DEEPENING THE INTEREST OF ONLINE GAMES LEARNER AS AN EFFORTS TO FIND NEW PATTERNS IN LEARNING ENGLISH (Case Study on English Subject I in the UBSI Faculty of Information Technology Accounting Information System Class)

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Abstract
This research was conducted as an effort to produce an unusual pattern of learning English. Developing the pattern the researcher embodies in the form of searching the learner's interest in English, after that the researcher observes each activity related to that interest to find a new formula in learning English, especially at the elementary level. Interest in this research is focused on a student who likes playing online games, and then researchers try to explore it through the interview method so that the expected formula can be summarized in detail and can be applied in Basic English learning patterns in general, according to the interests of each learner.

Keywords: English, teaching, learning, reading, listening, writing, speaking

INTRODUCTION

As a second language, English has always been the favorite in this country. Unmitigated, at this time Indonesia has also provided an English language curriculum for primary education conducted by bilingual schools that demand more and more mushrooming. But unfortunately, this can not be accepted by students in the country. Limited costs, the location of schools that are centered only on big cities, of course, are another factor that inhibits the development of English. This statement is not to discredit the ability of English teachers who have so much contributed to the progress of this country, it is just that, the language this can indeed be mastered overnight, for that, it is necessary to develop special patterns so that English can be more easily understood and used in daily activities.

According to Tarigan (2008), language learning has four main components, viz listening, speaking, reading and writing skills. These four components become the main reference for every foreign language instructor, especially English. For this reason, careful approaches need to be taken so that learners can master English, even in a limited time at each meeting. As a teacher of basic English courses in various general
majors at Bina Sarana Informatics University, the writer found a learning pattern that according to the author can be applied in every basic English course.

This pattern the writer found when the writer taught in a class in the Accounting Information System major. In this class, there is a student who is unique in making every English assignment, especially in making conversation or sentence exercises. These exercises are often the author applied in the classroom so that students feel involved in the theory presented. Besides, the authors also want to look for weaknesses and strengths that are owned by each learner, so that the exercise that serves as an indicator of learning can also be used as an evaluation of learning outcomes at the same time.

Through the pattern of exposure and practice, hidden potentials will be seen, one of them from a student with the initials BIL. BIL is quite skilled in completing every assignment given, even though BIL is more likely to use casual language into every phrase or sentence he writes. This is what makes the writer want to explore what is wrestled or interested in by BIL so that BIL can use these casual language formats compared to other classmates.

After a brief interview, it turned out that BIL, who had never taken an English course, in particular, had an interest in playing online games a few years ago. This certainly makes the writer amazed and seems to have another view of the game that so far has been mostly viewed negatively by various parties, because of the impact it causes. Everything cannot be generalized, because everything has a different side which can certainly produce a new fact from the opposite point of view.

The online game is a product of technological and information advancements that are increasingly favored by many groups, especially young people. According to Young (2005), online games are network-based games, which connect one person to another to carry out a mission and achieve the highest rank in the virtual world. Or in other words, online games are games that are connected to the internet connection and can be played simultaneously by many players.

Furthermore, Andrew Rollings and Ernest Adams (2006) also argue that online games are more accurately referred to as a technology than as a type of game. Because according to them, online games are more focused on connecting between players than to describe certain patterns in a game. The second opinion seemed to confirm that online gaming is not just a game but also a platform that can build interaction between players through cyberspace.

Exploring the potentials and interests of these students researchers conducted in grades 11.1B.12, Department of Accounting Information Systems, Faculty of Information Technology, Bina Sarana Informatics University. This compound class with diverse English proficiency is a class that researchers consider to be the right object for conducting this research. Classes that are not classes from the Language major have around 15 students so that the observations of each potential student can be observed closely.

In connection with the explanation above, the focus of this research is about tracking the interests of students and their English skills. Through these observations, it is expected to find a general pattern to improve the English language skills of English learners in the future.

Interest in the big Indonesian dictionary has the meaning of a high tendency towards something passion. The meaning is then seen to be more specific in the complete dictionary of psychology (Chaplin, 1999: 540), which has the meaning of the will, desire, desire (1) functions involved in conscious actions, (2) the totality of conscious and unconscious impulses. The two meanings of interest-based on the dictionary are then asserted by some experts as a tendency for a person's general behavior to be attracted to certain groups of things (Guilford in Munandir, 1996: 146), and interest can also be interpreted as triggering
someone to do something they want (Laster and Alice Grow in Gie, 1995: 129), without even asking (Slameto, 2003: 180).

Based on a series of explanations about the meaning of interest, of course, it can be concluded, that interest can lead someone to act sincerely with what he does. For this reason, the authors wish to explore the activities experienced by BIL further, with the hope of finding effective English learning patterns that can be applied by many learners.

**METHODOLOGY**

This study uses qualitative methods with a free and directed interview format, so it will be descriptive when describing each analysis conducted. The population in this study was a student in class 11.1B.12, Department of Accounting Information Systems, Faculty of Information Technology, Bina Sarana Informatics University, odd semester, 2019/2020 academic year. The class where BIL is studying is a heterogeneous class with Basic English skills. As far as the observation of researchers during several meetings in the class, some students have mastered knowledge about Basic English (Basic). But partly, students are practically laymen with Basic English knowledge (pre-basic).

This research was conducted from September 2019 to October 2019. The type of data in this study is qualitative data in the form of statements, descriptions, opinions, and an overview of observations of BIL's English proficiency through several tasks it does. These tasks include tasks related to English material that is being discussed at each meeting. The format of the assignments is quite diverse, ranging from making sentences to making a conversation.

The total number of students in this class is 15 participants, but at the time of the study, only 1 participant had the potential to be used as a reference for unique English learning and practice patterns, namely students with the initials BIL.

The data collection techniques used was interviews, documentation, and observation. The collected data is analyzed and interpreted so that it is easy to conclude. Data analysis is carried out inductively, which is to find general conclusions from things that are specific. Data validity testing is done by testing internal validity, external validity, reliability, and objectivity.

In this study, researchers act as the main instrument (human instrument) that conducts data collection, assesses data quality, analyzes data and interprets data. Research that refers to qualitative research is described descriptively, through content analysis methods (Bogdan and Biklen in Emzir, 2010: 3) to get a deepening of three main things: first what activities trigger BIL to use English in online games?, second what is the long-time BIL consumes time playing games?, so that they can speak English naturally, what are the three solutions that can be applied in learning English from cases experienced by the BIL?.

By applying qualitative methods and content analysis, researchers hope to be able to explain the benefits of online games that can be used as alternative objects in learning English. Every analysis that is carried out is observed through data and literature study so that the descriptive method carried out through interviews can focus on the research objectives.

In this study the authors took a sample using purposive sampling techniques, as Arikunto (2010: 183) explained, namely by taking a subject not based on strata, random or region but based on the existence of certain objectives, or it could also be said as a sampling technique with certain considerations (Sugiyono, 2010: 85). That is, each subject drawn from the population is deliberately chosen based on specific goals and considerations.
This research design also adapted the Classroom Action Research System with the Hopkins model as shown in Figure 1.

![Diagram of the CAR based on the Hopkins Model Adaptation](attachment:image.png)

Figure I. Design of the CAR based on the Hopkins Model Adaptation.

This research was conducted in 2 cycles following the Hopkins model of research design which was preceded by preliminary actions then continued with planning, action, observation, and reflection. After going through reflection on cycle I, various improvement steps need to be taken to improve results in cycle II.

RESULTS AND DISCUSSION

This research only runs short in one month, by applying 2 cycles, where the first cycle the researcher only observes each student's activity from each given exercise assignment, and then the researcher will consider that each exercise that is carried out next as a cycle of improvement to get better results, because the researchers felt that at an early stage, some students were still confused by the basic English language training tasks that were given, so they needed time to adapt to the first cycle and began evaluating them for the tasks they got later, as a result, each training achievement with language material the basic English that comes in turns can be seen in conclusion.

Through these two cycles finally the potential of a student with the initials BIL is seen. The potential that was not found in his classmates certainly made the writer want to explore the background of BIL as a Basic English learner. Through the results of the interview, finally revealed a unique learning pattern through the figure of BIL. Students who have never studied English specifically and formally said that online games play a role in practicing their ability to speak English naturally. The activities he has been involved with since he was in junior high school are increasingly honing four basic components in speaking English, namely the ability to read, write, listen, and speak with confidence.

After being explored, BIL turned out to have two favorite games that were very instrumental in practicing English skills. The first game is the Growtopia. This MMO (Massive Multiplayer Online) genre game is a type of game that can be played by many players at the same time, both on smartphones and PCs. The game developed by Seth A. Robinson and Mike Hommel is quite phenomenal in foreign countries even in terms of graphic display relying only on a 2D format (idgrowtopia.blogspot.com). According to BIL, users of this game are very universal, not only limited in Indonesia, with a stable server, BIL often gets friends from various countries, which indirectly familiarizes BIL with English in...
every pattern of the game. As reported directly from the official website, www.growtopiagame.com, Growtopia is a game that relies on chat features in exchanging messages between players. And starting from here, the process of BIL's proficiency in understanding sentence patterns and vocabulary enrichment is increasingly honed. BIL began to be able to write and answer questions through chat in English, even though the English used was in the informal language category. In this Growtopia game, BIL usually plays it almost every day with a minimum duration of one hour and a maximum of up to seven hours in two years.

A few years after Growtopia started, BIL became familiar with other games with the headline Counter-Strike: Global Offensive (CS: GO). The game is included in the genre of FPS (First Person Shooter) is played in groups to complete a mission in each session. Games with this genre are generally identical with shootouts with the player's point of view as the characters being played, each character has different abilities in terms of shooting accuracy, and shooting reflexes. According to BIL, CS: GO is a very exciting game and seems to complement the Basic English skills that he got from Growtopia. At CS: GO, BIL is increasingly trained in listening and speaking. It is not easy for BIL to apply both elements when playing CS: GO at the beginning. According to BIL, he needed about a month to observe the rhythm of the game and the conversation patterns commonly used in these online-based games. Similar to Growtopia, BIL intensively plays this game for two years, every day, with duration of at least forty-five minutes and a maximum of up to seven hours. Even though there is a slight difference from the opponent's playing criteria, where Growtopia is covered by players whose scope is international, while CS: GO is only a player around Asia. However, this did not prevent BIL from improving his English language skills. From the two differences between the opponents, it makes BIL who learns self-taught more and richer in studying the English characters used by each country that they play within the online world.

CONCLUSION

Based on observations through interviews with the BIL, the author can conclude that English is an easy language to learn if between teachers and learners explore a formula based on the following interests:

Teacher

As a teacher of Basic English, teachers seem to need to explore the interests of each learner when the first meeting is held. Through screening these interests, teachers can more easily direct learners to complete tasks related to the practice of making sentences or conversations at the basic level, because learners are already divided with each of their interests. In this way, the application of Basic English theory will certainly be more quickly absorbed, because they will certainly use their background of interest as a reference for thinking. This is certainly closely related to stimulation of learning, which according to Dorin (2009), the stimulation step (giving stimuli) to learners is certainly very useful to provide conditions for learning interactions that can develop and assist learners in exploring learning, so that it can increase curiosity learners and trigger learners increasingly active in following the learning process.

Learner

As a learner, the grouping of interests by the instructor will certainly facilitate the learner in learning English. Because learners will be very open in learning English by their
interests. As experienced by BIL, the self-taught learning pattern will certainly be enjoyed by the learner, because the learner will perform every task he is given with pleasure, without any compulsion to learn. This interest search will certainly be very effective under the patterns that have been experienced by BIL. From the BIL case, the researcher can conclude that studying for 45 minutes to 1 hour every day by referring to the interests that the learners have, will certainly increase the learner's English potential. The duration is the minimum duration that researchers concluded from the results of interviews with BIL, especially about the minimum duration of BIL when playing online games daily. This certainly can be applied in a variety of other interests such as the interest of learners in watching, listening to music, reading, writing, cooking or other things. Based on these interests, of course, the learning process can be applied easily, because without realizing it, they have inserted an English learning format in every interest that they do every day.

REFERENCES


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