

CHAPTER I

INTRODUCTION

This chapter deals with the background. This includes the formulation of research, objectives of the research, hypothesis, research benefit, and key terms.

1.1 Background

Listening is a subject that is rarely done in the classroom. There are many factors behind this problem. For the first reason, many teachers complain about the listening infrastructure. Another problem is that teachers put more emphasis on learning grammar. Although this skill is very important, it is not even the first thing to learn English. According to Abdul Wahab Rosyidi in M. Huda's research (2020), listening is a skill that has been neglected until now and has not received its proper place in language teaching. There is still a lack of textbook materials and other means, such as audio recordings, used in Indonesia to support the teaching of teacher duties. Listening is the first element that students must master [1]. It is natural for humans to first understand other people's languages through listening, so from this concept, the foreign language skill that must be prioritized is listening.

The Mobile Legend genre was developed specifically for use on smartphones, and it has an accompanying virtual control pad that guides players through the game's gameplay, which consists of two teams competing against each other to demolish and protect strongholds. This game has three lines, which are referred to as top, middle, and bottom, respectively. A group of five players is given one hero to control during gameplay and also gets

access to a small army that assists in combat against foes and henchmen. According to Diantoro [2] among the many different kinds of online games, the Mobile Legend game is one that has a significant following. In addition, Diantoro mentioned that the vocabulary in this game build student to strengthen the memory while the listening class is begin.

Evidence that listening is important was due to the condition of listening problems at school. Based on the preliminary research conducted during PPL on October 24–December 24 at SMK PGRI SOOKO, it can be concluded that the listening problem in SMK is the result of observations and interviews with the class teacher, Drs. Ellia Rahmani S.Pd

1. Students are less interested in listening to materials delivered Students are less interested in listening without a video or picture.
2. From the above problems, there are several previous studies that provide solutions that have been tested academically, including:

Based on previous research, this study aimed to improve listening skills through mobile legend short films. Introduction Listening is very important for foreign language learning. Listening is important because it is the ability to understand what other people are saying. It is also a way of communicating. There are 3 theories for learning English, one of which is the acquisition theory. According to Krashen [3] in Theory of Second language Acquisition, English Made Easy to learn English, one does not need to study formally.

Mobile Legend is a game station of communities. Even while individuals may remain anonymous on the social networking site, their social identities can still be revealed via tools such as chat, telephone, and voice communication.

Because of these capabilities, people lose their sense of self-awareness, making it more difficult to recognize and value their contributions to a community.

Users of online MOBA games are more likely to be interested in establishing virtual acquaintances to spend their leisure time, get hooked on the games, and indicate that gadget-mediated communication may serve as an escape medium from unhealthy interpersonal connections and emotional management. The researchers believe that an individual's level of aggression will directly correlate to their level of time spent playing online games. They may be more interested in developing virtual pals to occupy their free time, which may serve as an escape medium from unhealthy interpersonal interactions and emotional management.

The researchers believe that an individual's level of aggression will directly correlate to their level of time spent playing online games. According to Young [4], online games are considered networked games since they include contact between players from different locations. The purpose of this interaction is to fulfill goals, visions, and missions in order to gain the best possible value in the virtual world. This is a game that can be played on one hand simultaneously by a large number of individuals. The term "technology" is perhaps the one that most encapsulates what this game is, rather than "genre" or "kind" of game. The mechanics of the game are designed to bring participants closer together with one another.

According to Mawali [4], this game is a kind of entertainment for those who are just as renowned in the real world as they are on social media. Fans of online games are also ignorant of the age restrictions that apply to

them, which range from youngsters to adults. Because there are so many internet cafes and coffee shops in Indonesia that provide tourists with access to the internet network, this particular online game has a significant market share in that country. In most cases, coffee shops also provide internet access to their customers.

The acquisition is a natural language learning process based on direct communication experience in the language. In other words, quite experienced in direct communication, one can master it like a small child who can naturally speak according to his mother tongue. By doing listening exercises, it is hoped it will create a more natural atmosphere in learning English because students are accustomed to listening to speech and pronunciation in English. However, what happened in Indonesia was not like that. Many children still have difficulty learning English as a foreign language. Listening is the process of interpreting and understanding what we hear [5]. The researcher found that natural language learning with animation movies, can build the natural knowledge that can led student to learn listen in different and effective way.

Based on the background, the researcher doing this research to aims the understanding well about student and teacher learning class of Improving Critical Listening Skills Through Mobile Legends Short Movie.

1.2 Formulation of Research

1. Does Mobile Legends improve critical listening skills?

2. To what extent does the student perception towards the Mobile Legend short movie enhance students' listening skills?

1.3 Objectives of the research

1. To know whether Mobile Legends short movies improve a critical listening skill?
2. To learn about students' reactions to the Mobile Legend short film in order to improve their listening skills?

1.4 Hypothesis

1. H_a : Mobile Legend Short Movie is able to improve student listening skill
2. H_0 : Mobile Legend Short Movie is not able to improve student listening skill

1.5 Research Benefit

It has been mentioned above that "Animation Movie" is one of the media which is very good to be used to improve students' listening skills. It could help sensitivity to students' sense of hearing. [6], "movies provide a good opportunity for students to understand a story or concept." College students connect with new statistics through their thoughts, their personal information, and feelings about the movies, even though they cannot see English subtitles on the films.

Furthermore, the sample size for this study is reasonable

1. For teachers, it is their job to educate and entertain the students with the aid of using animation films.
2. For students: to increase students' skills and enhance their capacity for listening

3. For schools, it can be a preferred method for developing the training atmosphere of the school. Furthermore, researchers are aware of students' perceptions of their listening abilities

1.6 Key terms

1. Animation movies

According to [7] states, “animated film” meant not just cartoons but any motion picture film as late as 1912, Fredick A. Talbot makes cartoon a mere subset of his length section on “trick films” in Moving pictures ; How They Are Made and Worked. Animation then, constituted a minor aspect of special effects; quite possibly the majority of audience member at this period had never seen a cartoon (p. 106-207)”. The animation movies that researcher mean is animated cartoon which entertaining, the voice and video quality is good and easy to understand, in addition it is a movie that gives a moral value to everybody who watch it.

2. Critical listening

critical listening involves not only comprehending the message but also evaluating and analyzing the message being received in light of one’s own background. It involves judging the acceptability of what is said depending on how logical one finds it to be.

3. Mobile Legends Short Movie

Mobile Legend Short Movie is a background story of each character who is in the game MOBILE LEGENDS: BANG BANG.