CHAPTER I

INTRODUCTION

1.1 Background of The Research

The development of technology in the 21st century is inevitable. The influence that comes is unstoppable, flowing rapidly without borders. Technology develops so rapidly that everybody in any field of work has to adjust it in order to get its advantages for his or he interest (Harmanto, 2013). Movies, newspapers, magazines, radio, and television offer previously unknown thoughts, attitudes, and behaviors. A new lifestyle labeled "modern" was widely introduced. (Sarkar, 2012). The development of technology has changed all human lifelines, even in the education sector.

Education is a central sector in the development of the nation. Aspects of education are considered to have the most crucial role in determining human quality. Because through education, people are considered to be gaining knowledge. With this knowledge, people are expected to build their life's existence better by knowing the competency-based curriculum and or life skills. Rationally, the higher the level of education of a person, the better the quality of human life, because with his knowledge, he can manage himself. (Idris et al., 2012). To make sure that a country has enough people to meet its needs in the future, it needs to get people educated.

In improving education in Indonesia, learning activities in schools must be improved to achieve goals in behavior, knowledge, and skills in students. In reality, today, As English became a global language, mastery of English became a necessity. (Riwasanti et al., 2021). Learning a foreign language takes a significant amount of

students' effort in order for their language proficiency to improve day by day. (Rohmatika et al., 2021). The language of science and technology is English, as trades, relations between nations, and businesses. In the era of globalization and rapid modernization, with the advancement of technology that is growing, one must be able to compete as a qualified human resource (HR). One of the necessary elements for a highly competitive culture in foreign languages, especially English as an international language, is the need for Because many science and technology sources are written in English, English has also become one of the requirements for job applicants who want to enter the world of work.

On this day, learning English includes developing the ability to communicate English in oral and written form. These communication skills include listening, speaking, reading, and writing. Among these components, reading has the most competent implications for informing knowledgeable human resources and mastering technology.

Reading is a vital ability in education. Reading occupies a crucial position and role in human life, especially in the era of information and communication as it is today. Reading is also a bridge for anyone and anywhere who wants to achieve progress and success, both in the school world and in the world of work. Therefore, experts agree that reading literacy is a condition sine qua non (an absolute prerequisite) for every human being who wants to make progress. (Harras, 2014)

Based on the 2018 PISA rankings, the level of literacy in the Indonesian nation is still low. The common interest and habits of reading, writing, listening, and critical

thinking of students in Indonesia are also explained by the world's literacy institutions. In terms of reading comprehension, Indonesia is ranked 74th out of 79 nations in the 2018 PISA rankings (Mullis, I.V.S., Martin, M.O., Foy, P., & Arora, 2012). Indeed, this is very concerning, even though Indonesia is a big country.

Reading is annoying for some people, but there is no way to get used to reading for students. People will love to read about what they like, what is close to them, and what their interests are. Interest is a motivator that inspires people to pursue their goals. when they are free to vote. If they see something that is going to be profitable, they feel interested. This will bring satisfaction. (Khairuddin, 2013). So, the interest is very influential in improving the reading ability of students. Games are one example of something that students are very attached to.

A game is a method of learning that involves analysis with a group of players and using logical strategies. In-game is not just about playing the game but also requires communication, understanding tactics, and planning to achieve goals. In general, games are differentiated into two types, namely online games, and offline games. Offline games are games that can be played without an internet connection and have limitations in gameplay. At the same time, online games are games that require an internet connection to play and have many features so that the gameplay is more interesting. An example of a well-known online game is Mobile Legends: Bang Bang.

Mobile Legends: Bang Bang is a game made by Moonton Shangai with an online multiplayer battle arena (MOBA) genre that allows players to play alongside other players in a 5vs5 mode in a fantasy arena/venue called the Land of Dawn. Mobile

Legends: Bang Bang presents 103 characters that can be played or called heroes who have their abilities and characteristics and can be combined with equipment that has a specific effect and can be adjusted depending on the situation in the game. In the game, you will present a description of the hero's background, each hero's abilities, equipment descriptions, descriptions of equipment effects, and special effects when multiple heroes are played simultaneously.

Playing Mobile Legends: Bang Bang requires good reading skills and infers the meaning of the existing description text. So, indirectly, by playing the mobile game Legends: Bang Bang, the player's ability to read will increase over time.

Mobile Legend: Bang Bang is a significant medium to learn English, according to previous research conducted by Dewi Christa Kobis and Michelle Farrel from STMIK Bolaang Mongondow and published in the journal Lingua: Scientific Journal Vol.16 No.2 of 2020, because students' perceptions of MLBB's role as a medium to learn English is positive in all aspects. As a result, the Mobile Legend: Bang Bang has a close correlation to students' reading comprehension skills (Christa Kobis & Farrel Tomatala, 2020). Another study by Luckyta, (2018), titled The effect of playing online games in the MOBA genre, particularly Mobile Legend: Bang Bang, on the reading skill of students, found that Mobile Legend: Bang Bang is effective in developing the player's reading comprehension, particularly in vocabulary, and is followed by other reading skills such as fluency, phonic, comprehension, and phonemic awareness. This shows that Mobile Legends: Bang Bang has a positive relationship with students' ability to improve their reading comprehension over time.

Given the preceding background, the researcher is interested in researching the correlation between playing the online game Mobile Legend: Bang Bang and students' reading comprehension at the Muhammadiyah University of Ponorogo.

1.2 The Statement of Problem

Based on the background information above, the researcher came up with the problem in this research is there any correlation between playing the online game Mobile Legend: Bang Bang towards students' reading comprehension at the Muhammadiyah University of Ponorogo?

1.3 The Scope of The Research

This research focused on the correlation of playing the online game Mobile Legend: Bang Bang towards students' reading comprehension at the Muhammadiyah University of Ponorogo.

1.4 The Objective of The Research

This research aims to identify and investigate the correlation between playing the online game Mobile Legend: Bang Bang and students' reading comprehension at the Muhammadiyah University of Ponorogo in real-time.

1.5 The Significance of The Research

The benefit that can be obtained from this research is to provide information related to the correlation of playing the online game Mobile Legend: Bang Bang towards students' reading comprehension at the Muhammadiyah University of Ponorogo.

1.6 Definition of Key Term

Some important definitions are provided below to help readers understand the key terms used in this research.

Online game	:	A networked game program that can be played anytime, anywhere, and in groups around the world, and the game itself displays attractive images as desired, all supported by a server.
Reading comprehension	:	Reading comprehension (also known as reading for understanding) is a type of reading that aims to help readers comprehend literary standards, norms, critical reviews, written plays, and fictional patterns. The reader employs certain strategies to comprehend the text. (Martina et al., 2020).