CHAPTER V

CONCLUSION AND RECOMMENDATION

5.1. Conclusion

Overall, EFL students' perceptions of using Mobile Legends to improve their English vocabulary tend to be positive. The majority of respondents felt that the game helped them to introduce and understand new English vocabulary, as well as become more confident in using English, especially in everyday conversations. However, there was also an awareness that the vocabulary learned from the game was mostly used in informal contexts and may not be fully relevant to academic or professional contexts.

These findings suggest that Mobile Legends can be a useful tool in learning English vocabulary, but to optimize its use, especially in academic contexts, more formal and structured vocabulary needs to be learned outside the game.

5.2. Recommendation

Based on the findings of this study on EFL students' perceptions of the influence of Mobile Legends on improving English vocabulary mastery, the following suggestions can be given to improve the effectiveness of this game in English language learning:

5.2.1. Academic Suggestions

1. Lecturers or English teachers can integrate Mobile Legends as a tool in teaching English, especially in vocabulary learning.

2. As part of English language teaching, teachers can design learning materials that utilize games as a context.

5.2.2. Practical Suggestions

1. Parents or community members can also play a role in supporting English vocabulary learning acquired through games. Parents can encourage their children to speak or write about the vocabulary they learn from the Mobile Legends game in everyday conversations. This can expand the use of English vocabulary outside the context of the game.

2. To improve vocabulary comprehension in the game, Mobile Legends developers can consider adding in-game learning features that help players recognize and understand the meaning of words used in the game.