

CHAPTER I

INTRODUCTION

1.1 Background of The Study

Humans are social creature that need to engage with one another in order to thrive. As a result, humans cannot live better lives on their own. In everyday life, humans recognize culture and create various forms of ideas, activities, and languages to fulfil their needs. Language has an important role for human life to socialize as a means of communicating both orally and in writing. In language, there is a vocabulary that is closely related to the language itself. According to Kridalaksana (2001: 89) states that vocabulary is a wealth of words owned by a reader or writer of a language, which means that if the reader has many words, it will be easier for the reader to use the language. In learning English, vocabulary is needed to be proficient in speaking, writing, listening, and reading. because that's why the writer is interested in conducting research on vocabulary aimed at junior high school children which aims to mastery the vocabulary of students who are assisted by using genshin impact applications.

Language is a summary of all human experience since the beginning of mankind. If there is language and interaction between the people who speak it, language will continue to evolve. The meaning of language as a means of communication always occurs in a kind of social context. The meaning of language can be an identity for a country or group. Language becomes a tool for communicating individual thoughts, as well as community cultural beliefs and practices. According to Chaer (2014:32), Language is an arbitrary sound sign

system used by group members to collaborate, communicate, and identify themselves.

In recent years, games have become one of the things that cannot be separated from humans, especially those of us who are being hit by cases of COVID-19 which force us to stay at home and not leave the house. With COVID-19, humans are required not to socialize with other people directly but through social media such as google meet, zoom, facebook, google classroom for learning and games to socialize with others. A game that can socialize with others is an online game. Online games are games that bring together one player with another player, which means that these players can communicate with each other, and online games can also be played alone. According to Januar and Turmudzi (2006:52) online games are computer games that can be played by multiplayer via the internet. Online game, a word that is often used to represent a digital game that is booming in this modern era. Examples of online games that are often played by people today are free fire, mobile legends, player unknown battle ground and genshin impact.

Genshin impact is an RPG (role-playing game) themed with an open world with a wide view. Genshin impact also introduces cultures outside Indonesia such as Chinese, Japanese, and European cultures in the medieval era. Genshin impact also has a variety of spoken languages such as Chinese, Japanese, Korean and English. While the written language is very diverse, such as Chinese, Korean, Japanese, Indonesian, Russian, Portuguese, German, Vietnamese, Thai, French, Spanish, and English. Therefore, genshin impact is very interesting to use as a learning application to mastery the vocabulary.

In playing online games, we can also learn various languages apart from studying at school, one of which is learning English. By playing online games such as genshin impact, it is easier for the players to understand foreign languages because the players often play them and the players can carefully read the text, listen to the conversation, and are able to apply it to fellow genshin impact players. Because this game offers a variety of languages, people choose a foreign language rather than the language used by the player which aims to mastery the vocabulary in languages. That is one of the uniqueness of the genshin impact provided to the players.

A lot of vocabulary that is rarely found in playing genshin impact and some people who don't play genshin impact will be confused and don't know the vocabulary in the game genshin impact. That's why the writer is interested in conducting a preliminary research to student of SMP swasta GKPI Padang bulan. Genshin impact game can be played by all people because the animation-based game does not contain elements of violence against humans and there is no blood element in the genshin impact game.

Preliminary research or pre-survey is a research activity that is descriptive in nature and is not used to test hypotheses. Through this pre-survey research, it reveals the answers to the questions of what, how, how much, and not the question of why. At this stage, research is carried out on the learning process that is usually done by the teacher in the classroom to reflect on how the learning process of the genshin impact application can be done. Aspects that must be carried out at this stage are taking student data based on word skills, providing teaching on the activities carried out, providing adequate facilities to students, and

conducting tests on students. The writer decided would like to conduct a hypothesis comparative with using sample from student SMP swasta GKPI padang bulan taking two class as sample. Based on the experience that has been carried out by researchers with teaching English at the GKPI Padang Bulan junior high school related to the introduction of objects around it, it turns out that the English language skills of GKPI Padang Bulan Junior High School students still need to be mastery, especially in knowing vocabulary. Therefore, the writer will conduct a study that aims to mastery the vocabulary of the students of SMP GKPI Padang Bulan with the help of the Genshin Impact application. The reason the writer use the genshin impact application as a medium to support students' vocabulary mastery is because with the help of the game application, students are easier to understand in memorizing vocabulary, because students do not only memorize a vocabulary, but better understand and experience through the genshin impact application. Based on the foregoing, the writer would want to perform a study titled “The Effect of Using Genshin Impact Application into Students Vocabulary Mastery by the Second Students of SMP swasta GKPI padang bulan”.

Table 1.1 The Preliminary Research

No	Student's Initial Name	Vocabulary Test
1	AA	65
2	AC	70
3	DS	70
4	DU	55
5	EF	80
6	FC	60
7	JN	75
8	LM	75
9	LP	65
10	MA	70
11	MS	65

12	OP	75
13	RP	80
14	RW	65
15	SA	70
16	SC	70
17	SW	75
18	TC	65
19	TP	60
20	UA	70

The preliminary research data above, was taken from the first-grade students of SMP GKPI Padang Bulan which was used as the basis for conducting research by the writer.

1.2 Problem of The Study

Every study has its limitations. It is critical that the writer confine the discussion to limitations that are relevant to the research subject at hand. The study's problem is formulated as follows, based on the background:

“Does applying Genshin Impact player affect students’ vocabulary mastery by the second students of SMP swasta GKPI padang bulan?”

1.3 Objective of The Study

The goal of this study is to know the effect of genshin Impact application to learn the vocabulary of students at SMP GKPI Padang Bulan.

1.4 Scope of Study

The goal of this research was to compare of junior high school student second grade of SMP swasta GKPI padang bulan in vocabulary mastery in English on genshin impact application. There are some types of application, they are desktop application, web application, mobile application. The writer focuses on web application vocabulary mastery with using genshin impact application.

1.5 The Significances of The Study

A scientific work have two sorts of meaning based on its context. The following are some examples of important research:

1. The Theoretical Significance The study's findings are intended to provide insight into what defines the effect skill second grade of students SMP swasta GKPI Padang bulan in vocabulary mastery on the genshin impact application.

2. Practical Significance:

The outcomes of this study are beneficial in the following situations:

1. To the junior high school students improving vocabulary skills in English.
2. To college students who interesting about experiment and control group research.
3. To readers who get the information about preliminary research which related to game as material.

1.6 Hypothesis

The hypothesis the research proposed in terms of the null hypothesis (H_0) and the alternative hypothesis (H_a).

H_a : Genshin Impact Application significantly affect to increase student's vocabulary mastery at Second grade students of SMP Swasta GKPI Padang Bulan Medan.

H_0 : Genshin Impact Application not significantly affect to increase student's vocabulary mastery at Second grade students of SMP Swasta GKPI Padang Bulan Medan.

CHAPTER II

REVIEW OF LITERATURE

2.1 Theoretical Framework

The writer of this thesis focused on the vocabulary mastery of SMP swasta GKPI Padang Bulan students on Genshin Impact application. To be clear, it is necessary to comprehend what language is, do prior study, English language, vocabulary, and game, among other things. This chapter's important points are listed below.

2.2 Language

Language is used by every human being to communicate to be able to socialize easily between each other. According to Jean Aitchison (2008: 21) Language is a patterned system of arbitrary sound signals, characterized by structure dependence, creativity, displacement, duality, and cultural transmission. It offers two interpretations of language, according to Keraf in Smarapradhipa (2005:1) Language is defined as a way of communication between members of a society using sound symbols produced by human speech organs, according to the first definition. Second, language is a method of communication that employs arbitrary verbal symbols to convey information (speech sounds). It can be concluded that language has a variety of functions, such as of communication, to socialize, to unify mankind, etc.

2.3 Vocabulary

Learners' vocabulary is the first and most significant component of learning English. They can communicate effectively both vocally and in writing if

they learn language. Furthermore, by having a large vocabulary, learners should be able to master four English skills: reading, speaking, writing, and listening. According to Hornby (2006:1645), a person's vocabulary is made up of all the words he or she knows and uses, as well as all the words in a certain language.

2.3.1 Types of Vocabulary

There are numerous sorts of vocabulary that students must master in order to learn English vocabulary. The goal is to help make it easier for students to learn the vocabulary. According to Thornbury (2002:3-12), there are at least six types of vocabulary, namely:

1. Word Classes

Word class is a language or word usage related to morphology. However, usually this type is often referred to as parts of speech which can be in the form of nouns, verbs, pronouns, adverbs, adjectives, prepositions, and conjunctions.

2. Word Families

Word families are words that describe an affix. The word is used to make a sentence for example in the following words.

1. Play - Plays - Played: the words are inflected
2. Play - replay - playful: the words are part of

3. Word Formation

Word formation is a type of word formation in English and these words are compound, blending, clipping, and conversion words.

1. compound: typewriter, content writer, script writer, etc.
2. blending: information and entertainment - infotainment
3. conversion: when I do my task, I always google the information I need

4. Multi-Word Units

Multi-word units are a type of English vocabulary that has the form as a verb phrase or as an idiom. The example is look after, look for, throw away, put on, put off, etc. Even so, we cannot interpret the word as different words in a word because the word above has one meaning.

5. Collocations

Collocations is a type of English vocabulary which is defined as two or more words that always have meaning together or are bound together. So, when we use this word, we can't separate it.

6. Homonyms

Homonyms are words that have different letters but have the same pronunciation. An example is the word "well". Well can be interpreted as a well but can be interpreted as good

2.3.2 The Definition of Vocabulary Mastery

There are several experts have provided a number of different vocabulary meanings. Fauziati (2002: 155) explains that vocabulary is the centre of language and is very important for ordinary language learners. Vocabulary limitations are barriers that prevent learners from learning a foreign language. This means that mastery of vocabulary as a skill for understand, recognize, and use words including their meanings. Also, one of the factors that influence students in majoring in English.

2.3.2.1 The Indicator of Vocabulary Mastery

Cameron (2001:78) defined vocabulary ability as pronunciation, spelling, grammar, and meaning.

1. Pronunciation

One of the factors that has a significant impact on vocabulary is pronunciation. "The manner a person pronounces a word in a language is called pronunciation" (Wehmeler, 2003:1057). Children must hear a new word in a foreign language in order to notice the sound at the beginning and end of the word, as well as the stress pattern.

2. Spelling

Children must also be able to recognize the letters and syllables that make up a word, which is known as spelling. "Spelling is the process of appropriately constructing words from individual letters or the way a word is spelled" (Wehmeler, 2003:1293).

3. Grammar

Words are linked to grammatical knowledge, therefore understanding words can help children go into grammar. This implies that putting a high premium on vocabulary does not imply ignoring grammar. (Cameron, 2001:72).

4. Meaning

Nation and Cameron (2001:85) propose utilizing an item, a cut-out figure, gesture, performing an action, photograph, drawing or diagram on the board, and an image from a story book to teach the meaning of new words in the young learner classroom. The amount of mental labor done by the learner influences how successfully a new term is carved in memory; the more they think about the word and its meaning, the more likely they are to remember it.

2.3.2.2 Testing of Vocabulary Mastery

There are several types of test vocabulary mastery as follows:

1. Questions and Answers

According to Sudjana (2009:78), the question-and-answer technique is a teaching style that provides for direct two-way communication since the teacher and the students are conversing at the same time. According to Syah (2007: 137), the question-and-answer method is a way of presenting teaching by the teacher by asking questions and asking for answers to students. According to Dariyo (2013: 119) explained that the question-and-answer method is the method which is marked by the teacher asking questions that must be answered by the teacher student. questions can be asked orally or in writing by the teacher, with the aim of knowing how far the mastery of the subject matter that has been studied by students at the time of the previous study. With the correct answers that delivered by students, the teacher can find out the level of mastery of the material, knowledge, insight, and academic skills of the students.

2. True/False

According to Arifin (2009:135) the true-false form of the test is "a statement containing two possible answers, namely true or false".

3. Multiple choice assignments

According to Sudjana (2011: 48) multiple choice questions are "a form of test that has one correct or most appropriate answer". Sudjana (2011:25) also found that "in objective tests, multiple choice and true-false types reveal many aspects of understanding".

4. Completion Test

According to Wayan Nurkacana and Sunartana (2011) Model Completion Test is an objective test commonly known as complete or perfect test. The item

completion consists of a statement or sentences with one or more quotations at the spaces provided. Item completion can also be in the form of a direct question

5. Dictation

According to Hasan (2008), dictation or in English term known as dictation is what is spoken or read aloud for someone else to write. This dictation activity usually done by the teacher or anyone which acts as a transmitter of material.

6. Cloze test

According to Hittleman (in Hariyadi, 2014: 191) states that the cloze test is a technique of removing systematic words from certain discourses. From It is hoped that students will be able to fill in the missing words with the appropriate words.

2.3.2.3 Techniques in Teaching Vocabulary

There are some ways for teaching vocabulary, according to Harmer (2010:19-20), as referenced in Yulianto (2010:19-20):

1. Using Realia

The term "realia" refers to an actual thing that students can see. To transmit the meaning of a word, the teacher might show the students the real object so that they can understand it simply. For example, if the instructor wishes to explain the meaning of the word "pen," he or she can simply show the pupils the pen. This strategy works effectively for ensuring that pupils grasp the meaning of a term. However, because the teacher cannot display everything in a real object, this approach has limitations. It is restricted to a single phrase or word that can be readily transported to the classroom or found by students.

2. Displaying Image

When teaching vocabulary with visuals, the instructor can utilize a variety of media, including wall pictures, whiteboard pictures, graphs, flashcards, tables, and statistics, among others. This material can be utilized to create a visual depiction of something that can't be done in real life. The teacher has shown this directly. When a teacher wishes to educate about a career, for example, the instructor can use a flashcard that illustrates several sorts of occupations such as photos of physicians, cops, teachers, and so on.

3. Mime, Action and Gesture

Using realia or exhibiting visuals to illustrate the meaning of a word might be difficult at times. In this situation, the instructor may quickly communicate the meaning of a word to the students through mime, movement, and gesture. This strategy is commonly used by teachers when they need to explain the meaning of verbs such as walk, run, leap, weep, and so on.

4. Contrast

The teacher might use this strategy to illustrate the meaning of a term by contrasting it with its opposite. The words "lazy" and "diligent," for example, are diametrically opposed.

5. Enumeration

When a teacher finds it difficult to explain a word, he or she might employ this strategy. When a teacher wants to clarify the meaning of the word "transport," for example, the teacher might cite buses, motorcycles, vehicles, and other modes of transportation.

6. Explanation

This strategy may be used by a teacher to teach a new term to children by explaining certain words. To explain a word, the teacher can use one or many phrases. When a teacher wishes to introduce the term "scissors," for example, the teacher can use words like "tools for cutting paper, hair, linen, and so on."

7. Translation

When a term is difficult for students to understand, the teacher can sometimes translate it into the student's native language or mother tongue.

8. Game

Play is a technique, which helps and encourages many students to maintain their interests and work. Games also help teachers to know which language is useful and meaningful.

2.4 Video Game

According to Irsa (2015:8), "game is one type of activity" play with the players trying to achieve the goal of the game by perform actions according to the rules of the game." Agustina also argues (2015:2), "Games or games are a way" learn by analyzing with a group of players or individually using rational strategies." Based on the opinion above, it can be concluded that the game is a game activity in the context of games that are usually played by individuals or groups interact with each other by using certain rules and, a specific purpose. Usually in a non-serious context with a goal refreshing

2.4.1 The Impact of Playing Game Online for Students

Genhsin Impact has an influence on students who play the game. According to Poetoe (2012), the positive impacts of online games for students are:

1. Each game has a different level of difficulty. Generally, this game equipped with knick-knacks weapons, ammunition, characters, and game maps that different. To complete levels or defeat enemies efficiently strategy is needed. Online game play will train players can win games quickly, efficiently, and earn more many points. The positive impact is that someone will find things the new one. These new things allow humans to play with each other, dialogue, even strategy and battle, which is an activity that very natural and very close to human life. The impact is more provide psychological satisfaction than the old-style games for to play it requires more complex skills, higher dexterity.
2. Increase concentration. The concentration ability of online game players will be increased because they had to complete some tasks, looking for loopholes which can be skipped and monitor the course of the game. It's getting harder a game, the more it takes a high concentration.
3. Improve hand and eye coordination. It's because of playing games it takes speed between hand and eye coordination so that in the end can win the game.
4. Improve reading skills. Every stage of victory in game, requires players to have a lot of knowledge and must read a lot.
5. Improve English language skills. The players are from various countries, so players must be able to speak English.
6. Improve typing skills. Effort to win this game requires speed in typing.
7. Increase knowledge about computers. It's because of the game always in touch with computers has a positive impact, namely making players become more knowledgeable about computers.

2.4.2 The Benefit of Playing Game Online for Learning English

According of Efekrevisi (2019), there are four benefits playing game for learning English, they are:

1. Expand Vocabulary in English

Especially in learning English, they get vocabulary intake because in online games they usually use English when playing. The game terms played by those who are in the form of English also mostly come from their daily lives which cannot be separated from the basic use of English vocabulary. The addition of this vocabulary can make children understand and understand when learning English and the words in the game appear. Most Online Games present and present the game in English. This is one of the learning tools for children because they will play while learning English even though it is only the basic level and terms of the online game.

2. Chat feature to improve speaking ability in English

In addition to getting vocabulary from the terms in the game because the game is not only played by people from Indonesia, but they can also use the chat feature available in the game to interact with their team who play together in the Online Game. Sometimes they will find players from abroad who will of course use English as their international language. They also get some new vocabulary, of course, from their teammates in communicating.

3. Chance to Make New Friends

In addition, they also get new friends from all over the world who play these online games. The games that are played will of course have several

features, either in the form of chat or voice chat that can directly connect them when playing together in the game.

4. Increase Creativity

Online games are also believed to increase children's creativity and ability to develop strategies in playing online games that they can apply to the real world when interacting with the people around them. By using English and if you can use it in daily conversation, it will help children and teenagers who are still studying to understand the diversity of languages in the world. That's a bit of the positive role of online games for children and teenagers who are still studying. Learning vocabulary in English which is sometimes boring in the classroom can be fun and easy when learning to use games as a medium of learning. Online games also provide vocabulary or vocabulary that is easy to digest and can be used in everyday life depending on the type of game being played. Online games are certainly one of the choices and learning motivations for children or teenagers who still don't have the enthusiasm to learn, of course in English subjects.

2.5 Genshin Impact

According to Blake (2020) Genshin Impact is a free-to-play game (free) with the genre of action role-playing game (RPG). This game was developed by the original company The Chinese name is MiHoYo and it has attracted attention world, making Genshin Impact international launch impact as the biggest in the history of the game market China. Genshin Impact released for platforms Windows (PC), PlayStation 4-5, and smartphones (with Android & iOS OS). Besides, this game rumoured to be available soon on the game platform latest,

Nintendo Switch. According to Statista, Genshin Impact has grossed \$245 million worldwide corners of the world just a month after the game's launch.

In 2020 to 2021, Asia Pacific region will generate revenue from game products of 78.4 billion US dollars, which is 49% of the market global games. The data shows year-on-year growth of 9.9%. This matter shows that companies game developers, especially those in the region Asia Pacific, has great opportunities and opportunities great to be able to produce game products that successful like Genshin Impact. Among the countries in the Asia Pacific region, Indonesia is one of the largest contributors to the gaming market, with revenue of 1.3 billion US dollars in 2020. Indonesia also has several well-known game development companies and both in their fields such as Digital Happiness, Agate, TouchTen and Toge Productions. However, most of the domestic game industry can't yet feel the benefits because the income generated mostly goes to the company foreign game developers, one of which is MiHoYo, the development company for Genshin Impact.

Genshin Impact takes the game system cross-platform when the game market is growing rapidly. This strategy is a step that good, because of cross-platform game development opens opportunities for companies to acquire many new users as well as increase user engagement with the game. Indonesia also has a chance large enough to be able to develop Genshin Impact class game; cross-platform game with a professional design and many fans. However, one way to build an effective monetization system in a cross-platform game marketed as free-to-play (free) games like Genshin Impact is to rely on the Continued intention of the players. Players are needed to continuously play the game, because with the

company can benefit from players who enjoy the experience gained from playing the game.

Genshin impact is a type of RPG game set in an open world, where we can explore a very wide area in the game. In addition, genshin impact also has a background story that has an influence on the main characters in the story. Usually, the story is categorized as a quest that must be completed by the player. Not only quests that refer to the main character in the game, but quests that refer to character support in this genshin impact game are numerous, the purpose is to introduce the supporting character in more detail. However, the story in this genshin impact game cannot be completed immediately, because the developer decided to do it in stages. so that this genshin impact can develop for the next few years. apart from the reason that it can develop, another reason is to make the players enjoy the game which is not only focused on the story. The features provided in the genshin impact game include, among others, very diverse events. The event is combat, furniture, etc.

2.5.1 Genshin Impact for Learning Vocabulary

Genshin Impact also consists of various languages as subtitles, namely Indonesian, Chinese, Japanese, Korean, Thai, Russian, Spanish, Portuguese, and English. Therefore, Gensin Impact is very suitable as an application to mastery students' vocabulary skills because the game also provides Indonesian language which makes it easy for students to understand an object in the Gensin Impact game. Especially in learning English, according to Efekrevisi (2019), they get vocabulary intake because in online games they usually use English when playing. The game terms played by those who are in the form of English also mostly come

from their daily lives which cannot be separated from the basic use of English vocabulary.

2.5.2 Genshin Impact for Students

In addition to improving vocabulary skills, students also have reasons to play Genshin Impact. According to Hanni and Budhi (2015:36) there are three reasons using the internet is to provide fun and challenges, relieve stress and fill spare time.

1. Providing Fun and Challenge

Many people feel they have no power in society but when they play online games, they have the power to control an army, city, or other people. This power brings joy for them and give their own satisfaction

2. Overcoming stress

Playing online games can relax nervous tension after engaging in strenuous and serious activities.

3. Fill the free time

Online games are often used to fill spare time after tiring activity. This can refresh the mind that tired.

According to Alif (2010:64) the reasons students play online games are:
as follows:

1. Help Socialize

Online games can foster social interaction for students.

2. Get Rid of Stress

One thing to note is that this game is a entertainment that is cheap, easy, and can be easily obtained attention for students as an alternative when there is saturation.

3. Restore Body Condition

Online games can be played by everyone and do not require physical conditions one must be in top condition. Tired or tired even gamers it will be easy to do this game. Game player or anyone will really feel the new freshness of the game that exists because someone will fantasize with existing games.

4. Increase Concentration

A true gamer has a high concentration power that makes it possible they can complete several tasks. Game player or player game will usually pay close attention to his roles in games so that a child will pay close attention to the movements of each game.

2.6 Student Characteristics

According to Kartono (in Siregar, 2006), students are members of communities that have certain characteristics, including:

1. Have the ability and opportunity to study so that they can be classified as intellectuals.
2. Because of the opportunity above, it is hoped that they can act later as a capable and skilled leader, both as a leader society or the world of work.
3. This is expected to be a dynamic driving force for the process modernization.
4. Expected to enter the world of work as a qualified workforce and professional.

2.6.1 Student Duties and Responsibilities

According to Siallagan (2011), students as a campus community have the main task of learning such as making assignments, Reading books, writing papers, giving presentations, having conversations, attending seminars, and other campus-style activities. In addition to the main task, there are other tasks that are heavier and more touching on the meaning of the students themselves, namely as agents of change and social controllers of society. This task can make himself the hope of the nation, which is to be a loyal person find solutions to the problems they are facing.

In addition to having assignments, students also have obligations that must be fulfilled run. Each student is obliged to:

1. Faithful and noble.
2. Study diligently and earnestly to get achievement tall.
3. Comply with all applicable rules and regulations, both at the universities faculties, and departments.
4. Participate in maintaining infrastructure as well as cleanliness, order, and security in the university environment.
5. Appreciate science, technology, and the arts.
6. Actively involved in student activities.
7. Maintain the good name, image, and honour of the university.
8. Take responsibility for the cost of providing education except for students who are exempted from this obligation in accordance with applicable regulation.
9. Dress neatly, politely, and appropriately.

10. Wearing an alma mater jacket at every student activity or university activities.
11. High support for the prevailing customs, manners, and ethics.
12. Protect the campus from practical political activities.
13. Obey the obligations imposed in accordance with the regulation's current regulation.
14. Respect each other and be polite to each other leaders, lecturers, and employees.
15. Park the vehicle in an orderly manner in the designated parking lot provided.

2.6.2 Student Role

Students as agents of social change are always required to show their role in real life. According to Siallagan (2011), there are three important and fundamental roles for students, namely intellectual, moral, social.

1. Intellectual role students as intelligent, brilliant, and perceptive As a student, people must be able to live their lives proportionately, children, as well as societal expectations.
2. Moral role Students, as people who live on a campus where they are free to express themselves, act, argue, theorize, and deliver speeches, must be able to demonstrate moral behaviour in all their actions without being tainted or impacted by the surroundings.
3. Social role students as someone who brings change must always synergize, think critically and act concretely framed with the willingness and sincerity to be a pioneer, convey aspirations and community service.

With this student role, students will have a stage to improve themselves both in terms of academics and attitudes in behaviour.

2.7 Application

According to Hasugian (2014), The application comes from the word application, namely the form of objects from the verb to apply. By in terms, computer applications are a subclass of computer software that uses direct computer capabilities to perform a specific task user wants. A prime example of application software is a program word processor, worksheet, and media player. A collection of computer applications that combined into a package is usually called a package or application suite.

1. Desktop Application

Dew Omenn (2013) explains that "desktop applications desktop is an application that can run alone or independently without using a browser or internet connection on an autonomous computer."

2. Web Application

According to Ramzi (2013) application the web is an application that uses browser technology to running applications and accessed via Remick's computer network in the journal.

3. Mobile Application

According to Turban (2012: 277), Mobile applications, often known as mobile apps, is a phrase that refers to online programs that operate on a smartphone or other mobile device. Mobile apps usually help users to connect to regular internet services. accessed on PC or make it easier for them to use internet applications on the device that can be carried.

2.8 Previous Study

Some have conducted studies among students related to game application, they are:

Dewi Nurbaeti Widianingsih from IAIN Syekh Nurjati Cirebon (2012). The research with title “The Comparatvie Study Between the Students’ Vocabulary Achievement in Learning English Through Bingo Games Strategy and Memorizing Strategy at Seventh Grade Students of MTs Negeru Cisaat Sumber Kab. Cirebon” Based on research finding of Dewi Nurbaeti Widianingsih with the title the result showed that do the three steps. First, the students’ The vocabulary accomplishment in English learning using bingo games is 74.25. The second factor is the pupils' vocabulary accomplishment when learning English using the remembering strategy, which is 65.75 percent. The third finding is that there is a positive and substantial correlation between students' vocabulary performance in learning English using bingo games and memorization techniques. It is supported by the absolute value of the obtained test t (5.29) $>$ table t (1.99) or $H_a > H_o$. Based on the research conducted above, the contribution obtained by the writer is that it can help to carry out the stages in research carried out based on objects as students and can find out students' abilities in learning English in game applications, especially vocabulary mastery.

Hendy Lesmana from University of Borneo Tarakan (2015). The research with title “Analisis Komparatif Hasil Studi Mahasiswa Latar Belakang SMK dan SMA di Fakultas Ilmu Kesehatan Universitas Borneo Tarakan”. The result of Ermaya study showed with 2 stages, namely, In the first stage, by looking at the results of student studies in the form of Semester Achievement Index and

Cumulative Achievement Index and the second stage, interviews were conducted on representatives of students with a high school education background majoring in science as many as 90 respondents, Social Studies Department as many as 48 respondents, 34 respondents from Health Vocational School and 17 respondents from other SMK majors. Based on the research above. The contribution obtained by the writer is that it can help carry out research in stages which is carried out on students as objects and get comparisons between students in class X and class Y before teaching, and after doing the teaching that has been given by the researcher.

Muhammadiyah University of Makassar's Andi Asri Jumiaty (2012). The study's title is "A Comparative Analysis of Vocabulary Mastery Between Female and Male Junior High School Students." According to the above-mentioned findings, it appears that both sexes, namely female and male students, acquire the same level of vocabulary achievement as revealed in the text. the study's conclusions Because both male and female students had the same average score, the results demonstrated that their vocabulary achievement was the same. They have the greatest score of good categorizations with a high frequency of 66.7 percent for female students and 80 percent for male students. Both female and male students had the same low frequency (6.6 percent) with outstanding classification and good classification as medium frequency. Based on the research above, the contribution obtained to the writer is a comparative analysis of students at school based on a difference in which the writer will make observations to different classes but at the same grade.

2.9 Conceptual Framework

The conceptual framework carried out by the writer with the title “The Effect of Using Genshin Impact Application into Students' Vocabulary Mastery by the Second Students of SMP swasta GKPI Padang bulan” is to explain the stages for conducting research.

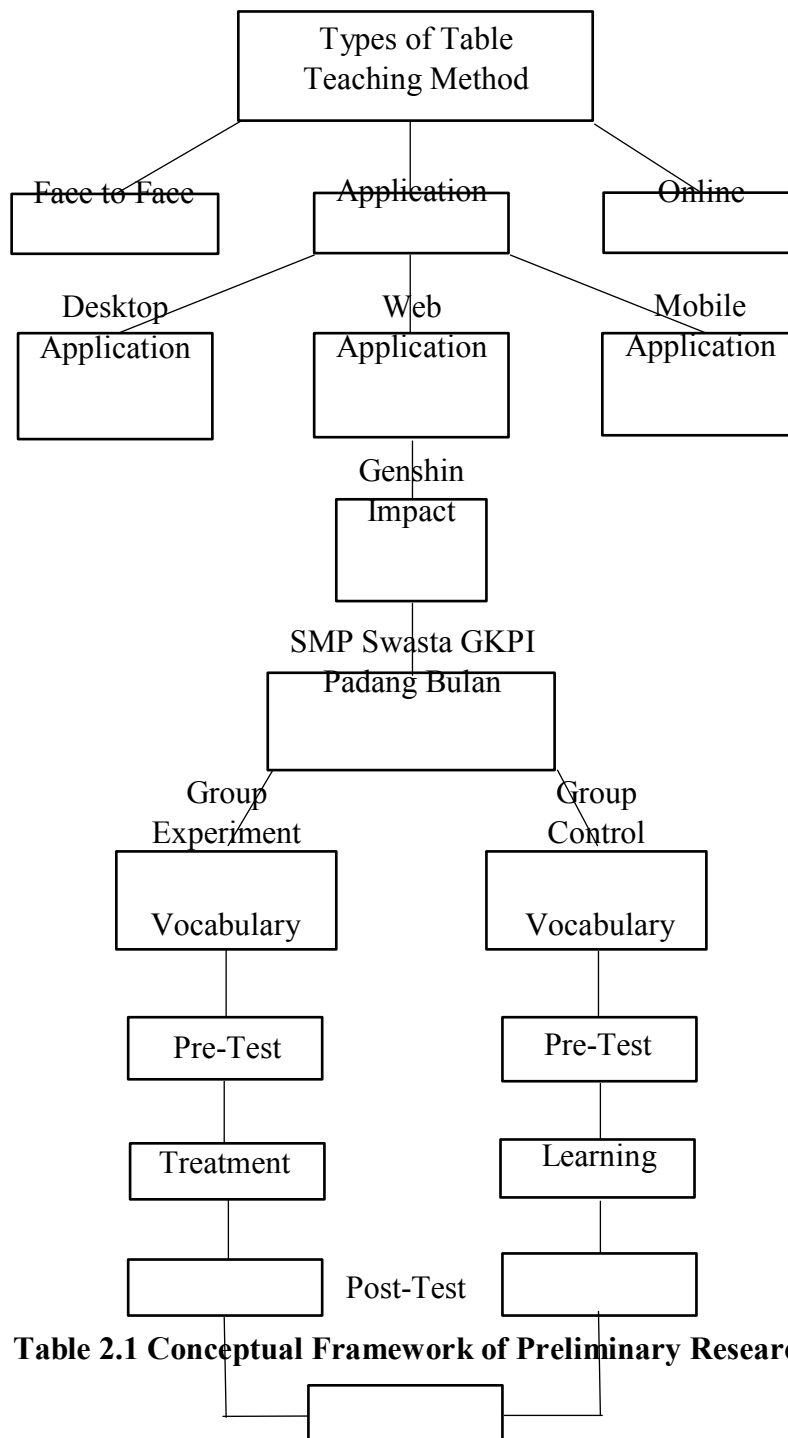


Table 2.1 Conceptual Framework of Preliminary Research

CHAPTER III RESEARCH METHODOLOGY

3.1 Research Design

To analyze the preliminary research, the writer used experimental quantitative to analyze the research study of vocabulary mastery students of SMP swasta GKPI padang bulan on genshin impact application. According to Sugiyono (2006:80), experimental research is a research which has the purpose to find the cause-effect relationship among variables in a controlled condition. The analysis of the research study of vocabulary mastery on students of SMP swasta GKPI padang bulan on genshin impact application taking based on two class. First class, the writer using pre-test, treatment, and post-test. Second class, the writer using pre-test and post-test. It means that this research does not to find a new theory but found new evidence to prove the truth theory. In this chapter the writer explained the methodology of this research.

Table 3.1 The concept of Preliminary Research

Class	Pre-Test	Treatment/Learning	Post-Test
Group Experimental	√	Treatment	√
Control Group	√	Learning	√

3.2 Population and Sample

In this research, the writer found the population and sample before taking the data:

3.2.1 Population

Population is a set of individuals or objects having some common characteristic selected for research study. In this research the target population for the students by the second grade of SMP swasta GKPI padang

bulan. The population were 40 students with two classes which one of experimental group and one of control group.

3.2.2 Sample

Sample is defined as representative unit of a target population or process of selecting a portion of the population to represent the entire population. The writer decided to use sample in SMP swasta GKPI Padang bulan students totaling 40 students, 20 students in class VIII - 1 as the experimental group and 20 students in class VIII – 2 as the control group.

3.3 The Instrument of Collecting Data

In this study, the writer used an instrument to analyze the ability of SMP swasta GKPI Padang bulan students in knowing vocabulary. The writer decided what topic when the students test. Instruments to collect data used with four types test such as direction, multiple choice, fill the blanks, and arrange the words. When they do a four types test, the writer observed how the ability of students SMP swasta GKPI Padang bulan by the second-grade students.

3.4 The Technique of Collecting Data

The writer collected data by selecting SMP swasta GKPI Padang bulan students in second grade. In this study there are several procedures that used by the writer in collecting data, they:

1. The writer give test direction, multiple choice, fill the blanks, and arrange the words to the second-grade students of SMP swasta GKPI Padang bulan with two classes, first group as experimental group and the second group as the control group.

2. After the writer finds the students, the writer gives a test on paper and ask 40 questions about the vocabulary and genshin impact application.
3. The data taken from students who following a test.

3.5 The Technique of Analyzing Data

in analyzing the data between experimental group and control group, the writer used T-test formula as follows:

$$t = \frac{\overline{M_x} - \overline{M_y}}{\sqrt{\left[\frac{\sum x^2}{N_x} - \left(\frac{\sum x}{N_x} \right)^2 \right] + \left[\frac{\sum y^2}{N_y} - \left(\frac{\sum y}{N_y} \right)^2 \right]}}$$

Mx: Mean of experimental group

My: Mean of control group

x: Devitation score of experimental groups

y: Devitation score of control group

Nx: Total samples of experimental group

Ny: Total samples of control group

3.6 Validity and Reliability

3.6.1 Validity

Validity is a measure used to measure the degree of accuracy, accuracy, and validity of a data. The principle used in validity is the reliability of each instrument when collecting data. Instruments measured later must provide results to be used in various purposes.

Alen and Yen (Azwar, 2005) put forward an example of calculating the validity of multitrait-multimethod by assuming that there are two traits, namely the nature of introversion and the nature of neuroticism, each of which is revealed by two kinds of methods, namely the first yes-no answer method (YT). and both multiple choice (PG) methods. In this example, there are four kinds of tests. The results of the four types of tests on the same group of students are then correlated with each other and the correlation coefficients are entered in a validity matrix.

Table 3.2 Content of Validity

Content	Test Item	Kinds of Item	Score
Vocabulary Test	5	Direction	25
	5	Multiple choice	25
	5	Fill the blanks	25
	5	Arrange the words	25
Total	20		100

$$r_{xy} = \frac{\sum (X - \bar{X})(Y - \bar{Y})}{\sqrt{\sum (X - \bar{X})^2 \sum (Y - \bar{Y})^2}}$$

Where:

r_{xy} = the correlation between two variabels

N = total of the data

$\sum X$ = the mark in the pre-test

$\sum Y$ = the mark in the post-test

$\sum X^2$ = the sum of the squares of X scores

$\sum Y^2$ = the sum of the squares of Y scores

r_{xy}	Validity Spesification
0,80 - 1,00	Very High
0,60 - 0,80	High
0,40 - 0,60	Fair
0,20 - 0,40	Low
0,00 - 0,20	Very Low

3.6.2 Reliability

According to Sugiono (2005) the definition of reliability is a series of measurements or a series of measuring instruments that have consistency when the measurements made with the measuring instrument are repeated. Test reliability is the level of consistency (consistency) of a test, namely the extent to which a test can be trusted to produce a stable score, relatively unchanged even though it is tested in different situations. But on this occasion, the writer do the reliability according to the research needed in the vocabulary test.

$$\underline{\quad (\quad)}$$

Where

Rtt = The reliability of test

Rxy = correlation coefficient between two tests

3.7 Testing Hypotasis

Hypothesis testing conducted to know whether there is a significant effect of using on vocabulary mastery on SMP Swasta GKPI Padang Bulan Medan. The hypothesis testing conducted by using pair sample T-test to determine the hypothesis rejected or accepted. If t-table is lower than t-count, the alternative hyprothesis rejected. If t-table is higher than t-count, the alternative hypothesis accepted.