

## THE CORRELATION BETWEEN PLAYING ONLINE GAME ENGLISH VERSION AND STUDENTS' ENGLISH ACHIEVEMENT AT THIRD GRADE OF VOCATIONAL SENIOR HIGH SCHOOL 3 PAMEKASAN

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### ABSTRACT:

In this modern era, on line game become trending topic. Generally, most of people receive game development enthusiastically. The fact, the researchers found that there are many people spend their spare time in online game center. Moreover, playing online game English Version can affect the students' English achievement. By playing online game, the students or players will try to understand the instruction stated using English. They will have many English vocabularies on the game then it will increase the English achievement at the school. This research is correlation design which tries to find the correlation between Playing Online Game English Version and Students' English Achievement by using Pearson Product Moment formula. The population is the students of the third grade of Vocational Senior High School 3 Pamekasan, which consist of 11 classrooms. The result. The number of all class consists of 289 students, then the researcher take 33 students as a sample. The result of this research shows that playing online game has a high/strong correlation to the students' English achievement of the third grade of Vocational Senior High School 3 of Pamekasan. It is proven by observed  $r_{xy}$  (0,739) is higher than "r" table of product moment in significance level 5% (0,344) and 1% (0,442). (0,344) means "r" table value of product moment in significance level 5% of 33 respondent. While (0,442) means "r" table value of product moment in significance level 1% of 33 respondent. And (0,739) get from the computation of data analysis both variable X (playing game online) and variable Y (Students' English achievement).

**Keyword:** *online game, correlation, students' English achievement*

### Introduction

We all have different hobby. Hobby becomes an alternative to refresh our mind. We usually do our hobby in our spare time to calm the mind down. Hobby can give positive

effect for people. There many kinds of hobby such as traveling, cooking, reading, playing game, etc. one of the popular hobby for young generation today is playing game.

In this modern era, online game become trending topic. Generally, most of people receive game development enthusiastically. The fact, the researchers found that there are many people spend their spare time in online game center. This condition is seen by a number of people as a prospect business. Playing online game of course we must follow the rules on it. Players must follow these regulations and should not cheat other gamers. If one player breaks the rule, the player will be disqualified on the game.

In addition, online Game is video game that playing during some shape computer network by use computer. Network here usually connect by internet or modem. On-line game was reflected the overall expansion of computer networks from small local networks to the Internet and the growth of Internet access itself. So, online Game is kind of computer game that need a set of computer network or internet as media. Moreover, On-line games can also affect the education. As we know that the language used in on line game is using English as a media of communication. By playing online game, the students or players will try to understand the instruction stated using

English. They will have many English vocabularies on the game then it will increase the English achievement at the school.

Based on the preliminary study conducted at Vocational Senior High School 3 Pamekasan, the researchers found that there are many students at the third grade are on-line gamers. Therefore, the objectives of the research are:

To know whether there is a correlation between playing game online english version and student's English chievements at third grade of Vocational Senior High School 3 of Pamekasan.

To measure the significant correlation between playing game online english version and student's English chievements at third grade of Vocational Senior High School 3 of Pamekasan.

Next, the researchers also make an alternative hypothesis that state; There is a correlation between playing game online English version and student's English achivement at third grade of Vocational Senior High School 3 of Pamekasan ant the null hypothesis state that There is no correlation between playing game

online English version and student's English achievement at third grade of Vocational Senior High School 3 of Pamekasan.

Moreover, according to Rolland (2016), online game is defined as a game played using computer network. The network is usually the internet. Before internet, the technology used was modem and hard wired terminals used for online game. Online gaming is also a technology rather than a genre that it is a mechanism for connecting players together rather than a particular pattern of gameplay. Meanwhile Bobby (2009) explain that online game has positive effect such as: a). Training eyes sharpness quickly, b). increase power of brain, c). increase reading skill, d). help the children for socialization,

### **Method**

Based on the focus of the research, this research intends to know the correlation between Playing Online Game English Version and Students' English Achievement At Third Grade of Vocational Senior High School 3 Pamekasan. Since this research is only collect the data need and find the correlation. Therefore, the design of

this research is correlation design, it refers to those study which investigate the correlation between Students' Anxiety of language learning and the speaking ability score. Correlation coefficient purposes to express in mathematical terms the degree of relationship between any two variables (Borg and Gall, 1983: 573; Ary, Jacobs, and Razavieh, 2010, in Latief, 2010). In addition, if the relationship is perfectly positive, the correlation coefficient is 1.00. If the relationship is perfectly negative, it is -1.00. If there is no relationship, the correlation coefficient is stated by zero.

Furthermore, the population is the students of the third grade of Vocational Senior High School 3 Pamekasan. which consist of 11 classrooms namely ; RPL 1, 2, and 3 program consist 33 students every class, multimedia program consist 37 students, perhotelan 1 and 2 program consist 23 students every class, tata boga 1 and 2 program consist 19 students every class, tata busana 1, 2, and 3 program consist 23 students every class as the population. The number of all class consists of 289 students. Meanwhile, to select the sample, the researcher uses simple

random sampling technique which gives equal chance to the population to be selected. The researcher uses lottery to take the sample each class. Finally, the researcher take 33 students, every class consist 3 students from 289 students by using random sampling technique which gives equal chance to the population to be selected.

This research use instruments, first is test. The test is a set of stimuli presented to an individual in order to elicit responses on the basis of which numerical score can be assigned (Donal Ary, 2012:201). To measure the students' playing game online English version based on the test which will be given to the students by the researchers, the researchers uses of kinds of test named intruction or command in game online., the researcher use multiple choice consis 10 item to measure game online ability by the students. Another instrument is documentation, Guba and Lincoln cited in Meleong (2014:216) state that documentation is written material or film. In this research, the researcher uses documentation to get students' name list as a target of the research. It is also used to collect the data related to dependent variable (students' english

achievement). the researchers take the score of english achievement to the English teacher of vocational senior high school 3 Pamekasan.

Relate to the data analysis, the researchers would like to find out the significant corelation between playing game online as independent variable (Variable X) and the students' English achievement as dependent variable (Variable Y). The researchers analyzes the data from test and documentation of students' English achievement score by using product moment correlation. The formula of product moment correlation:

- $r_{xy}$  = Coefficient correlation Between Variables x and y
- $\sum xy$  = the Sum of Multiplication between x and y
- $x^2$  = x quadrate
- $y^2$  = y quadrate

To give the interpretation between x and y in product moment correlation, the result of calculation will be compared with the table of "r" Value Product moment as the following.

"r" Value Product moment	Interpretation of correlation degree
0,00 – 0,19	Very low
0-20 – 0,39	Low
0,40 – 0,59	Sufficient
0,60 – 0.79	Strong
0,80 – 1,00	Very strong

After knowing the correlation value, the researcher consults  $r_i$  to  $r$  table. If  $r_i$  statistical is higher than  $r$  table, the correlation is significant. It means  $H_a$  is received and there is significant correlation between variable X (playing game online) and variable Y (students' English achievement). If  $r_i$  statistical is smaller than  $r$  table, the correlation is not significant. It means that  $H_a$  is rejected and there is no correlation between variable X (playing game online) and variable Y (students' English achievement). Then, the data also interpreted to the table of correlation interpretation whether it is high, enough, or weak correlation

#### Result

Analysis of the score on playing on line game English version and Students' English Achievement. As mentioned in the section of data collection and data analysis procedure, the researcher got the data from test and documentation of students' English achievement at third grade students of Vocational Senior High School 3 Pamekasan.

The test was in form of multiple choices and the validity used in this research is content validity. There are 33 students that join online game test. the researchers collecting the student for every classes that consist of 3 students by using random sampling technique. The researchers gave test to the students with time allocation 10 minutes. The test consist of 10 item of questions using multiple choice. Each item of questions consist of four choices namely a, b, c, and d, but the students must choose one answer only. From the answering test, the researcher gives score of each item of questions numerically. The wrong answer will get "0". And the right answer will get "10". So, if the students answer all questions correctly, they will get best score that is "100".

The online game test is symbolized by "X" and the scores of students' achievement is symbolized by "Y", then The recapitulation of online game and the students' achievement are displayed in table 1 below :

**Table 1**  
**The Table Recapitulation to find out The Coefficient of Product Moment**

No	X	Y	X Bar	Y Bar	X <sup>2</sup>	Y <sup>2</sup>	XY
1	80	85	1,82	0,16	3,3124	0,0256	0,2912
2	70	82	-8,18	-2,84	66,9124	8,0656	23,2312

No	X	Y	X Bar	Y Bar	X <sup>2</sup>	Y <sup>2</sup>	XY
3	70	79	-8,18	-5,84	66,9124	34,1056	47,7712
4	80	87	1,82	2,16	3,3124	4,6656	3,9312
5	80	92	1,82	7,16	3,3124	51,2656	13,0312
6	70	80	-8,18	-4,84	66,9124	23,4256	39,5912
7	70	82	-8,18	-2,84	66,9124	8,0656	23,2312
8	70	80	-8,18	-4,84	66,9124	23,4256	39,5912
9	70	82	-8,18	-2,84	66,9124	8,0656	23,2312
10	70	80	-8,18	-4,84	66,9124	23,4256	39,5912
11	70	80	-8,18	-4,84	66,9124	23,4256	39,5912
12	70	82	-8,18	-2,84	66,9124	8,0656	23,2312
13	80	87	1,82	2,16	3,3124	4,6656	3,9312
14	80	92	1,82	7,16	3,3124	51,2656	13,0312
15	90	95	11,82	10,16	1393,7124	103,2256	120,0912
16	60	82	-18,18	-2,84	330,5124	8,0656	51,6312
17	80	80	1,82	-4,84	3,3124	23,4256	-8,8088
18	80	94	1,82	9,16	3,3124	83,9056	16,6712
19	80	83	1,82	-1,84	3,3124	3,3856	-3,3488
20	70	80	-8,18	-4,84	66,9124	23,4256	39,5912
21	60	82	-18,18	-2,84	330,5124	8,0656	51,6312
22	80	83	1,82	-1,84	3,3124	3,3856	-3,3488
23	90	87	11,82	2,16	139,7124	4,6656	25,5312
24	70	80	-8,18	-4,84	66,9124	23,4256	39,5912
25	100	94	21,82	9,16	476,1124	83,9056	199,8712
26	100	95	21,82	10,16	476,1124	103,2256	221,6912
27	100	85	21,82	0,16	476,1124	0,0256	3,4912
28	90	85	11,82	0,16	139,7124	0,0256	1,8912
29	80	88	1,82	3,16	3,3124	9,9856	5,7512
30	80	85	1,82	0,16	3,3124	0,0256	0,2912
31	70	80	-8,18	-4,84	66,9124	23,4256	39,5912
32	70	78	-8,18	-6,84	66,9124	46,7856	55,9512
33	100	94	21,82	9,16	476,1124	83,9056	199,8712
SUM	2580	2787			3890,909	908,2448	1390,91

Based on the table above we know that:

$$\begin{aligned} \sum X &= 2580 & \sum Y^2 &= 908,2448 \\ \sum Y &= 2787 & \sum XY &= 1390,91 \\ \sum X^2 &= 3890,909 & N &= 33 \end{aligned}$$

$$\text{Mean } X = 78,18 \quad \text{Mean } Y = 84,84$$

Meanwhile, the reliability is used to make sure that the obtained data above is reliable. This reliability

of test ensure that this research is statistically approvable. So that, the researchers make a table of odd and even items of students' test score. The table presents the students' response to their playing game online. This table is used to find out about the reliability of test that used to find the game online data such as follow :

**Table 2**  
**The Data in Finding Correlation Between Split Half**

No. Res	First half (X)	Last half (Y)	X (X-M <sub>x</sub> )	Y (X-M <sub>y</sub> )	X <sup>2</sup>	Y <sup>2</sup>	XY
1	40	40	-2,42	3,34	5,8564	11,1556	-8,0828
2	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
3	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
4	40	40	-2,42	3,34	5,8564	11,1556	-8,0828
5	40	40	-2,42	3,34	5,8564	11,1556	-8,0828
6	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
7	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
8	30	40	-12,42	3,34	154,2564	11,1556	-41,4828
9	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
10	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
11	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
12	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
13	40	40	-2,42	3,34	5,8564	11,1556	-8,0828
14	50	30	7,58	-6,66	57,4564	44,3556	-50,4828
15	50	40	7,58	3,34	57,4564	11,1556	25,3172
16	40	20	-2,42	-16,66	5,8564	277,5556	40,3172
17	40	40	-2,42	3,34	5,8564	11,1556	-8,0828
18	50	50	7,58	13,34	57,4564	177,9556	101,1172
19	40	40	-2,42	3,34	5,8564	11,1556	-8,0828
20	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
21	30	30	-12,42	-6,66	154,2564	44,3556	82,7172
22	40	40	-2,42	3,34	5,8564	11,1556	-8,0828
23	40	50	-2,42	13,34	5,8564	177,9556	-32,2828
24	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
25	50	50	7,58	13,34	57,4564	177,9556	101,1172
26	50	50	7,58	13,34	57,4564	177,9556	101,1172
27	50	50	7,58	13,34	57,4564	177,9556	101,1172
28	50	40	7,58	3,34	57,4564	11,1556	25,3172
29	40	40	-2,42	3,34	5,8564	11,1556	-8,0828
30	50	30	7,58	-6,66	57,4564	44,3556	-50,4828
31	50	30	7,58	-6,66	57,4564	44,3556	-50,4828
32	40	30	-2,42	-6,66	5,8564	44,3556	16,1172
33	50	50	7,58	13,34	57,4564	177,9556	101,1172
Σ	1400	1210			1006,061	2133,335	566,6676
Mean	42,42	36,66					

The next is the researchers insert them to product moment correlation formula as follows:

$$r_{xy} = \frac{\Sigma xy}{\sqrt{(\Sigma x^2)(\Sigma y^2)}}$$

$$r_{xy} = 0,386$$

Based on the result above, the researcher knows that the value of “ $r$ ” is 0,386 and then the researcher puts the value of “ $r$ ” in the reliability of Spearman Brown formula to know whether the result of questionnaire is reliable or not. The analyzing data is provided as follow:

$$r_{11} = 0,557$$

Based on the result above, the researcher knows that the value of  $r_{11}$  is 0,557. Then, to know whether the test reliable or not, the researcher has to check the value of  $r_{11}$  to  $r$ -table. If the value of  $r_{11}$  is higher than value of  $r$ -table this is known that the test is reliable.

From the data in table 1, to know the correlation between two variables, the researchers then count using product moment:

$$r_{xy} = 0,739$$

### Discussion

Based on the data from the above that are obtained after conducting the

research, the researchers conclude that playing online game has a high/strong correlation to the students’ English achievement of the third grade of Vocational Senior High School 3 of Pamekasan. It is proven by observed  $r_{xy}$  (0,739) is higher than “ $r$ ” table of product moment in significance level 5% (0,344) and 1% (0,442). (0,344) means “ $r$ ” table value of product moment in significance level 5% of 33 respondent. While (0,442) means “ $r$ ” table value of product moment in significance level 1% of 33 respondent. And (0,739) get from the computation of data analysis both variable X (playing game online) and variable Y (Students’ English achievement). So, from the description above the researchers conclude that there is correlation between playing game online and student’s English achivement at the third grade of Vocational Senior High School 3 of Pamekasan. Furthermore, the finding of this research is in line with Bobby’s opinion that says online game can give a good effect.

### Conclusion and suggestion

From the result, the researchers conclude that there is correlation



between playing game online English version and students' English achievement by result of 0,739 that include in high or strong correlation. It is more than the table of correlation's coefficient value "r" product moment whether in level significance 5% with N= 33. The value is 0,344. Finally, the alternative hypothesis is accepted. It is between intervals 0,60 – 0,79 with high/strong interpretation. Furthermore, playing online game can change the children's character from passive become active. The researchers believe that online online game can improve english achievement. In addition, the researchers suggest to the teacher that the teacher can give some information to their students that there many ways of improving English achievement. One of the ways is playing game online English version. For the students, the researchers hope that the students can develop their knowledge in English by

using playing game online English version. For the school, the researchers hope the result of this research can be a reference, discussion and material for students at the class.

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