

CHAPTER I

INTRODUCTION

This chapter discusses the background of the study, the problem of the study, the objectives of study, the significance of study, the scope and limitation, and the definition of key term.

A. Background of Study

Learning is not always have to take place in the school of hard knocks. In fact, interaction with other itselfs requires . Especially if we start learning it from adult age where our mother tongue can be an interference in the second language we areacquired. But in learning second language acquisition, the actual point is that it needs interaction. Interaction refers to interpersonal activities that take place both face to face and electronically between people or between people and computer.¹Unconsciously, the interactions that happen in our life can be interactive or situated learning that has been acknowledged as one of the main pedagogical principle insecond language acquisition. It has been noticed, for instance, that adult learners acquire second language more easily and their knowledge is more anchored, if they are exposed during learning to situations similar to real life, like those that children experience by acquiring the first language.²In addition to the interaction in the real world, this kind of situation can be happening in the virtual world such as games.

¹Chapelle, C. A. *Computer applications in second language acquisition: Foundations for teaching, testing, and research*. (Cambridge: 2011) Cambridge University Press. pp. 74

²Thomas, Michael. *Digital Games and Second Language Acquisition in Asia* (E-Journal: 2011) accessed 5/4/2013 4:56

Games offer people a fun-filled and relaxing atmosphere. By playing, they do not even realize they are learning, especially in the field of vocabulary and understanding instruction. After learning and practicing new vocabulary, students have the opportunity to use language in a non-stressful way (Uberman 1998). Playing in virtual world game, not only it provides the players a chance to enjoy the game, they unconsciously understand the message of the sentences or the instructions that is given in the language used by the game. It is because instead of paying attention in the term of learning the language itself, the players will do all they can to win, including understanding the instruction of the game. In this case, games can be one of the best tools for second language acquisition (SLA) learners in learning the second language easily.

While some games might appear as bad influences for kids, because of their inappropriate contents, some others have good side in them that can be useful for the players in a big way. One of the most famous virtual game lately is FarmVille which takes form as an application in facebook. This game is available as an Adobe-flash application in which the users run their own virtual farms.³ It is one of social games that is developed by Zynga, the largest developer of social games on the web. This is a role playing game that does not only provide a virtual world which is fun to play, but it is also provide some things that enhance the players social aspects in the game world. As the

³"Farmville Coming To The iPhone In June". [TechCrunch](#). 2010. Retrieved 26 July 2013.

players interact each other, the instructions use English as the main language of this game.

The players have a tutorial simply written in English before they actually get into the real play. But the best thing about this virtual game is, it provides an illustration of the action as they explain what to do. Even for people who do not actually understand the meaning of the sentences in the instructions, they will be helped by seeing the action that is illustrated as they read the instructions.



Pic. 1.1 simple used instructions along with the illustration of the actions

Those kind of tutorials can be found in almost every time the players need to do something new in their farms. It also uses English as the main language because this is played by people all over the world. The importance of English as the language that unite people in the world give the reason why do we have to learn English as one of our main pedagogical acquisition. The earlier people learn a new language, the easier they will tend to master it. That is why, in Indonesia, we got English as one of the national curriculum that must be applied in every school since elementary. Considering the age of the learners, students in junior high school are those at the age where they are not only learn fast from situation, they also enter the teen age which means they will have some things change both physically and psychologically. At this point, those changes will influence their interest in something. For those who are in the teen age, gaming is the customary thing that is done for just as passing time or, for some kids, it is already become an addict. And from the survey, the researcher finds that FarmVille is one of the virtual games that is famously played by kids who have facebook as their social network.

Since those who used to play the game will be familiar with English language used in every instruction of the game, The researcher makes a further study to find out if there is any positive correlation between the students' interest in playing Farmville and their ability in understanding English instruction. The study is conducted with the title "**The Correlation Between Students Interest in Playing *Farmville* in Facebook and Their Ability to Understand English Instruction**".

B. The Problem of the Study

This research is aimed to figure out the answer of this following research question.

1. What is the level of students' interest in playing farmville?
2. What is the level of students' ability in understanding English instructions?
3. Is there any significant correlation between students who play "FarmVille" in facebook and their ability in understanding English instructions?

C. The Objective of the Study

The objective of the research is made based on the research questions above, they are:

1. To analyze the students' interest in playing farmville in facebook.
2. To analyze the students' ability in understanding English instructions.
3. To figure out whether students' interest in playing farmville in facebook influence their ability in understanding English instructions.

D. The Significance of the Study

This writer hopes that the outcome of this study will be beneficial for some parties. This research try to figure out if the students' interest in playing FarmVille in facebook help them more in understanding English instructions/ announcement or not. It is hoped that this thesis can be a reference for every person involved in this field such as junior high school students, teachers, parents, and whoever the readers might be.

1. The students

This research is hoped to make those who like gaming aware and make use of those interest to help themselves improving English skills in general, and English sentences in particular.

2. The Teachers

The finding of this study may be helpful for the English teacher to get better understanding in classrooms to make more comfortable atmosphere in teaching and learning process as the students have different interest. By knowing the students' interest, it is expected from a teacher to figure out the best way to deal with the students.

3. The Parents

The outcome of this research is hoped can be helpful for parents. They are hoped to get a better understanding about their children interest, about which one is appropriate and inappropriate, and let them make some rooms to learn from a lot of sources.

4. The Readers

For the readers, it can give more information and contribute the knowledge.

E. Hypothesis

Reviewing the background of the study above, the researcher wants to make a further study with the hypothesis:

There is significant correlation between students' interest in playing FarmVille in facebook and their ability to understand English instructions. (H_1)

F. The Scope and Limitation of Study

Talking about virtual games, there are a lot out there for both premium and freemium. They take form of 3D world inside the computer that allows the users make their own avatar. They also allow the users to interact with other players with our avatar shown. In this research, the researcher tries to figure out if there is correlation or not between students' hobby in playing FarmVille and their ability in understanding instruction written in English. The subject of this study is the 7th grade students of SMP NEGERI 6 KEDIRI.

Yet, the researcher does not take all of 7th grade students. As population, the researcher just take the students who like to play farmville based on the polling that is spread before conducting the research. The study just concern about students ability in understanding English instructions. In this case, the researcher limits the instructions field to just simple instruction that appropriate with middle school' curriculum. Also, regarding the number of virtual game, this research only concern with one, that is FarmVille which is formed as an application in facebook.

G. Definition of Key Terms

To avoid misunderstanding, the writer provides some key of terms in the following definitions:

1. Second Language Acquisition

Second language refers to any language which is learned later than mother tongue. It does not always denote 'foreign' based on learners'

condition such as staying in the country where second language or L2 is spoken.⁴ In Indonesia, we do not just have English as second language, but most Indonesian have traditional language too.

2. Correlation

Based on dictionary, correlation means degree and type of relationship between any two or more variables in which they vary together over a period.⁵ A positive correlation exists where the high value of one variable are associated with the high value of other variable. Negative correlation means association between high value of one variable and low value of other variable. Correlation can vary from +1 to -1. Values close to +1 indicate a high-degree of positive correlation, and values close to -1 indicate a high degree of negative correlation. Values close to zero indicate poor correlation of either kind, and 0 indicates no correlation at all. While correlation is useful in discovering possible connections between variables, it does not prove or disprove any cause-and-effect (causal) relationships between them.

3. Virtual World

A virtual world is an online community that takes the form of a computer-based simulated environment through which users can interact with one another and use and create objects.⁶The term has become largely

⁴ Ellis, Rod. *Second Language Acquisition* (new York: oxford university press, 2003) p. 3

⁵<http://www.businessdictionary.com/definition/correlation.html> accessed in 17-5-2013, at 06.28 A.M

⁶Bishop, J. (2009). *Enhancing the Understanding of Genres of Web-Based Communities: The Role of the Ecological Cognition Framework*. *International Journal of Web-Based Communities*, p. 4-17

synonymous with interactive 3D virtual environments, where the users take the form of avatars visible to others. These avatars usually appear as textual, two-dimensional, or three-dimensional representations, although other forms are possible (auditory and touch sensations for example). In general, virtual worlds allow for multiple users.

4. FarmVille in Facebook

FarmVille is a farming simulation social network game developed by Zynga in 2009. Gameplay involving various aspects of farm management such as plowing land, planting, growing, and harvesting crops, harvesting trees, and bushes, and raising livestock.⁷ It is available as an Adobe Flash application via the social-networking website Facebook and Microsoft's MSN Games, and was for a time available as an app for the iPhone, iPod Touch and iPad. The game is a freemium game, meaning there is no cost to play but players have the option of purchasing premium content.

5. English Instruction

Instruction can be meant the process or act of imparting knowledge, teaching, education. Therefore, based on the online dictionary, instruction have several meaning such as :⁸

- a. A message describing how something is to be done; "he gave directions faster than she could follow them.

⁷"Facebook farmers want India flag". *BBC*. 9 October 2009. Retrieved 2013-06-26

⁸ <http://www.thefreedictionary.com/instruction> . Retrieved 2013-07-09

- b. The activities of educating or instructing, activities that impart knowledge or skill.
- c. The profession of a teacher.