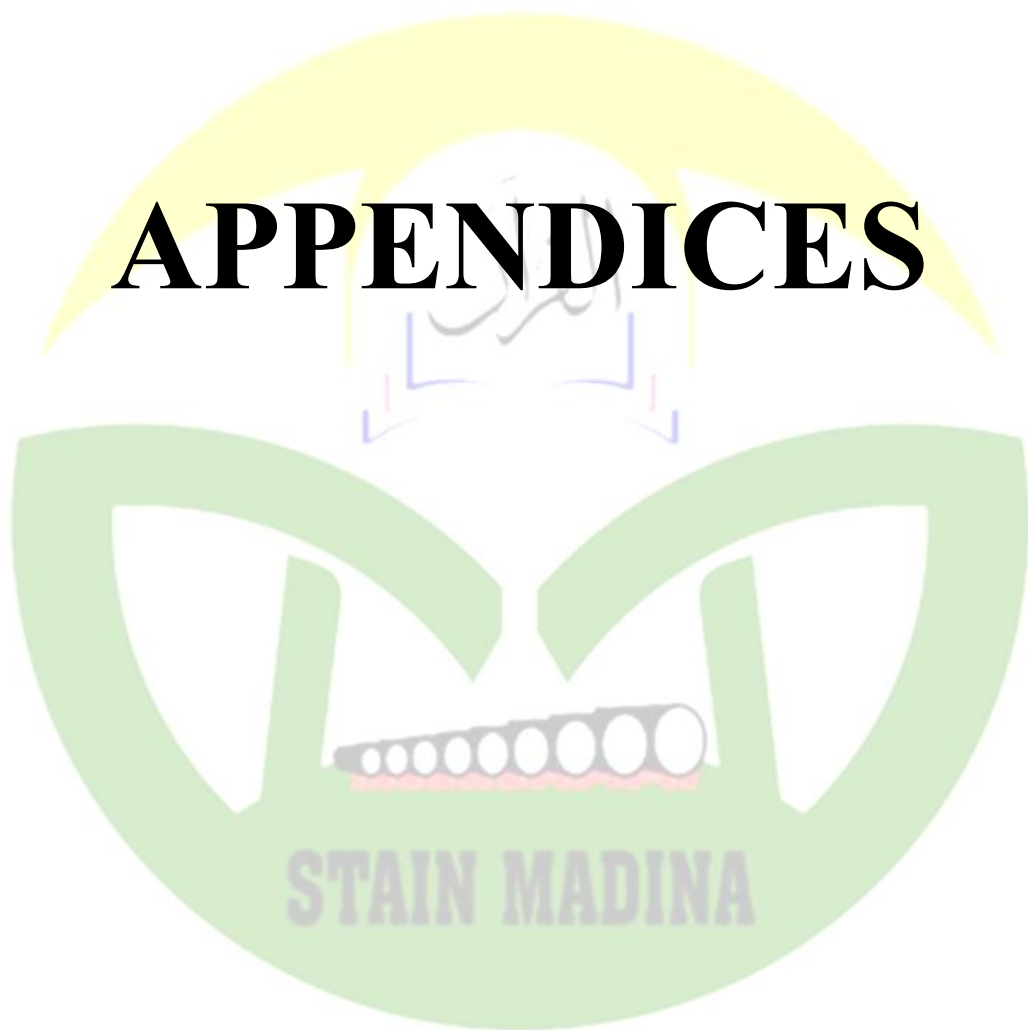
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APPENDICES



APPENDIX 1 DOCUMENTATION SHEET

Documentation Sheet

Judul Penelitian : English Vocabulary Development In Using Mobile Legends
Application Among Teenagers' At Pintu Padang Julu Village

Lokasi Penelitian : Pintu Padang Julu

Nama Peneliti : Nur Azizah Nasution

Tanggal : 23 November 2025

Petunjuk Pengisian

1. Lembar ini digunakan untuk mencatat dokumentasi berupa foto, video, audio, atau screenshot.
2. Isi setiap kolom dengan jelas dan ringkas.
3. Beri tanda cek (✓) pada kolom Bukti (Terlampir) jika file sudah disimpan.

No	Jenis Dokumentasi	Deskripsi Singkat	Checklist
1	Video rekaman saat bermain	Video rekaman saat remaja bermain mobile Legends	✓
2	Audio	Rekaman audio suara remaja atau respon remaja saat bermain mobile Legends	✓
3	Video tangkapan layar	Tangkapan layar selama permainan berlangsung	✓

APPENDIX 2 TEENAGERS' OBSERVATION SHEET

Teenagers' Observation Sheet 1

Judul Penelitian: English Vocabulary Development in Using Mobile Legends Application Among Teenagers' At Pintu Padang Village

Lokasi: Desa Pintu Padang Julu

Peneliti : Nur Azizah Nasution

Tanggal Observasi : 19 November 2025

Nama Partisipan (Inisial) : AA

1. Identitas Partisipan

Usia : 16 tahun

Jenis Kelamin : ☒ Laki-laki ☐ Perempuan

Lama Bermain : 5 Jam

Mode Permainan : ☐ Classic ☐ Ranked ☒ Brawl ☐ Custom

2. Checklist Observasi

A. Penggunaan Kosakata dalam Game

No	Indikator	Checklist
1	Menyebutkan istilah dalam bahasa Inggris saat bermain	☒
2	Menerjemahkan istilah ke bahasa Indonesia	☒
3	Menggunakan istilah dalam kalimat atau perintah	-

B. Pemahaman Kosakata

No	Indikator	Checklist
1	Bisa menjelaskan arti istilah tertentu (contoh: jungle, ultimate, recall)	☒
2	Menggunakan istilah sesuai konteks permainan	☒
3	Salah menggunakan istilah atau bingung dengan artinya	☒

C. Interaksi dengan Teman

No	Indikator	Checklist
1	Menggunakan istilah Inggris saat diskusi strategi	-
2	Menanggapi teman dengan menggunakan istilah Inggris	✓
3	Menggunakan campuran bahasa Indonesia dan Inggris	✓

D. Ekspresi Verbal & Nonverbal

No	Indikator	Checklist
1	Menirukan kata/istilah dari game	✓
2	Bereaksi spontan saat mendengar istilah Inggris	-
3	Mengulang kata yang sama berulang kali	✓

E. Frekuensi Penggunaan Kosakata

No	Indikator	Checklist
1	Sering (lebih dari 10 kali dalam satu permainan)	✓
2	Kadang-kadang (5–10 kali dalam satu permainan)	-
3	Jarang (kurang dari 5 kali dalam satu permainan)	-

F. Strategi Belajar Kosakata

No	Indikator	Checklist
1	Menanyakan arti kata pada teman	✓
2	Mencatat atau mengingat istilah baru	✓
3	Belajar melalui pengalaman langsung di game	-
4	Menirukan kosakata dari teman atau sistem game	✓

3. Catatan Lapangan

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Teenagers' Observation Sheet 2

Judul Penelitian: English Vocabulary Development in Using Mobile Legends Application Among Teenagers' At Pintu Padang Village

Lokasi: Desa Pintu Padang Julu

Peneliti : Nur Azizah Nasution

Tanggal Observasi : 19 November 2025

Nama Partisipan (Inisial) : LK

1. Identitas Partisipan

Usia : 18 tahun

Jenis Kelamin : ☐ Laki-laki ☒ Perempuan

Lama Bermain : Sesuai Mood

Mode Permainan : ☐ Classic ☒ Ranked ☐ Brawl ☐ Custom

2. Checklist Observasi

A. Penggunaan Kosakata dalam Game

No	Indikator	Checklist
1	Menyebutkan istilah dalam bahasa Inggris saat bermain	✓
2	Menerjemahkan istilah ke bahasa Indonesia	✓
3	Menggunakan istilah dalam kalimat atau perintah	✓

B. Pemahaman Kosakata

No	Indikator	Checklist
1	Bisa menjelaskan arti istilah tertentu (contoh: jungle, ultimate, recall)	-
2	Menggunakan istilah sesuai konteks permainan	✓
3	Salah menggunakan istilah atau bingung dengan artinya	✓-

C. Interaksi dengan Teman

No	Indikator	Checklist
1	Menggunakan istilah Inggris saat diskusi strategi	-
2	Menanggapi teman dengan menggunakan istilah Inggris	-
3	Menggunakan campuran bahasa Indonesia dan Inggris	✓

D. Ekspresi Verbal & Nonverbal

No	Indikator	Checklist
1	Menirukan kata/istilah dari game	✓
2	Bereaksi spontan saat mendengar istilah Inggris	-
3	Mengulang kata yang sama berulang kali	-

E. Frekuensi Penggunaan Kosakata

No	Indikator	Checklist
1	Sering (lebih dari 10 kali dalam satu permainan)	✓
2	Kadang-kadang (5–10 kali dalam satu permainan)	✓
3	Jarang (kurang dari 5 kali dalam satu permainan)	-

F. Strategi Belajar Kosakata

No	Indikator	Checklist
1	Menanyakan arti kata pada teman	✓
2	Mencatat atau mengingat istilah baru	-
3	Belajar melalui pengalaman langsung di game	✓
4	Menirukan kosakata dari teman atau sistem game	-

3. Catatan Lapangan

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Teenagers' Observation Sheet 3

Judul Penelitian: English Vocabulary Development in Using Mobile Legends Application Among Teenagers' At Pintu Padang Village

Lokasi: Desa Pintu Padang Julu

Peneliti: Nur Azizah Nasution

Tanggal Observasi : 4 Desember 2025

Nama Partisipan (Inisial) : R

1. Identitas Partisipan

Usia : 16 tahun

Jenis Kelamin : ☒ Laki-laki ☐ Perempuan

Lama Bermain : 1 jam

Mode Permainan : ☐ Classic ☒ Ranked ☐ Brawl ☐ Custom

2. Checklist Observasi

A. Penggunaan Kosakata dalam Game

No	Indikator	Checklist
1	Menyebutkan istilah dalam bahasa Inggris saat bermain	☒
2	Menerjemahkan istilah ke bahasa Indonesia	☒
3	Menggunakan istilah dalam kalimat atau perintah	-

B. Pemahaman Kosakata

No	Indikator	Checklist
1	Bisa menjelaskan arti istilah tertentu (contoh: jungle, ultimate, recall)	☒
2	Menggunakan istilah sesuai konteks permainan	☒
3	Salah menggunakan istilah atau bingung dengan artinya	☒

C. Interaksi dengan Teman

No	Indikator	Checklist
1	Menggunakan istilah Inggris saat diskusi strategi	☒

2	Menanggapi teman dengan menggunakan istilah Inggris	✓
3	Menggunakan campuran bahasa Indonesia dan Inggris	✓

D. Ekspresi Verbal & Nonverbal

No	Indikator	Checklist
1	Menirukan kata/istilah dari game	-
2	Bereaksi spontan saat mendengar istilah Inggris	-
3	Mengulang kata yang sama berulang kali	✓

E. Frekuensi Penggunaan Kosakata

No	Indikator	Checklist
1	Sering (lebih dari 10 kali dalam satu permainan)	✓
2	Kadang-kadang (5–10 kali dalam satu permainan)	✓
3	Jarang (kurang dari 5 kali dalam satu permainan)	✓

F. Strategi Belajar Kosakata

No	Indikator	Checklist
1	Menanyakan arti kata pada teman	✓
2	Mencatat atau mengingat istilah baru	✓
3	Belajar melalui pengalaman langsung di game	-
4	Menirukan kosakata dari teman atau sistem game	✓

3. Catatan Lapangan

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APPENDIX 3 VILLAGE OBSERVATION SHEET

Village Observation Sheet

Nama Peneliti : Nur Azizah Nasution

Tanggal Observasi : 19 November 2025

Lokasi Observasi : Desa Pintu Padang Julu

Instruksi: Lembar observasi ini digunakan untuk mencatat kondisi umum desa secara menyeluruh. Aspek yang diamati mencakup identitas desa, kondisi geografis, sosial budaya, ekonomi, pendidikan, hingga sejarah desa. Peneliti diharapkan mengisi kolom hasil observasi dengan catatan rinci, baik berupa deskripsi naratif, angka, maupun dokumentasi visual (foto/sketsa).

No	Aspek	Indikator yang Diamati	Hasil Observasi (Catatan Lapangan)
1	Identitas Desa	Nama desa, tahun berdiri, luas wilayah, jumlah dusun/RT/RW, kode pos, kantor desa	Pintu Padang Julu, 6000 hektar, kode pos 22976, memiliki 2 kantor desa
2	Geografi & Lingkungan	Letak geografis, batas-batas desa, kondisi alam (sawah, ladang, sungai, hutan), iklim, curah hujan	Area agraris Batas desa : - Utara Lumban Dolok - Timur Malintang - Selatan Hutabangun - Barat Hutabaringin
3	Demografi	Jumlah penduduk, kepadatan, distribusi usia, jenis kelamin, jumlah kepala keluarga	1.405 penduduk 883 Laki-laki 497 Perempuan
4	Ekonomi	Mata pencaharian utama, jenis usaha masyarakat, keberadaan pasar/warung/pertokoan,	Petani, berdagang, PNS, TNI/Polri, Peternak, Wiraswasta

		UMKM, tingkat pengangguran	
5	Pendidikan	Jumlah sekolah (PAUD, SD, SMP, SMA), tingkat pendidikan masyarakat, kegiatan literasi, fasilitas pendidikan non-formal	- PAUD 1 - SDN 1 -TK 1 Pendidikan non-formal yaitu madrasah ibtidaiyah dan mengaji tiap malam
6	Kesehatan	Jumlah fasilitas kesehatan (puskesmas, posyandu, klinik), tenaga medis, kebiasaan hidup sehat masyarakat	Posyandu 1
7	Sosial & Budaya	Tradisi, adat istiadat, kesenian, gotong royong, kegiatan masyarakat, jumlah tempat ibadah	Wirid Yasin, gordang sambilan, jumlah mesjid 4

APPENDIX 4: STUDENTS' INTERVIEW DATA

No	Name	Age
1	Aldi	17
2	Abidzar	18
3	Yusna	18
4	Arya	17
5	Ali	17
6	Lenni Khairani	18
7	Fatur	17
8	Fajri	17
9	Dimas	17
10	Sahti Adnani	17
11	Asmul Fauzi	16
12	Samsuri	17
13	Yaktinur	17
14	Rayhan	16
15	Indah Lestari	17
16	Rapnida	17
17	Hadjah Mardiah	17
18	Jefri	18
19	Laila RahmaDani	17
20	Hidayatul arfah	17
21	Hanifah	15
22	Syifa Aini	17
23	Putra Pratama	18
24	Rhandika	16
25	Rohman hakim	18
26	Nanda	17
27	Hadi	17

APPENDIX 5 INTERVIEW GUIDE

Title: English Vocabulary Development in Using Mobile Legends Application
at Teenagers at Pintu Padang Julu

Interview Time :

A. PARTICIPANT PROFILE

Participant Code :

Age: _____ years old :

Gender: M / F :

Duration of Playing :

Mobile Legends Rank/Level :

B. MOBILE LEGENDS USAGE

a. Playing Experience in Mobile Legends

1. Since when have you been playing Mobile Legends?
2. How long do you usually play Mobile Legends in a day?
3. In your opinion, which part of Mobile Legends (such as chat, menu, characters, items) contains the most English vocabulary?

b. English Vocabulary from Mobile Legends

1. Mention some English vocabulary that you often encounter while playing Mobile Legends!
2. Among those vocabularies, which ones are the easiest to remember? Why?
3. Are there any vocabularies that are difficult to understand? If yes, how do you find their meanings?

c. Understanding and Using Vocabulary

1. How do you usually understand the meaning of English vocabulary that appears in Mobile Legends?
2. Have you ever used vocabulary from Mobile Legends in your English lessons at school? Please give an example.
3. To what extent does Mobile Legends influence your English vocabulary development?

d. Motivation and Perception

1. In your opinion, can playing Mobile Legends be a fun way to learn English? Why?
2. What do you think about using games (such as Mobile Legends) as an additional medium for learning English at school?
3. In your opinion, how can vocabulary from Mobile Legends be more helpful in learning English?

e. Difficulties and Learning Strategies

1. What difficulties do you often face when learning English vocabulary from Mobile Legends?
2. Do you think the English vocabulary you get from Mobile Legends is easy or difficult to remember? Explain why.
3. What do you usually do to overcome difficulties in understanding vocabulary from Mobile Legends?

Notes:

Researcher's Notes

- Participant's enthusiasm level:
- Non-verbal observations:
- Additional comments:

Member check sheet of research results english vocabulary development in using mobile legends application at teenagers at pintu padang julu.

I, the undersigned, am Informant Number _ with the initials ____ Hereby, I declare that the data obtained by the researcher named Nur Azizah Nasution, Student ID Number 21130020, in her research entitled “English Vocabulary Development In Using Mobile Legends Application At Teenagers At Pintu Padang Julu” is truly derived from me and accurately reflects the facts that occurred in the field.

APPENDIX 6 INTERVIEW TRANSCRIPT

Interview Transcript P4

Interview Time : 04/10/2025 12:28

A. PARTICIPANT PROFILE

Participant Code : P4
 Age: ____ years old : 18
 Gender: M / F : Female
 Duration of Playing : 4 Hours
 Mobile Legends Rank/Level : Ranked

B. MOBILE LEGENDS USAGE

a.. Playing Experience in Mobile Legends

1. Since when have you been playing Mobile Legends?

Jawaban (Indonesia): Sejak tahun 2021.

Answer (English): Since 2021.

2. How long do you usually play Mobile Legends in a day?

Jawaban (Indonesia): Sekitar 4 jam per hari.

Answer (English): About 4 hours a day.

3. In your opinion, which part of Mobile Legends (such as chat, menu, characters, items) contains the most English vocabulary?

Jawaban (Indonesia): Item dan menu.

Answer (English): Items and menu.

b. English Vocabulary from Mobile Legends

1. Mention some English vocabulary that you often encounter while playing Mobile Legends!

Jawaban (Indonesia): Double kill, triple kill, maniac, savage, ranked, marksman, build, retreat, hero, skin, screen, record, voice, language, enemy, fight, event, replay, in-game, game, gather, gank, mid, lane, gold, victory, defeat, help, kill, skill, history, dan story.

Answer (English): Double kill, triple kill, maniac, savage, ranked, marksman, build, retreat, hero, skin, screen, record,

voice, language, enemy, fight, event, replay, in-game, game, gather, gank, mid, lane, gold, victory, defeat, help, kill, skill, history, and story.

2. Among those vocabularies, which ones are the easiest to remember? Why?

Jawaban (Indonesia): Defeat, victory, voice, language, game, record, event, kill, replay, screen, retreat, double kill, triple kill, maniac, savage, story, dan history karena sering muncul saat bermain.

Answer (English): Defeat, victory, voice, language, game, record, event, kill, replay, screen, retreat, double kill, triple kill, maniac, savage, story, and history because they often appear in the game.

3. Are there any vocabularies that are difficult to understand? If yes, how do you find their meanings?

Jawaban (Indonesia): Ada, saya mencarinya di Google jika tidak mengerti.

Answer (English): Yes, I search for their meanings on Google when I do not understand them.

c. Understanding and Using Vocabulary

1. How do you usually understand the meaning of English vocabulary that appears in Mobile Legends?

Jawaban (Indonesia): Saya melihat contoh dalam bentuk gambar di game dan juga mencarinya di Google.

Answer (English): I understand it by looking at the visual examples in the game and by checking Google.

2. Have you ever used vocabulary from Mobile Legends in your English lessons at school? Please give an example.

Jawaban (Indonesia): Pernah, misalnya ketika guru menanyakan arti kata skill, saya tahu artinya.

Answer (English): Yes, for example, when the teacher asked the meaning of the word skill, I knew its meaning.

3. To what extent does Mobile Legends influence your English vocabulary development?

Jawaban (Indonesia): Cukup berpengaruh karena ada beberapa kosakata yang bisa saya pahami dari permainan tersebut.

Answer (English): It influences my English vocabulary because I can understand several words from the game.

d. Motivation and Perception

1. In your opinion, can playing Mobile Legends be a fun way to learn English? Why?

Jawaban (Indonesia): Iya, karena dalam permainan saya bisa sekaligus belajar bahasa Inggris.

Answer (English): Yes, because in the game I can learn English at the same time.

2. What do you think about using games (such as Mobile Legends) as an additional medium for learning English at school?

Jawaban (Indonesia): Cukup cocok karena belajar sambil bermain.

Answer (English): It is quite suitable because students can learn while playing.

3. In your opinion, how can vocabulary from Mobile Legends be more helpful in learning English?

Jawaban (Indonesia): Kosakata dari Mobile Legends membuat saya lebih semangat belajar karena sesuai dengan hobi saya, sehingga belajar bahasa Inggris menjadi lebih mudah dan menyenangkan.

Answer (English): Vocabulary from Mobile Legends makes me more motivated to learn because it is related to my hobby, so learning English becomes easier and more enjoyable.

e. Difficulties and Learning Strategies

1. What difficulties do you often face when learning English vocabulary from Mobile Legends?

Jawaban (Indonesia): Kesulitan dalam pelafalan (pronunciation) karena saya hanya belajar dari bacaan, misalnya kata buff dan gank.

Answer (English): I have difficulties with pronunciation because I only learn from reading, for example the words buff and gank.

2. Do you think the English vocabulary you get from Mobile Legends is easy or difficult to remember? Explain why.

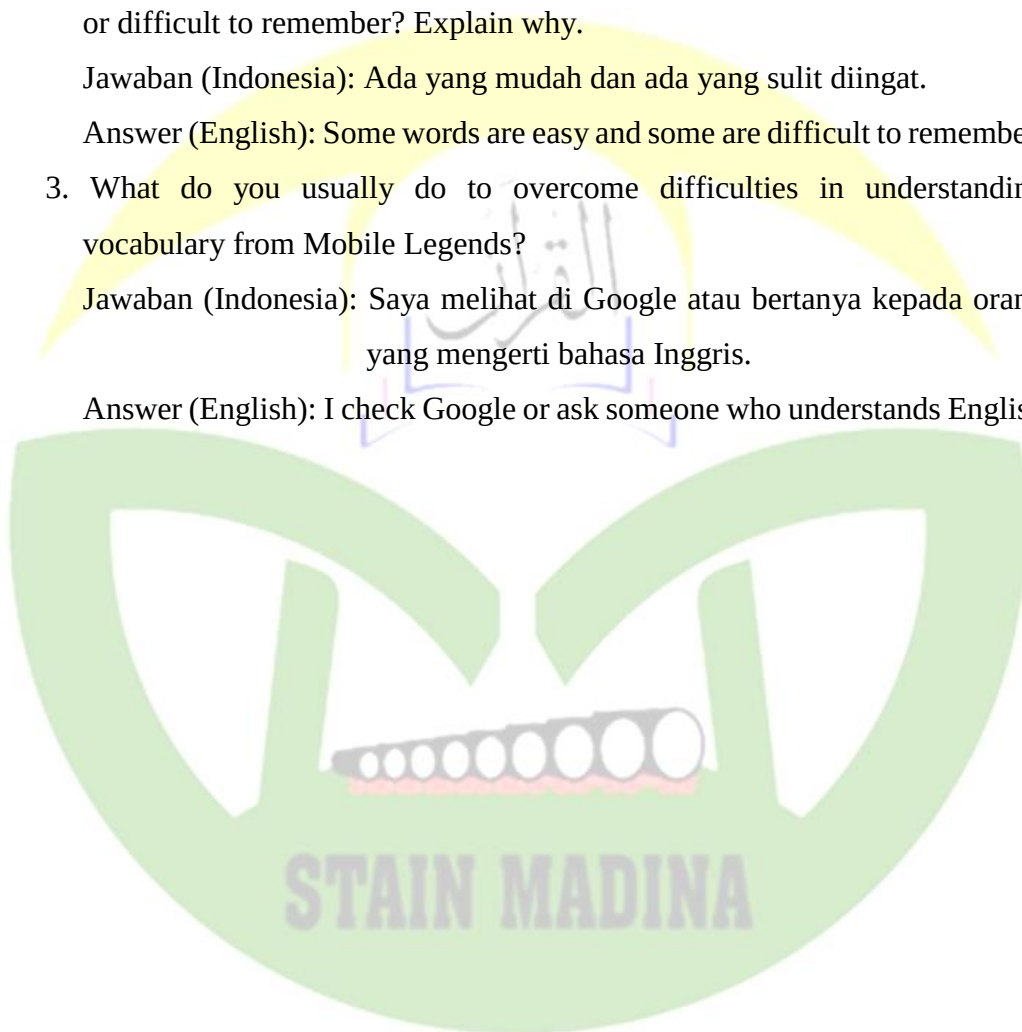
Jawaban (Indonesia): Ada yang mudah dan ada yang sulit diingat.

Answer (English): Some words are easy and some are difficult to remember.

3. What do you usually do to overcome difficulties in understanding vocabulary from Mobile Legends?

Jawaban (Indonesia): Saya melihat di Google atau bertanya kepada orang yang mengerti bahasa Inggris.

Answer (English): I check Google or ask someone who understands English.



Interview Transcript P26

Interview Time : 25/12/2025 6:45

A. PARTICIPANT PROFILE

Participant Code : P26

Age: _____ years old : 15

Gender: M / F : Female

Duration of Playing : 3 hours in a day

Mobile Legends Rank/Level: Ranked

B. MOBILE LEGENDS USAGE

a. Playing experience in Mobile Legends

1. Since when have you been playing Mobile Legends?

Indonesia: Sejak tahun 2020 (sekitar enam tahun).

English: Since 2020 (around six years).

2. How long do you play Mobile Legends in a day?

Indonesia: Sekitar 4 jam, biasanya dibagi menjadi dua sesi.

English: About 4 hours, usually divided into two sessions.

3. Which parts of Mobile Legends contain the most English vocabulary?

Indonesia: Bagian item, karena semua item menggunakan bahasa Inggris.

English: The item section, because all items are in English.

b. English Vocabulary from Mobile Legends

1. What English vocabulary do you often find in Mobile Legends?

Indonesia: AFK (Away From Keyboard), Buff/Nerf, Core/Carry, Gank, Lag, OP (Overpowered), Push/Def.

English: AFK (Away From Keyboard), Buff/Nerf, Core/Carry, Gank, Lag, OP (Overpowered), Push/Def.

2. Which vocabulary is the easiest to remember? Why?

Indonesia: Lag, karena di desa sering jaringan lambat.

English: Lag, because the internet connection in my village is often slow.

3. Are there any difficult vocabularies? How do you find their meanings?

Indonesia: Ada. Saya bertanya kepada teman atau mencari di Google menggunakan ponsel lain.

English: Yes. I ask friends or search on Google using another phone.

1. How do you usually understand the meaning of English vocabulary in Mobile Legends?

Indonesia: Biasanya dari petunjuk dalam game sehingga saya memahami arti katanya.

English: Usually from the game's guidance, so I can understand the meanings.

2. Have you ever used Mobile Legends vocabulary in your English class? Give an example.

Indonesia: Pernah, misalnya saat membahas superhero, saya sudah tahu arti hero dan team dari Mobile Legends.

English: Yes, for example when learning about superheroes, I already knew the meanings of hero and team from Mobile Legends.

3. To what extent does Mobile Legends influence your English vocabulary development?

Indonesia: Lumayan, karena banyak kosakata bahasa Inggris dari Mobile Legends.

English: Quite a lot, because I get many English words from Mobile Legends.

d. Influence on Vocabulary Development

1. Can playing Mobile Legends be a fun way to learn English? Why?

Indonesia: Bisa, tetapi tidak terlalu memberi perubahan besar.

English: It can be, but it does not give a very strong improvement.

2. What do you think about using games like Mobile Legends as a learning medium at school?

Indonesia: Bagus, tetapi tidak bisa menjadi pembelajaran resmi karena tidak semua siswa bermain Mobile Legends.

English: It is good, but it cannot be an official learning tool because not all students play Mobile Legends.

3. How can Mobile Legends vocabulary help in learning English?

Indonesia: Sangat membantu karena disajikan dalam bentuk suara dan tulisan, sehingga melatih membaca dan mendengarkan.

English: It really helps because it is shown in both audio and text, so it trains reading and listening skills.

e. Difficulties and Strategies

1. What difficulties do you face when learning English vocabulary from Mobile Legends?

Indonesia: Kosakata dari suara dan kata-kata baru yang pertama kali saya dengar.

English: Vocabulary from voice and new words that I hear for the first time.

2. Is the vocabulary easy or difficult to remember? Why?

Indonesia: Sebagian mudah karena sering diulang, sebagian sulit karena hanya muncul saat dipakai.

English: Some are easy because they are repeated, but some are difficult because they only appear when used.

3. What do you usually do to overcome difficulties in understanding vocabulary?

Indonesia: Mencari di Google atau menonton tutorial Mobile Legends.

English: I search on Google or watch Mobile Legends tutorials.

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Interview Transcript P27

Interview Time : 25/12/2025 10:13

A. PARTICIPANT PROFILE

Participant Code : P27

Age: _____ years old : 18

Gender: M / F : Male

Duration of Playing : 4 hours

Mobile Legends Rank/Level: Ranked

B. MOBILE LEGENDS USAGE

a. Playing Experience in Mobile Legends

1. Since when have you been playing Mobile Legends?

Indonesia: Sejak tahun 2022.

English: Since 2022.

2. How long do you play Mobile Legends in a day?

Indonesia: Sekitar 2 sampai 3 jam.

English: About 2 to 3 hours.

3. Which part of Mobile Legends contains the most English vocabulary?

Indonesia: Menu.

English: The menu.

b. English Vocabulary from Mobile Legends

1. What English words do you often find in Mobile Legends?

Indonesia: Double kill, Triple kill, Has slain, Maniac, Defeat, Win, Victory, Legendary.

English: Double kill, Triple kill, Has slain, Maniac, Defeat, Win, Victory, Legendary.

2. Which vocabulary is the easiest to remember? Why?

Indonesia: Double kill dan Triple kill.

English: Double kill and Triple kill.

3. Are there any difficult vocabularies? How do you find the meanings?

Indonesia: Ada, dan saya mencarinya di Google.

English: Yes, and I search for the meanings on Google.

c. Understanding Vocabulary

1. How do you usually understand the meanings of English vocabulary in Mobile Legends?

Indonesia: Dengan mencarinya di Google dan mengingatnya terus.

English: By searching on Google and memorizing them.

2. Have you ever used Mobile Legends vocabulary in your English class?

Give an example.

Indonesia: Pernah, misalnya menggunakan kata welcome saat ditanya guru.

English: Yes, for example using the word welcome when the teacher asks.

3. To what extent does Mobile Legends influence your English vocabulary development?

Indonesia: Lumayan banyak kosakata bahasa Inggris yang saya tahu setelah bermain Mobile Legends.

English: Quite many English words I know come from playing Mobile Legends.

d. Influence on Vocabulary Development

1. Can Mobile Legends be a fun way to learn English? Why?

Indonesia: Iya, karena belajar sambil bermain game.

English: Yes, because we learn while playing a game.

2. What do you think about using games like Mobile Legends as a supplementary learning medium in school?

Indonesia: Sangat bagus karena game itu seru bagi siswa.

English: Very good because the game is fun for students.

3. How can Mobile Legends vocabulary help in learning English?

Indonesia: Sangat membantu karena banyak kata bahasa Inggris baru yang muncul.

English: It really helps because many new English words appear.

e. Difficulties and Strategies

1. What difficulties do you face when learning English vocabulary from Mobile Legends?

Indonesia: Bahasanya sulit.

English: The language is difficult.

2. Is the vocabulary easy or difficult to remember? Why?

Indonesia: Sebagian mudah, terutama yang sering muncul.

English: Some are easy, especially those that appear often.

3. What do you usually do to overcome difficulties in understanding the vocabulary?

Indonesia: Bertanya kepada teman atau menggunakan Google Translate atau fitur terjemahan otomatis di keyboard HP.

English: I ask friends or use Google Translate or the automatic translation on my phone keyboard.



APPENDIX 7 : DOCUMENTATION OF THE RESEARCH

1. Mobile Legends (Screen Visual)



Picture 1. Screenshot of visual in Game Mobile Legends.



Picture 2. Screenshot of English vocabulary in Mobile Legends (item names).



Picture 3. Screenshot of English vocabulary in Mobile Legends (rank).



Picture 4. Screenshot of English vocabulary in Mobile Legends (hero skills).



D. Interview Documentation



Picture 1. Interview Mobile Legends male players

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Picture 2. Interview Mobile Legends female players



Picture 3. When players playing Mobile Legends

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E. Mobile Legends (Audio Recording)

Description : This video contains audio observations of teenagers while playing Mobile Legends without showing participants' faces to maintain privacy.

Duration : 15 minutes

AccesLink :

<https://drive.google.com/file/d/1AtbapbtqwTaNhtMKr2AzQWhXNd-3H7WQ/view?usp=drivesdk>

F. Mobile Legends (Video Recording)

Description : This video contains audio observations of teenagers while playing Mobile Legends without showing participants' faces to maintain privacy.

Duration : 15 minutes

Acces Link :

<https://drive.google.com/file/d/1lvtCRPumqVHNoeTghtzVSHW3LHlP3-nK/view?usp=drivesdk>

<https://drive.google.com/file/d/1lvtCRPumqVHNoeTghtzVSHW3LHlP3-nK/view?usp=drivesdk>

<https://drive.google.com/file/d/1lyWML9kQa8x3uSJbvlIwuCnajsg9XrG8/view?usp=drivesdk>

G. Mobile Legends (Video Screen Recording)

Description : This video contains video screen observations of teenagers while playing Mobile

Duration : 18 minutes

Acces Link :

<https://drive.google.com/file/d/1jWryoCHFrztJH4MpzvRLZDF2IOCy2y-Z/view?usp=drivesdk>

H. APPENDIX 4: ADMINISTRATION



KEMENTERIAN AGAMA REPUBLIK INDONESIA
SEKOLAH TINGGI AGAMA ISLAM NEGERI
MANDAILING NATAL
PUSAT PENELITIAN DAN PENGABDIAN MASYARAKAT
Jalan Prof. Dr. Andi Hakim Nasution, Panyabungan 22978
Website: www.stain-madina.ac.id
Email: stainmandailingnatal@yahoo.com

Nomor : B- 676 /Sti.21/F.1/IL.00/09/2025 22 September 2025
Lampiran : -
Perihal : **Permohonan Izin Penelitian**

Kepada Yth.
Bapak / Ibu Kepala Desa Pintu Padang Julu
di-

Tempat

Dengan hormat, bersama surat ini kami sampaikan kepada Bapak / ibu bahwa :

Nama : Nur Azizah Nasution
NIM : 21-13-0020
Semester : IX (Sembilan)
Program Studi : Tadris Bahasa Inggris (TBI)
Instansi : Sekolah Tinggi Agama Islam Negeri Mandailing Natal

Mahasiswa yang bersangkutan akan melakukan penelitian guna untuk memperoleh data/informasi awal dalam penyusunan proposal skripsi dengan data-data sebagai berikut:

Judul Penelitian : English Vocabulary Development In Using Mobile Legends Application Among Teenagers' at Pintu Padang Julu Village
Tempat Penelitian : Desa Pintu Padang Julu
Waktu Penelitian : September s/d November 2025

Demikian permohonan ini kami sampaikan, atas kerjasama Bapak / ibu diucapkan terimakasih.

a.n. Ketua
Kepala Pusat Penelitian dan
Pengabdian Masyarakat (P3M)

Suryadi Nasution, M.Pd.

Tembusan:
1. Ketua STAIN MADINA
2. Ketua Prodi TBI
3. Arsip



**PEMERINTAH KABUPATEN MANDAILING NATAL
KECAMATAN SIABU
DESA PINTU PADANG JULU**

SURAT KETERANGAN IZIN PENELITIAN

Nomor: 140/251/KD/2025

Yang bertanda tangan dibawah ini,

Nama : **MULIADI**
Jabatan : Kepala Desa Pintu Padang Julu
Kecamatan Siabu Kabupaten Mandailing Natal

Menerangkan dengan Sebenarnya bahwa :

Nama : **NUR AZIZAH NASUTION**
NIM : 21-13-0020
Semester : IX (SEMBILAN)
Program Studi : Tadris Bahasa Inggris (TBI)
Instansi : Sekolah Tinggi Agama Islam Negeri
Mandailing Natal.

Menindak lanjutan Surat dari Kepala Pusat Penelitian dan Pengabdian Masyarakat (P3M) Sekolah Tinggi Agama Islam Negeri Madina, Nomor : B-676/Sti.21/F.1/TL.00/09/2025. Selaku Kepala Desa Memberikan Izin untuk melakukan penelitian di Desa Pintu Padang Julu Kecamatan Siabu Kabupaten Mandailing Natal.

Demikian Surat Keterangan Izin Penelitian ini dibuat dengan sebenarnya untuk dipergunakan seperlunya.

Dikeluarkan di : Pintu Padang Julu
Pada Tanggal : 11 November 2025
Kepala Desa Pintu Padang Julu



Muliadi
MULIADI



KEMENTERIAN AGAMA REPUBLIK INDONESIA
SEKOLAH TINGGI AGAMA ISLAM NEGERI
MANDAILING NATAL

Jalan Prof. Dr. Ansh Hakim Nasution, Panyabungan 22978, Telp. (0636) 7806159
Website: www.stain-mandailing.ac.id

KONTROL KONSULTASI SKRIPSI

Nama : NUR AZIZAH NASUTION
NIM : 21130020
Semester/TA : IX / 2026
Judul Proposal : English Vocabulary Development In Using Mobile Legends Application
Among Teenagers' At Pintu Padang Jula Village
Pembimbing I : Dr. Syamsiah Depalina Siregar, M.Pd

Tanggal	Materi Konsultasi	Paraf	
		Pembimbing	Mahasiswa
12/12/2025	Finding not yet clear the real finding of the research		
20/1/26	Put the result of your research, not only your imagination, give the research of		
4/1/26	Complete your Appendices		
10/1/26	Make caption in every appendix, complete your referen		
17/1/26	See you go to final examination		

Catatan:

1. Blanko ini harus dibawa setiap kali konsultasi
2. Blanko ini dikembalikan sebelum ujian skripsi
3. Blanko ini tidak boleh hilang dan tidak akan dilakukan penggantian

Panyabungan, Februari 2026
Ketua Prodi Tadris Bahasa Inggris

Resdilla Pratiwi, M.Hum
NIP. 199110062019032009



KEMENTERIAN AGAMA REPUBLIK INDONESIA
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MANDAILING NATAL

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KONTROL KONSULTASI SKRIPSI

Nama : Nur Azizah Nasution
 NIM : 21130020
 Semester/Ta : IX/2026
 Judul Skripsi : English Vocabulary Development In Using Mobile Legends Application Among Teenagers' At Pintu Padang Julu Village
 Pembimbing II : Sartika Dewi Harahap, M.Hum

Tanggal	Materi Konsultasi	Paraf	
		Mahasiswa	Pembimbing
15/Januari/2026	Sumber Data kurang		RF
20/Januari/2026	Perbaiki penulisan AI		RF
27/Januari/2026	Lampiran Video/Audio		RF
28/Januari/2026	Video/Audio di buat ke dalam bentuk Link		AI

Catatan:

1. Blanko ini harus dibawa setiap kali konsultasi.
2. Blanko ini dikembalikan sebelum ujian skripsi.
3. Blanko ini tidak boleh hilang dan tidak akan dilakukan penggantian.

Panyabungan, 2026
 Ketua Prodi TBI

Resdilla Pratiwi, M.Hum
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BIOGRAPHY



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2.MTsN 4 Mandailing Natal : 2014-2017
3. MAN 3 Mandailing Natal : 2017-2020

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