



Online Games as A Medium To Increase English Vocabulary For Elementary School Students

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Abstract: Learning English early on can also help children acquire better language skills in general, including the ability to understand grammar and correct sentence structure. In the era of Industry 4.0 or the fourth industrial revolution is a term that is often used today which describes the level of development of the technology industry in the world. Games are one of the media for children to learn that can develop connituous, social, emotional and physical students. In learning, a game needs to be made challenging and can motivate students. The research was conducted through a survey using a descriptive qualitative method where the researcher provided a survey questionnaire through a google form. Data analysis techniques carried out based on the results of observations, interviews, questionnaires The influence of online games in the acquisition of English vocabulary can certainly be used as one of the media in learning English. Playing online games is not only an entertainment and a place to have fun, but it can also be used as a means of learning English.

Keywords: Vocabulary, Online Games, Learning English, Language

Introduction

English is an international language used in many countries around the world. English language skills can open up many opportunities for children in the future, such as expanding career and study opportunities abroad, as well as expanding their horizons and knowledge about the world. In addition, by mastering English, children can more easily access information from various sources, such as books, movies, music, and the internet. English is also the language of instruction in many fields, such as technology, business, and science.(Elaish et al, 2019)

Learning English early on can also help children acquire better language skills in general, including the ability to understand grammar and correct sentence structure. This can help improve the ability to communicate effectively, both verbally and in writing. Therefore, it is highly recommended to introduce English to children from an early age and provide opportunities to learn English in a structured manner through elementary school or English courses(Hasram et al, 2021). Some children may find themselves happy and interested in learning English because they like foreign cultures or are interested in English-language media such as movies, music, or games. However, some children may not be very

interested in learning English because they have not seen the value or benefits of the ability (Novita Sari Simatupang et al., 2020).

In an effort to motivate children and explain the benefits of learning English. The best way to motivate children is to make learning English fun and engaging. For example, by using interactive and creative learning methods, such as playing English games or watching movies with English subtitles (Octaberlina, 2021). In addition, parents or teachers can give rewards and praise to children when they make progress in learning English. This can increase children's confidence and motivation to continue learning (Faresyah, n.d.).

In the era of Industry 4.0 or the fourth industrial revolution is a term that is often used today which describes the level of development of the technology industry in the world. At this level, almost all technology used in human life is digital technology (Castillo-Cuesta, 2022). The development of science and technology has an impact on human life and also in the world of education. One of the learning media that can be done in the learning process is games ("Effects of Gaming Applications on English Language Vocabulary Learning Among Young Learners in Saudi Arabian Elementary Schools," 2022).

Games are one of the media for children to learn that can develop cognitive, social, emotional and physical students. In learning, a game needs to be made challenging and can motivate students so that it becomes interesting. Games in learning are media/applications that contain educational materials or information. All information can be directly contained in the game application that is shown to students (Chien, 2019). A study showed that there was an increase in positive student learning outcomes by using games in teaching and learning activities, as well as the general enthusiasm of students in learning English. (Wu et al, 2020)

This can be seen from the results of observations made on subject teachers and also the results of interviews conducted with several parents of students. Sometimes teachers only explain the material in the book or sometimes they only send the material through a whatsapp group. So that their enthusiasm for learning decreases (Faresyah, n.d.). Teachers do not use media in learning and this is in stark contrast to today's students who are Generation Z who must all be digital-based. The use of learning games will make it easier for students to understand English subject matter and can increase students' enthusiasm in learning (Khairati et al., 2024). In today's digital era, there are many applications available on the internet that can be used as a medium in the learning process. By implementing games in the teaching and learning process, it is hoped that it can increase the motivation and interest in learning as well as the enthusiasm of students in the teaching and learning process (Ashraf et al., 2014).

From the above study material, the researcher wants to try to provide and analyze how the impact of online games on improving English vocabulary for elementary school students. Whether the use of online games provides a lot of favor as a medium for learning English, of course, this needs to be researched and analyzed through responses to a number of students or parents related to this.

Methodology

The research was conducted through a survey using a descriptive qualitative method where the researcher provided a survey questionnaire through a google form. The qualitative descriptive method is a research method based on the philosophy of *postpositivism* used to research on the natural condition of the object where the researcher is the key instrument of the data collection technique is carried out in trigulation (combined), data analysis is inductive/qualitative, and the results of qualitative research emphasize meaning rather than generalization(Almawadeh, 2023). Based on this information, it can be concluded that this descriptive research is what it is written in the form of words or statements that are in accordance with the actual situation by paying attention to the characteristics, quality, and relationship between the activities carried out.

Data analysis techniques carried out based on the results of observations, interviews, questionnaires and data collection are then presented and verified based on theories from related sources to then be used as a conclusion (Hanif, 2021). Based on the data obtained, the problem to be researched will certainly be answered.

Result and Discussion

There are various types of online games that are circulating in the community and are often played. Many of its users are under 20 years old. This is evidenced by interviews and questionnaires that have been conducted, that 85% of respondents are under 20 years old. Some of them are even 13 years old. This age is the age of adolescents who are blooming, both physically and psychologically. Of course, what they get from the environment will greatly affect their growth and development. The age of high school is when one has a lot of curiosity and the time when one learns a lot of things. Learning is not only done at school, but can be anywhere (Purwaningsih, 2021). Especially learning a second language they can get from various sources.

In the research conducted through google form, it was seen that the results of how online games affect the improvement of English. This survey was conducted behind closed doors by taking a sample from a population of 21 people.



Figure 1. Socialization and education

In some cases, researchers have tried to analyze responses from parents and teachers about the effect of online games on improving students' English vocabulary.

Table 1. Question and Responses

Question	Response			
	Strongly Agree	Agree	Disagree	Strongly Disagree
Playing online games can improve your English language skills	4	17		
I found a lot of English vocabulary	6	13	1	1
I can write English vocabulary in online games	4	15	2	
I can pronounce English vocabulary in online games	4	16	1	
I can hear, pronounce and write English vocabulary from online games	3	17	1	

The data above shows several answers from respondents regarding the influence of online games on students at the elementary school level. This number can be presented in each question through the diagram below:

Playing online games can improve your English language skills
21 jawaban

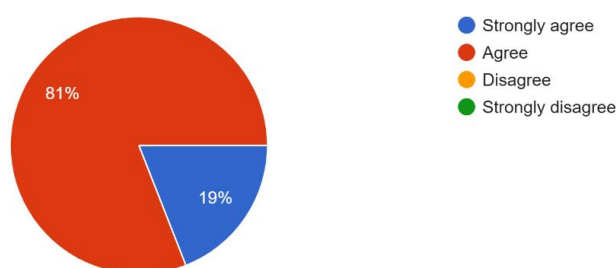


Diagram 1

Attached is a survey overview of how playing online games can improve your English language skills with 81% answering **Agree** and 19% answering **Strongly agree**. If you look at the results of the survey presentation figures, online games have a positive influence on the improvement of students' English vocabulary at the elementary school level.

I can write English vocabulary in online games
21 jawaban

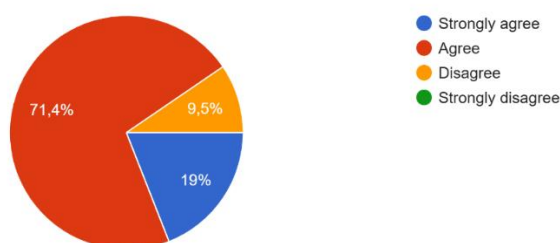


Diagram 2

Based on diagram 2, the results of the presentation of respondents answered **Agree** as much as 71.4% and respondents who answered **Strongly Agree** by 19%, then only 9.5% answered **Disagree**

I can pronounce English vocabulary in online games

21 jawaban

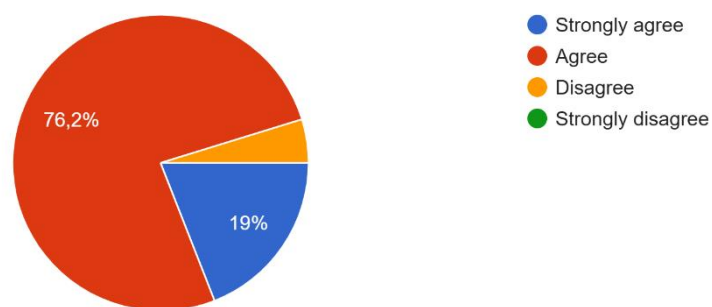


Diagram 3

In Figure 3, it can be seen how respondents answered **Agree** by 76.2%, meaning that online games have a large and dominant influence on improving the English vocabulary of elementary school students

I can hear, pronounce and write English vocabulary from online games

21 jawaban

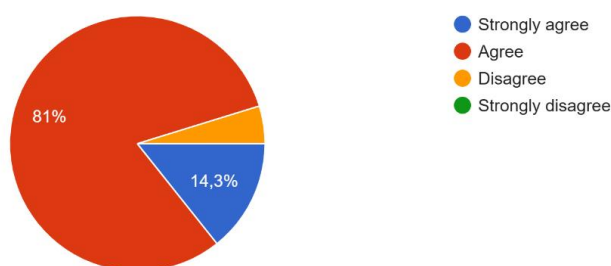


Diagram 4

In Diagram 4, 81% of the presentation answered Agree with the question instrument *I can hear, pronounce and write English vocabulary from online games* and 14.3% answered strongly agree.

I found a lot of English vocabulary
21 jawaban

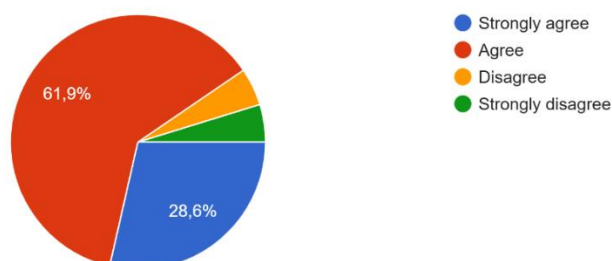


Diagram 5

Figure 5 shows the number of presentations on the influence of online games in improving students' English vocabulary, which is 61.9% **Agree** and 28.6% **Strongly agree**.

After we see the results of several survey diagrams that illustrate the role and influence of online games on the improvement of English vocabulary at the elementary school level, online games have a role in providing stimulus and motivation in improving students' English vocabulary (O'Brien, 2021).

Discussion

The influence of online games in the acquisition of English vocabulary can certainly be used as one of the media in learning English. Playing online games is not only an entertainment and a place to have fun, but it can also be used as a means of learning English. A person learns English as one of the requirements to be accepted in the community (Reza Fadhilah et al, 2023). Often when acquiring a first language, it is not uncommon for a person to feel reluctant and burdened when learning a foreign language, or a second language. The use of this online game is one of the solutions that can be taken for someone when they want to learn a language. Not only as an entertainment medium but also as a learning medium. A person will be motivated and not feel burdened by learning a language that is considered complicated. The growth of motivation for oneself when learning a language will maximize the results obtained (Almusharraf, 2023). The intensity of time users spend playing games determines their success in English language skills.

The data shows that the time they have a day is more used to play games. Because the vocabulary found over and over again and the context is the same, their understanding of the language increases. The large number of vocabulary obtained and frequent interactions using English make users accustomed to it. So that language skills such as listening, speaking, reading, and writing will be able to run well. This learning media involving online games gives rise to the creative use of language (Moli, 2021). With online games it is possible to use language more communicatively and create context in useful and meaningful language.

Conclusion

In conclusion, this mixed-method research has comprehensively explored integrating Digital Literacy (DL) in Higher Online games are games that use the internet network as a connection. Online games allow their users to interact with others. Most of the online games use English as the language of instruction and instructions for the users. English as an international language allows all audiences to learn it. There are many means that can be used to learn English, one of which is by playing online games (H. Wu, 2024). An online game that allows users to learn indirectly English which is the second language in Indonesia. By playing the game indirectly, users will gain new vocabulary.

In learning and teaching English, vocabulary has an important role in building a person's language skills. Language skills such as listening, speaking, reading, and writing require good vocabulary knowledge and understanding. Without good vocabulary, language skills will not be built properly. So it is important for someone to continue to develop their vocabulary. This theory is strengthened by previous research and research that has been carried out by the author that online games have an influence on the acquisition of English vocabulary (Al-Aosail, 2024). However, the effectiveness of second language acquisition depends on the user's gender, age of the user, second language proficiency, experience, games, and other learning goals. The intensity of time used by users certainly also affects the results obtained.

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