

# **CHAPTER I**

## **INTRODUCTION**

### **I.1. Background of the Study**

At present, English has become an important language since it has been used internationally. Due to that particular reason, English has been learnt since the elementary school until high school and also in higher levels of education. It is important that a student masters English. It can be learnt either formally or informally. Formally, English can be learnt at schools. Informally, it can be learnt by means of playing games. One of the games that can be the source of learning English is through a game entitled Ragnarok. To be precise, a student can enrich his or her English vocabularies and expressions by means of playing Ragnarok.

Initially, the present writer would like to introduce a game entitled Ragnarok, which becomes the focus of this term paper. Ragnarok is a game concerned with another world which is said to be one community where the players can earn money by killing monsters. In the particular game, one can sell things from monsters to NPC (Non Playing Character) or sell the things to another player who needs them for the quest or for themselves.

In this game, there are classes. The classes are divided into 3 classes. The first class is NOVICE. The second class is 'job 1': MAGE, ACOLYTE, MERCHANT, THIEF, and ARCHER. The third class is 'job 2': WIZARD, PRIEST, BLACKSMITH, ASSASSIN, and HUNTER. Furthermore, the characters in the game will be given stats. Each character has his or her own stats. The stat is very important for the basic of the chosen character. Stats become a basic to equip their characters to survive in the fight with the monsters. Ragnarok game has different maps, cities, and monsters. Each monster has different experience because the level range is 1-99. If one character has reached the top level, the character does not have to be concerned about the experience. It is because the experience will end as soon as the character reaches the top level. The boss monsters have more experiences than other monsters.

With regard to playing Ragnarok offline, for the topic of her term-paper, the present writer would like to find out the advantages for students coming from different grades in enriching their English vocabularies and expressions by means of playing Ragnarok offline as well as to find out how those students view the level of English used in Ragnarok offline.

The present writer uses Ragnarok offline game of local servers because people in Indonesia do not use international servers. For local servers in online server, the game has been translated into the local language. In the offline version of local servers, the players can make an experiment first about the character, in which the explanations and games are written in English. The present writer finds

out that players of Ragnarok offline can enrich their vocabularies and expressions; to be precise, they can learn English while playing the Ragnarok offline.

## **I.2. Identification of the Problem**

The problem the present writer proposes to analyze are expressed in the following questions:

1. How do students from different grades regard the English used in Ragnarok offline?
2. What advantages can students from different grades get to enrich their English vocabularies and expressions through playing Ragnarok offline games?

## **I.3.Objectives and Benefits of the Study**

### **I.3.1 Objectives of the Study**

1. To find out whether the students have level of difficulties in understanding English used in Ragnarok offline.
2. To know the advantages of Ragnarok offline for students coming from different grades in enriching their English vocabularies and expressions.

### **I.3.2 Benefits of the Study**

1. Students can learn English through playing Ragnarok offline game which can be said to be an alternative and informal way of learning English.
2. For people who read this paper, acknowledging that learning English through games is not always useless as one can enrich vocabularies and expressions by playing games.

### **I.4. Limitation of the Study**

The research that the present writer would like to carry out focuses on the way of enriching vocabularies and expressions by playing English Ragnarok offline game. The targets are the elementary, junior and high school students in Titan Network Game Center.

### **I.5. Concise History of the Game**

In this part, the present writer would like to give the history of Ragnarok. Ragnarok was invented by Lee Myoung Jin, who came from Korea and was produced by Gravity. Ragnarok came to Indonesia in 2002. Ragnarok can be considered to be a kind of breakthrough in the world of games. Ragnarok is the first game to be played online. Ragnarok is presented in two dimensions. When Ragnarok came to Indonesia, it became a hit because people in Indonesia were impressed by the funny characters presented its game and method. When one

plays the game, he can chat with different people coming from different cities in Indonesia. Ragnarok has become a popular game until now.

#### **I.6. Layout of the term Paper**

This term paper starts with the Abstract, a concise summary of the entire paper in Indonesian. The Abstract is followed by the Preface, in which the present writer acknowledges the works and contribution of the other parties. Afterwards, it is followed by the Table of Contents, followed by its five chapters:

- Chapter I      is the Introduction of the analysis
- Chapter II     contains the Library Research
- Chapter III    deals with the Performance of the Research
- Chapter IV    contains the Result and Discussions of the Research
- Chapter V     contains the Conclusion, in which the present writer  
presents her comments and suggestions

In the final part, the present writer successively presents the Bibliography and the Appendices.