

Online Games and Students' Learning Interest on English Learning Achievement

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Abstract

This study aims to test whether there is online game and student interest on English learning achievement in MTs NW Asmaul Husna. The sample was 20 students. This study used two independent variables, namely online games (X1) and student interest (X2), while the dependent variable was learning achievement (Y). The data used in this study was primary data in the form of questionnaires with 20 respondents. This research method uses quantitative. The data analysis technique used in this study was simple regression analysis. The results of this study are known F value of 1.390 < compared to the F-table of 3.59. So, it can be concluded that H0 is accepted and Ha is rejected which means that there is no significant influence between online games (X1) and interest (X2) on student learning achievement (Y).

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1. INTRODUCTION

Games are structured forms of play that involve goals, rules, challenges, and interactions. Games can be used for entertainment, education, socialization, competition, or simulation. Games can be classified into different genres based on their features, such as action, adventure, puzzle, role-playing, strategy, sports, etc. Games can be played on various platforms, such as computers, consoles, mobile devices, online, or in physical spaces. Games can have different modes of play, such as single-player, multiplayer, cooperative, or competitive. Games can also have different levels of complexity, difficulty, realism, and immersion.

Online games are a popular form of entertainment that can be played on various devices, such as computers, smartphones, tablets, consoles, and more. Online games allow players to interact with other people from different locations and backgrounds, creating a diverse and dynamic gaming community. Online games can be classified into different genres, such as action, adventure, puzzle, sports, racing, simulation, strategy, role-playing, and more. Some online games are free to play, while others require a subscription or a purchase. Some online games are exclusive to certain platforms, while others are available on multiple platforms.

Online games can offer many benefits to players, such as improving their cognitive skills, creativity, social skills, and emotional well-being. Online games can also provide a source of fun, relaxation, and challenge for players of all ages and interests. However, online games can also have some drawbacks, such as addiction, cyberbullying, privacy issues, and exposure to inappropriate or harmful content. Therefore, players should be aware of the potential risks and benefits of online games and play them responsibly and safely.

Online games are interactive applications that allow users to play with other people through the internet. Online games can be classified into different genres, such as role-playing games, strategy games, shooting games, sports games, etc. Online games have various internal factors that affect their design, development, and popularity. Some of these factors are: **Gameplay:** This refers to the rules, objectives, and challenges of the game, as

well as the actions and interactions that the players can perform. Gameplay is the core element of any online game, as it determines how fun and engaging the game is for the players. A good gameplay should be balanced, varied and challenging, but not frustrating or boring; **Graphics:** This refers to the visual representation of the game world, characters, and objects. Graphics can enhance the immersion and realism of the game, as well as the aesthetic appeal and attractiveness. A good graphics should be clear, detailed, and consistent, but not too demanding or distracting; **Sound:** This refers to the audio elements of the game, such as music, sound effects and voice acting. Sound can create the mood and atmosphere of the game, as well as provide feedback and information to the players. A good sound should be appropriate, expressive, and dynamic, but not too loud or annoying; **Interface:** This refers to the means of communication between the game and the players, such as menus, buttons, icons, and indicators. Interface can facilitate the usability and accessibility of the game, as well as the customization and personalization. A good interface should be simple, intuitive, and user-friendly, but not too cluttered or confusing; **Story:** This refers to the narrative and background of the game, such as the setting, characters, and plot. Story can enrich the context and meaning of the game, as well as motivate and inspire the players. A good story should be coherent, original, and captivating, but not too complex or irrelevant.

Hansen in Susanto (2013) What is students' interest? This is a question that educators and researchers often ask to understand the motivation and engagement of learners in different contexts. Students' interest can be defined as a psychological state of curiosity, attention, and involvement in a certain topic or activity. Interest can be triggered by situational factors, such as novelty, challenge, or relevance, or it can be developed over time through personal experiences, social interactions, and self-regulation. Interest can have positive effects on students' academic performance, persistence, creativity, and well-being.

According to Ramlah, Firmansyah & Zubair (2015) Learning achievement is a term that refers to the outcomes of a learning process, such as knowledge, skills, attitudes, and values. Learning achievement can be measured by various methods, such as tests, portfolios, observations, or self-reports. Learning achievement can be influenced by many factors, such as learner characteristics, learning environment, instructional strategies, and assessment practices. Learning achievement is important for both individuals and society, as it reflects the quality and effectiveness of education and contributes to personal and professional development.

Learning achievement is a term that refers to the outcomes of a learning process, such as knowledge, skills, attitudes, and values. For example, a learning achievement for a math student could be solving a complex problem or applying a formula to a real-world situation. Learning achievement can be measured by various methods, such as tests, portfolios, observations, or self-reports. Learning achievement can be influenced by many factors, such as learner characteristics, learning environment, instructional strategies, and assessment practices. Learning achievement is important for both individuals and society, as it reflects the quality and effectiveness of education and contributes to personal and professional development. Learning achievement matters because it helps learners achieve their goals, improve their self-esteem, and prepare for future challenges. Learning achievement also matters because it supports social and economic progress, fosters innovation and creativity, and promotes civic engagement and global citizenship.

2. RESEARCH METHOD

a. Research Design

This research used quantitative with Quantitative research is a type of research that uses numerical data to test hypotheses and answer questions. It is based on a deductive approach and follows the scientific method. Quantitative research can be used to measure patterns, trends, relationships, and effects among variables. Some common methods of quantitative research are experiments, surveys, and observations. The researcher used Correlation analysis and multiple regression are statistical methods that examine the relationships among variables. Correlation measures the linear association between two variables, while regression measures the effect of one or more variables on another. Neither correlation nor regression can prove causation, only association. The research design can be seen following figure below:

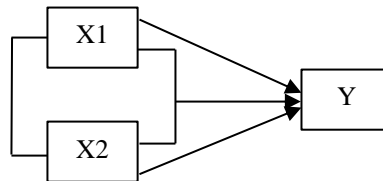


Figure 1. Research Design

b. Population and Samples

The number of populations was 20 students and all the population were taken as the sample, while the sampling technique was population sampling technique.

c. Instruments

The instruments used were test and questionnaire. A test is a method of assessing the knowledge, skills, abilities, or performance of an individual or a group. Tests can be used for various purposes, such as education, evaluation, certification, or research. A questionnaire is a research tool that consists of a set of questions or items designed to collect data from a group of respondents. Questionnaires can be used for various purposes, such as measuring opinions, attitudes, behaviors, preferences, or characteristics of a population.

d. Data Analysis

Data analysis is the processing raw data, extracting, actionable, and relevant information. Data analysis can involve various statistical and logical methods and techniques used correlations analysis in data that can provide valuable insights for problem-solving. The data analysis process used SPSS program for windows.

3. RESEARCH FINDINGS AND DISCUSSION

The result of data analysis was presented in findings and further explanation was presented in discussion below;

Table 1
Questionnaire and Test Score

No	Respondents	Game	Interests (X)	Achievements (Y)	No	Respondents	Game	Interests (X)	Achievements (Y)
1.	ASKT	30	75	40	11.	RIK	51	65	65
2.	WLD	51	67	60	12.	KSDR	66	69	50
3.	FDAB	65	62	65	13.	HKMA	58	66	70
4.	IRWT	59	65	55	14.	SRHT	78	71	60
5.	SRTK	70	70	65	15.	INRS	54	57	80
6.	NRS	58	58	70	16.	TKM	60	59	40
7.	NRS	58	66	100	17.	MNT	49	58	60

8.	IMYT	64	60	70	18.	ADTR	58	66	55
9.	RNWT	69	75	45	19.	KHT	44	43	65
10.	RSK	57	61	80	20.	NQA	63	55	70
Total		Game = 1.157							
		Interest = 1.268							
		Achievement = 1.265							

a. Frequency

1) Online Game

The data found from online game can be seen from the table below:

Game_Online_X1		
N	20	20
	0	0
Mean		57.85
Median		58.00
Mode		58
Std. Deviation		10,373
Minimum		30
Maximum		78
Sum		1157

a. Multiple modes exist. The smallest value is shown.

The table above show that, the N show the number of students' is 20 people. Sum value was 1157, mean was 57.85, media was 58.00, mode was 58 and SD was 10.373. while the minimum score for the test was 30 and 70 for the highest score.

2) Interest

The data obtained was the total score = 1268, with an average value (mean) of 63.40, median 65, mode 66, with a standard deviation of 7.48. the maximum score is 75 and the minimum score is 43. To clarify the summary of the scores, see table 4 below.

Interest_X2		
N	20	20
	0	0
Mean		63.40
Median		65.00
Mode		66
Std. Deviation		7,486
Minimum		43
Maximum		75
Sum		1268

a. Multiple modes exist. The smallest value is shown

3) Achievement

The total score = 1265, with an average value (mean) of 63.25, median 65, mode 65, with a standard deviation of 14.26. the maximum score is 100 and the minimum score is 40. To clarify the summary of the scores, see table 6 below.

Achievement		
N	20	20
	0	0
Mean		63.25
Median		65.00
Mode		65 ^a
Std. Deviation		14,260
Minimum		40
Maximum		100

Sum	1265
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a. Multiple modes exist. The smallest value is shown.

4. CONCLUSION

Based on the results of the analysis that games have a positive potential for learning interest in MTs NW Asmaul Husna. This is shown from the results obtained based on the analysis data above.

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