

## CHAPTER II

### REVIEW OF RELATED LITERATURE

In this review of related literature, this chapter will describe about several subchapters such as a brief definition about Second Language Acquisition (SLA), Virtual World, and FarmVille in facebook, and English announcement.

#### **A. Second Language Acquisition (SLA)**

In his *Second Language Acquisition* book, Rod Ellis explained that the term 'second language' refers to any language which is learned later than mother tongue.<sup>9</sup> It does not always denote 'foreign' based on learners' condition such as staying in the country where second language or L2 is spoken. Additionally, learners need to take into account item and system learning and how the two relate. Therefore, 'Second Language Acquisition' means 'the study of how people acquire a language which is not their mother language where they should consider the item and system of that language and relation between the two'.

The second language that is being study in this research is English. However, in Indonesia there are more than one language that is learned for most individuals. It can be a traditional language or vernaculars such as javanese language, lampung language, or batak language and indonesian language that positioned as national language.

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<sup>9</sup>Ellis, Rod, *Second Language Acquisition* (new york, oxford university press: 2003) p. 3

<sup>9</sup>Ibid. P. 13

## **B. 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. The term has become largely 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.

The computer accesses a computer-simulated world and presents perceptual stimuli to the user, who in turn can manipulate elements of the modeled world and thus experience a degree of telepresence. Such modeled worlds and their rules may draw from the reality or fantasy worlds. Example rules are gravity, topography, locomotion, real-time actions, and communication. Communication between users can range from text, graphical icons, visual gesture, sound, and rarely, forms using touch, voice command, and balance senses.

Massively multiplayer online games depict a wide range of worlds, including those based on fantasy, science fiction, the real world, super heroes, sports, horror, and historical milieus. The most common form of such games are fantasy worlds, whereas those based on the real world are relatively rare. Many MMORPGs have real-time actions and communication. Players create a character who travels between buildings, towns, and worlds to carry out

business or leisure activities. Communication is usually textual, but real-time voice communication is also possible. The form of communication used can substantially affect the experience of players in the game.

### 1. Virtual World Concept

Most accepted definitions of virtual worlds require that it is persistent. In other words, the world must continue to exist even after a user exits the world, and user-made changes to the world should be preserved. As defined by Mark W. Bell at Indiana University, a virtual world is a "synchronous, persistent network of people, represented as avatars, facilitated by networked computers."<sup>10</sup> While the interaction with other participants is done in real-time, time consistency is not always maintained in online virtual worlds. For example, *EverQuest* time passes faster than real-time despite using the same calendar and time units to present game time.

As virtual world is a fairly vague and inclusive term, it can generally be divided along a spectrum ranging from:<sup>11</sup>

- a. massively multiplayer online role-playing games (MMORPGs), also called virtual game worlds, where the user playing a specific character is a main feature of the game (Vanguard for example).
- b. massively multiplayer online real-life games (MMORLGs), also called virtual social worlds, where the user can edit and alter their

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<sup>10</sup>[www.wikipedia.com//farmville/](http://www.wikipedia.com//farmville/)"Virtual Worlds Research: Past, Present & Future". Retrieved 2013-06-26

<sup>11</sup>Kaplan, Andreas M, and Haenlein, Michael, *The Fairyland of Second Life: About Virtual Social Worlds and How to Use Them* (Business Horizons:2009) p.52

avatar at will, allowing them to play a more dynamic role, or multiple roles.

## 2. Virtual World for Education

Virtual worlds represent a powerful new media for instruction and education that presents many opportunities but also some challenges. Persistence allows for continuing and growing social interactions, which themselves can serve as a basis for collaborative education. The use of virtual worlds can give teachers the opportunity to have a greater level of student participation. It allows users to be able to carry out tasks that could be difficult in the real world due to constraints and restrictions, such as cost, scheduling or location. Virtual worlds have the capability to adapt and grow to different user needs, for example, classroom teachers are able to use virtual worlds in their classroom leveraging their interactive whiteboard with the open source project Edusim. They can be a good source of user feedback, the typical paper-based resources have limitations that Virtual Worlds can overcome.

Multi-user virtual worlds with easy-to-use affordances for building are useful in project-based learning. Projects range from tightly scaffolded reflection spaces to open building based on student-centered designs. Virtual world can also be used with virtual learning environments which aims to merge Second Life. Virtual worlds allow users with specific needs and requirements to access and use the same learning materials from home as they would be receiving if they were



physically present. This can help users to keep up to date with the relevant information and needs while also feeling as though involved. Having the option to be able to attend a presentation via a virtual world from home or from their workplace, can help the user to be more at ease and comfortable. Although virtual worlds are a good way of communicating and interacting between students and teachers, they do not completely substitute for actual face-to-face meetings, in that downsides include losing certain body language cues and other more personal aspects.

### **C. FarmVille in Facebook**

FarmVille is a farming simulation social network game developed by Zynga in 2009. This game allows users to invest in farm equipment and sell their produce for profit in virtual world. Gameplay involving various aspects of farm management such as plowing land, planting, growing, and harvesting crops, harvesting trees, and bushes, and raising livestock. This game, that once became the most popular virtual game, is available as an Adobe Flash application via social network Facebook. It is a freemium game but the players have the option to purchase the premium contents.

#### **1. Gameplay**

Upon beginning a farm, the player first creates a customizable avatar which may be changed at any point. The player begins with the empty farm and a fixed starting amount of "farm coins", the primary currency in the game. Players also earn XP (experience points) for performing certain actions in the game such as plowing land or buying

items. At certain XP benchmarks, the player's level rises. As the player obtains more items and progresses through levels, crops and animals become available to them via the "market" where items can be purchased using either farm coins or "farm cash". Farm cash is earned by leveling up or completing offers, or purchased for real money. Some important parts in this game are the things that the player take part in it such as cropping, farms, social interaction, decoration, and expansion.

*a. Crops*



Pic. 2.1 harvesting crops tutorial

The main way a player earns farm coins is through harvesting of crops or visiting their neighbors. The player does this by paying coins for plowing a unit of land and for planting crops, such as tomatoes on it, finally harvesting them after a certain amount of time has elapsed. The amount of time it takes for a crop to mature, and how much money a crop yields when harvested, is dependent on the crop planted and is noted on its entry in the "market" dialog. They will wither, or they will be of no use when a crop-specific amount of time has elapsed, the

amount of time being equal to 2 times the amount of time taken to grow the crop (for example, crops which take 8 hours to grow will wither after  $2.5 \times 8 = 20$  hours).

However, a player can use farm cash to purchase an "unwither" to rejuvenate the crops or can use a biplane with "instant grow" to cause crops to be immediately available for harvest. Although the biplane can be purchased with coins, this special feature is only available for farm cash. As a player levels up more, crops with a higher payoff and economy will become available. Sometimes a crop will need a permit that costs FC in order to be planted. A player may also buy or receive from friends livestock and trees or bushels, such as cherry trees or chickens, which do not wither but instead become ready for harvest for preset amounts of money a set amount of time from their last harvest. Trees and livestock cannot die.

*b. Farms*



Pic. 2.2      The farm



Each player has a main "home" farm and a number of specially themed farms. Each themed farm has a different range of crops, trees, decorations, etc. available, and some have a permanent feature that can be periodically harvested for coins or resources. The themed farms, in order of introduction, are English Countryside, Lighthouse Cove, Winter Wonderland, Hawaiian Paradise, Jade Falls, Haunted Hollow, Mistletoe Lane, Sunflower Meadows (mini farm), Lavender Meadows (mini farm) (coming soon), Anglers Pond (mini farm), Enchanted Glen, Atlantis, Hanging Gardens, Australia, Celestial Pastures

c. *Social interaction*



Pic. 2.3 interaction with other players

Like most Zynga games, *FarmVille* incorporates the social networking aspect of Facebook into many areas of gameplay. Recently *FarmVille* has allowed players to add neighbors that are not Facebook



friends, thus allowing the player to have many neighbors at hand. Players invite friends or other players that are not Facebook friends to be their neighbors, allowing them to perform five actions on each other's farms per day by "visiting" it. Neighbors may also send gifts and supplies to each other, complete specialized tasks together for rewards, and join "co-ops" - joint efforts to grow a certain amount of certain crops. Gifts are sent as mystery gifts with expensive, but random items, special deliveries with building supplies, or by choosing a particular item to send. They cost the sending user nothing. For *FarmVille's* 2nd birthday, a series of different mystery gifts were added to the Gifts Page.

*d. Decorations*

Decorations can be purchased in the market for coins or cash or can be sent in the form of free gifts. Decorations include many items like buildings, hay bales, fences, nutcrackers, gnomes, flags, topiaries, etc. There are sometimes limited edition items depending on the theme such as a Valentine's Day theme, Halloween theme, winter theme, etc. Decorations also give experience points (XP) depending on the cost. During the summer, Zynga releases an event called "The 7 Days Of Summer", where they re-release a different theme every 24 hours.

*e. Expansions*

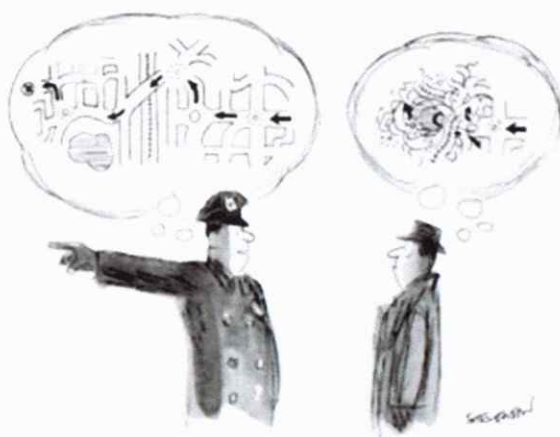
FarmVille has added several expansions over the game's lifetime, where players farm in new locales that include English

Countryside, Lighthouse Cove, Winter Wonderland, Hawaiian Paradise, Jade Falls, Haunted Hollow, Mistletoe Lane, Enchanted Glen, Atlantis, and most recently, Hanging Gardens and Australia.

#### **D. English Instructions**

Instruction is the process or act of imparting knowledge, teaching, education. Giving instruction is an expression that is used in order that order that other person does what we instruct or request, or giving imperative to other people for to do or not to do something. It always be given in simple present tense. In computer, instruction means a line of code written as part of a computer program. Instructions usually begin with the verb words such as “please”. Giving instruction can be used at the situations like:

1. When people ask for unknown addrees
2. When demonstrate a recipe of food or something.
3. When ask somebody to do something that we want.



Pic 2.4 asking and giving instruction

Instruction can be in a form of commanding or prohibition. The examples of those can be seen in the table below.

Table 2.1 example of instruction

<b>Commanding</b>	<b>Prohibition</b>
Remove the pan from the heat	Don't walk on the grass
Switch off your mobile phone	Don't make any noise
Press the red button	No smoking
Clear the board	No parking

In general, giving instruction can be in these patterns as follows:

1. use verb as commanding word in the form of infinitive without to :

Examples:

- a. Sit down.
- b. Sweep the floor.
- c. Clean the whiteboard.

2. use Be + Adjective or noun or adverb

Examples:

- a. Be careful!
- b. Be quiet!
- c. Be on time!

3. use the word Don't + infinitive verb

Examples:

- a. Don't climb!



- b. Don't do it!
  - c. Don't let them in...
4. To make the instruction be politer, we can use please that put in front of sentences or back. Example:
- a. Please, wake up. / Wake up, please.
  - b. Please, be quite. / Be quite, please.
  - c. Please, do your homework. / Do your homework. Please.