

## ABSTRACT

### **Uddarozat, Rofi (2023) EFL Student's Perceptions of Using PUBG Mobile for Their English Vocabulary Learning.**

This research is motivated by the problems of students who have difficulty understanding in obtaining new vocabulary. many students still lack and have difficulty communicating using English when speaking. therefore, teachers must have teaching methods using the latest technology in order to enhance development. The purpose of this study is formulated into research objectives, namely to explore students' perceptions when they play PUBG Mobile. This study aims to focus on the perceptions of students often playing online games.

The research method used in this study is qualitative, namely using case studies. The data collection technique is in the form of a questionnaire in the form of a description to find out whether students can understand, find and develop the vocabulary they just got from PUBG Mobile. The participants in this study were 30 class B class 2019 majoring in English Education at UIN SGD Bandung. However, only 10 students were selected because they did not meet the requirements to become participants in this study.

The results found in this study are that some students who play PUBG Mobile, they get new vocabulary more easily. This is because they are used to playing and without them realizing that the vocabulary in the game is included in their memorization. They can easily find new vocabulary from native speakers who are from abroad and they can communicate comfortably.

The conclusion from this study is that most students who are gamers feel that the games they play can help them to develop their vocabulary and develop their communication skills, they find it easier to remember and understand new vocabulary. This is because they always play games so that the vocabulary in the game appears repeatedly and it can be easily remembered by students.

**Keywords: Student's Perception, PUBG Mobile, Vocabulary, learning**