

IMPROVING ENGLISH THROUGH ONLINE GAME

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ABSTRACT

Key Word: Improving, Online Game, PUBG mobile

English is the world language. It is the most widely learned second language and is either the official language or one of the official languages in almost 60 states. estimated that there were over 2 billion speakers of English. Meanwhile, In Indonesia, English is second language. They dislike learn English. so, many people can't English well. Some person, don't want to talking with foreign.

This research aims to giving how to learning English and idiom with fun learning through online game and giving vocabulary and idiom with fun learning. Not only that, but also we can giving understand to them about meaning of that vocabulary and idiom. So, they understand what meaning of that vocabulary and idiom. The subjects of this was study through PUBG Mobile Game with South American Server.

The data of this research were collected from playing together with other country player around the world in PUBG mobile game with South American Server. From playing together, it can be finding vocabularies and idioms from online game which they spoken when playing game.

PRIMER

Key Word: Improving, Fun learning, Online Game, PUBG mobile

English is the world language. It is the most widely learned second language and is either the official language or one of the official languages in almost 60 states. estimated that there were over 2 billion speakers of English. English is the majority native language in the United Kingdom, the United States, Canada, Australia, New Zealand (Anglosphere) and Ireland, an official language and the main language of Singapore, and it is widely spoken in some areas of the Caribbean, Africa, South Asia, Southeast Asia and Oceania. It is a co-official language of the United Nations, the European Union and many other world and regional international organisations.

In Indonesia, English is second language. So, there are many product and activity which use English. How about Indonesian people ? They got impact also. Like shopping, travelling, watching movie, listening music, and playing game. They dislike learn English. so, many person can not English well. Some person, don't want to talking with foreign. They think "I can't speak English."

Meanwhile, playing game is most popular hobby in 20's. A game is a structured form of play, usually undertaken for entertainment or fun, and sometimes used as an educational tool. Games are different from work, which is usually carried out for remuneration, and from art, which is more often an expression of aesthetic or ideological elements. However, the distinction is not clear-cut, and many games are also considered to be work (such as professional players of spectator sports or games) or art (such as jigsaw puzzles or games involving an artistic layout such as Mahjong, solitaire, or some video games).

Games are sometimes played purely for enjoyment, sometimes for achievement or reward as well. They can be played alone, in teams, or online; by amateurs or by professionals. The players may have an audience of non-players, such as when people are entertained by watching a chess championship. On the other hand, players in a game may constitute their own audience as they take their turn to play. Often, part of the entertainment for children playing a game is deciding who is part of their audience and who is a player. A toy and a game are not the same. Toys generally allow for unrestricted play whereas games come with present rules.

Key components of games are goals, rules, challenge, and interaction. Games generally involve mental or physical stimulation, and often both. Many games help develop practical skills, serve as a form of exercise, or otherwise perform an educational, simulational, or psychological role.

Every children playing online game. An online game is a video game that is either partially or primarily played through the Internet or any other computer network available. Online games are ubiquitous on modern gaming platforms, including PCs, consoles and mobile devices, and span many genres, including first-person shooters, strategy games, and massively multiplayer online role-playing games (MMORPG). In 2019, revenue in the online games segment reached \$16.9 billion, with \$4.2 billion generated by China and \$3.5 billion in the United States. Since 2010s, a common trend among online games has been operating them as games as a service, using monetization schemes such as loot boxes and battle passes as purchasable items atop freely-offered games. Unlike purchased retail games, online games have the problem of not being permanently playable, as they require special servers in order to function.

Online games have been part of culture from the very earliest days of networked and time-shared computers. Early commercial systems such as Plato were at least as widely famous for their games as for their strictly educational value. In 1958, Tennis for Two dominated Visitor's Day and drew attention to the oscilloscope at the Brookhaven National Laboratory; during the 1980s, Xerox PARC was known mainly for Maze War, which was offered as a hands-on demo to visitors.

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The design of online games can range from simple text-based environments to the incorporation of complex graphics and virtual worlds. The existence of online components within a game can range from being minor features, such as an online leaderboard, to being part of core gameplay, such as directly playing against other players. Many online games create their own online communities, while other games, especially social games, integrate the players' existing real-life communities. Some online games can receive a massive influx of popularity due to many well-known Twitch streamers and YouTubers playing them.

Online gaming has drastically increased the scope and size of video game culture. Online games have attracted players from a variety of ages, nationalities, and occupations. The online game content can also be studied in the scientific field, especially gamers' interactions within virtual societies in relation to the

behavior and social phenomena of everyday life.

The culture of online gaming sometimes faces criticisms for an environment that can promote cyberbullying, violence, and xenophobia. Some are also concerned about gaming addiction or social stigma. However, it has been argued that, since the players of an online game are strangers to each other and have limited communication, the individual player's experience in an online game is not necessarily different from playing with artificial intelligence players.

Modern online games are played using an Internet connection; some have dedicated client programs, while others require only a web browser. Some simpler browser games appeal to more casual gaming demographic groups (notably older audiences) that otherwise play very few video games.

The history of online games dates back to the early days of packet-based computer networking in the 1970s. An early example of online games are MUDs, including the first, MUD1, which was created in 1978 and originally confined to an internal network before becoming connected to ARPANet in 1980. Commercial games followed in the next decade, with *Islands of Kesmai*, the first commercial online role-playing game, debuting in 1984, as well as more graphical games, such as the MSX LINKS action games in 1986, the flight simulator *Air Warrior* in 1987, and the Famicom Modem's online *Go* game in 1987.

The rapid availability of the Internet in the 1990s led to an expansion of online games, with notable titles including *Nexus: The Kingdom of the Winds* (1996), *Quakeworld* (1996), *Ultima Online* (1997), *Lineage* (1998), *Starcraft* (1998), *Counter-Strike* (1999) and *EverQuest* (1999). Video game consoles also began to receive online networking features, such as the Famicom Modem (1987), *Sega Meganet* (1990), *Satellaview* (1995), *SegaNet* (2000), *PlayStation 2* (2000) and *Xbox* (2001). Following improvements in connection speeds, more recent developments include the popularization of new genres, such as social games, and new platforms, such as mobile games.

Entering into the 2000s, the cost of technology, servers and the Internet has dropped so far that fast Internet was commonplace, which led to previously unknown genres like massively multiplayer online games (MMOs) becoming well-known. For example, *World of Warcraft* (2004) dominated much of the decade. Several other MMOs attempted to follow in *Warcraft's* footsteps, such as *Star Wars Galaxies*, *City of Heroes*, *Wildstar*, *Warhammer Online*, *Guild Wars 2*, and *Star Wars: The Old Republic*, but failed to make a significant impact in *Warcraft's* market share. Over time, the MMORPG community has developed a sub-culture with its own slang and metaphors, as well as an unwritten list of social rules and taboos.

Separately, a new type of online game came to popularity alongside *World of Warcraft*, *Defense of the Ancients* (2003) which introduced the multiplayer online battle arena (MOBA) format. *DotA*, a

community-created mod based on *Warcraft III*, gained in popularity as interest in *World of Warcraft* waned, but since the format was tied to the *Warcraft* property, others began to develop their own MOBAs, including *Heroes of Newerth* (2009), *League of Legends* (2010), and *Dota 2* (2013). Blizzard Entertainment, the owner of *Warcraft* property, released their own take on the MOBA genre with *Heroes of the Storm* (2015), emphasizing on numerous original heroes from *Warcraft III* and other Blizzard's franchises. By the early 2010s, the genre has become a big part of the esports category.

During the last half of the 2010s, hero shooter, a variation of shooter games inspired by multiplayer online battle arena and older class-based shooters, had a substantial rise in popularity with the release of *Battleborn* and *Overwatch* in 2016. The genre continued to grow with games such as *Paladins* (2018) and *Valorant* (2020).

A battle royale game format became widely popular with the release of *PlayerUnknown's Battlegrounds* (2017), *Fortnite Battle Royale* (2017), and *Apex Legends* (2019). Popularity of the genre continued in 2020s with the release of the *Call of Duty: Warzone* (2020). Each game has received tens of millions of players within months of their releases.

Based from Malone & Lepper (1987), about studying through video game. "Video game based studying will give 2 motivation in fun learning. First is individual motivation like challenge, curious, control, and fantasy. Second is interpersonal motivation like cooperative." and from Casan Pitarch (2018), about digital game based learning. "Video game and application in e-store, development of speech recognition system and artificial intelligence among others. Not only in grammatical and vocabulary, but also communicative competence and experiencing of largest language."

This research will learning through *PUBG* mobile game with South American server. *PUBG* is a player versus player shooter game in which up to one hundred players fight in a battle royale, a type of large-scale last man standing deathmatch where players fight to remain the last alive. Players can choose to enter the match solo, duo, or with a small team of up to four people. The last person or team alive wins the match.

A battle royale game is an online multiplayer video game genre that blends last-man-standing gameplay with the survival, exploration and scavenging elements of a survival game. Battle royale games involve dozens to hundreds of players, who start with minimal equipment and then must eliminate all other opponents while avoiding being trapped outside of a shrinking "safe area", with the winner being the last player or team alive.

The name for the genre is taken from the 2000 Japanese film *Battle Royale*, itself based on the novel of the same name, which presents a similar theme of a last-man-standing competition in a shrinking play zone. The genre's origins arose from mods for large-scale online survival games like *Minecraft* and

ARMA 2 in the early 2010s. By the end of the decade, the genre became a cultural phenomenon, with standalone games such as PUBG: Battlegrounds (2017), Fortnite Battle Royale (2017), Apex Legends (2019), and Call of Duty: Warzone (2020), each having received tens of millions of players within months of their releases.

Battle royale games are played between many individual players, pairs of two players or a number of small squads (typically of 3-5 players). In each match, the goal is to be the last player or team standing by eliminating all other opponents. A match starts by placing the player-characters into a large map space, typically by having all players skydive from a large aircraft within a brief time limit. The map may have random distribution or allow players to have some control of where they start. All players start with minimal equipment, giving no player an implicit advantage at the onset. Equipment, usually used for combat, survival or transport is randomly scattered around the map, often at landmarks on the map, such as within buildings in ghost towns. Players need to search the map for these items while avoiding being killed by other players, who cannot be visually marked or distinguishable either on-screen or on the map, requiring the player to solely use their own eyes and ears to deduce their positions. Equipment from eliminated players can usually be looted as well. These games often include some mechanic to push opponents closer together as the game progresses, usually taking the form of a gradually shrinking safe zone, with players outside the zone facing elimination.

Typically, battle royale contestants are only given life to play, not multiple lives; any players who die are rarely allowed to respawn. Games with team support may allow players to enter a temporary, not permanent, near-death state once health is depleted, giving allies the opportunity to revive them before they give out or are finished off by an opponent. The match is over when only one player or team remains, and the game typically provides some type of reward, such as in-game currency used for cosmetic items, to all players based on how long they survived. The random nature of starting point, item placement, and safe area reduction enables the battle royale genre to challenge players to think and react quickly and improve strategies throughout the match as to be the last man/team standing. In addition to standalone games, the battle royale concept may also be present as part of one of many game modes within a larger game, or may be applied as a user-created mod created for another game.

There are various modifications that can be implemented atop the fundamentals of the battle royale. For example, Fortnite introduced a temporary mode in an event which is 50-versus-50 player mode in its Fortnite Battle Royale free-to-play game; players are assigned one of the two teams, and work with their teammates to collect resources and weapons towards constructing fortifications as the safe area of the game shrinks down, with the goal to eliminate all the players on the other team.

So, in this research will giving learn how to improving English with fun learning while playing together with them in PUBG mobile game with South American server, use VPN (Virtual Proxy Network), and playing at 10am Indonesian time. We looking for player which spoken use English in their

playing game Then, looking some vocabulary meaning at Google. Because, we looking for what they mean when playing. We can browsing from internet if it needed.

METHOD OF RESEARCH

Method of this research is looking for random player from other country which we meet in playing game. then, looking for some vocabulary which they talking when playing game with them. The last, we looking for some vocabulary and idiom while playing game with them.

Resource data are from playing together with them in PUBG mobile game with South American server, use VPN (Virtual Proxy Network), and playing at 10am Indonesian time. We looking for player which spoken use English in their playing game Then, looking some vocabulary meaning at Google. Because, we looking for what they mean when playing. We can browsing from internet if it needed.

Player Unknown Battlegrounds is an online multiplayer battle royale game developed and published by PUBG Corporation, a subsidiary of Bluehole. The game is based on previous mods that were created by Brendan "PlayerUnknown" Greene for other games, inspired by the 2000 Japanese film Battle Royale, and expanded into a standalone game under Greene's creative direction. In the game, up to one hundred players parachute onto an island and scavenge for weapons and equipment to kill others while avoiding getting killed themselves. The available safe area of the game's map decreases in size over time, directing surviving players into tighter areas to force encounters. The last player or team standing wins the round.

PUBG was first released for Microsoft Windows via Steam's early access beta program in March 2017, with a full release in December 2017. The game was also released by Microsoft Studios for the Xbox One via its Xbox Game Preview program that same month, and officially released in September 2018.

PUBG Mobile, a free-to-play mobile game version for Android and iOS, was released in 2018, in addition to a port for the PlayStation 4. A version for the Stadia streaming platform was released in April 2020. PUBG is one of the best-selling, highest-grossing and most-played video games of all time. The original PUBG: Battlegrounds has sold over 70 million copies on personal computers and game consoles as of 2020, while the more successful PUBG Mobile version has accumulated 1 billion downloads as of March 2021 and grossed over \$6.2 billion on mobile devices as of August 2021. The main game has become free to play since January 12th, 2022.

PUBG received positive reviews from critics, who found that while the game had some technical flaws, it presented new types of gameplay that could be easily approached by players of any skill level and was highly replayable. The game was attributed to popularizing the battle royale genre, with a number of unofficial Chinese clones also being produced following its success. The game also received several Game of the Year nominations, among other accolades. PUBG Corporation has run several small

tournaments and introduced in-game tools to help with broadcasting the game to spectators, as they wish for it to become a popular esports.

PUBG is a player versus player shooter game in which up to one hundred players fight in a battle royale, a type of large-scale last man standing deathmatch where players fight to remain the last alive. Players can choose to enter the match solo, duo, or with a small team of up to four people. The last person or team alive wins the match.

Each match starts with players parachuting from a plane onto one of the four maps. The plane's flight path across the map varies with each round, requiring players to quickly determine the best time to eject and parachute to the ground. Players start with no gear beyond customized clothing selections which do not affect gameplay. Once they land, players can search buildings, ghost towns and other sites to find weapons, vehicles, armor, and other equipment. These items are procedurally distributed throughout the map at the start of a match, with certain high-risk zones typically having better equipment. Killed players can be looted to acquire their gear as well. Players can opt to play either from the first-person or third-person perspective, each having their own advantages and disadvantages in combat and situational awareness; though server-specific settings can be used to force all players into one perspective to eliminate some advantages.

Every few minutes, the playable area of the map begins to shrink down towards a random location, with any player caught outside the safe area taking damage incrementally, and eventually being eliminated if the safe zone is not entered in time; in game, the players see the boundary as a shimmering blue wall that contracts over time. This results in a more confined map, in turn increasing the chances of encounters. During the course of the match, random regions of the map are highlighted in red and bombed, posing a threat to players who remain in that area. In both cases, players are warned a few minutes before these events, giving them time to relocate to safety. A plane will fly over various parts of the playable map occasionally at random, or wherever a player uses a flare gun, and drop a loot package, containing items which are typically unobtainable during normal gameplay. These packages emit highly visible red smoke, drawing interested players near it and creating further confrontations. On average, a full round takes no more than 30 minutes.

At the completion of each round, players gain in-game currency based on their performance. The currency is used to purchase crates which contain cosmetic items for character or weapon customization. A rotating "event mode" was added to the game in March 2018. These events change up the normal game rules, such as establishing larger teams or squads, or altering the distribution of weapons and armor across the game map.

By September 2017, Blue hole's value, as tracked by a firm that tracks private Korean corporations,

increased five-fold from June of that year to a value of US\$4.6 billion, primarily due to *Battlegrounds*. By December 2017, PUBG Corporation reported that there were more than 30 million players worldwide between the Windows and Xbox versions. The research firm Super Data estimated that *Battlegrounds* drew in more than US\$712 million in revenue within 2017. By February 2018, the game had sold over thirty million on Steam according to Steam Spy. The following month, Steam's President Gabe Newell stated that the game was the third highest-grossing game of all time on the platform. *PUBG: Battlegrounds* is the best-selling video game on PC and Xbox One as of before release of the PlayStation 4 version, 42 million copies sold on PC and 9 million copies sold on Xbox One.

Within three days of going live on the Xbox Live Preview Program in mid-December 2017, Microsoft announced that *Battlegrounds* had sold more than a million copies on the platform. Alongside this, Microsoft announced that *Battlegrounds* would be offered as a free add-on for those buying the Xbox One X console through the end of 2017. A month after release, the Xbox version had sold more than four million copies and was the fourth bestselling game in the United States, according to The NPD Group. By March 2018, the game had sold forty million copies across all platforms, which had risen to over fifty million by June, averaging over 87 million players daily with over 400 million players in total. The mobile version in particular had over 100 million downloads by August 2018, and exceeded 225 million by October 2018, a figure higher than the combined player base for *Fortnite* at nearly the same point in time. As of 2018, the bulk of these players were in Asian countries such as China and India, where *PUBG Mobile* was released before *Fortnite* and could run on lower-powered mobile hardware. China has the game's largest player base. *PUBG* was the most popular online game in India in 2018 (but it was banned by the government of India in 2020; see below).

PUBG was the top-selling PC paid game of 2017, having sold 30 million copies worldwide and grossed about \$900 million. By June 2018, it had sold more than 50 million copies worldwide. *PUBG* was again the top-selling PC paid game of 2018, increasing its annual sales revenue to \$1.028 billion. In addition, the free-to-play *PUBG Mobile* became the first mobile battle royale game to gross over \$1 billion, reaching over \$1.5 billion as of 2019.

PUBG Mobile was the second most-downloaded mobile game of 2018, with nearly 300 million downloads worldwide. The game's largest market was China, which accounted for 29% of the game's downloads, followed by India and the United States each with about 10% (30 million) of its downloads. It was the most-installed battle royale game of 2018, with about 200 million more installs than *Fortnite*, which received 82 million installs on mobile devices. As of 2019, *PUBG Mobile* has reached 555 million downloads worldwide, with India accounting 116 million (21%) of the downloads, China with 108 million (19%) downloads, and the United States with 42 million (8%) downloads.

In Japan, *PUBG* was the most popular PC game during 2017. *PUBG Mobile* grossed ¥3.58 billion (\$32.42 million) in Japan during 2018. In January 2019, the PlayStation 4 version of *Battlegrounds* sold 7,447 copies within its first week in Japan, which placed it at number fourteen on the all format sales chart. As of December 2019, the PC and console versions of the game had sold over 60 million copies, in addition to *PUBG Mobile* having crossed 600 million downloads. By July 2020, computer and console software sales had exceeded 70 million units sold, in addition to *PUBG Mobile* accumulating 734 million downloads. *PUBG Mobile* grossed over \$3.5 billion in revenue by August 2020. *PUBG Mobile* grossed over \$2.6 billion in 2020, making it the highest-grossing game of the year and bringing its total revenue to over \$4.3 billion by December 2020.

In March 2021, it was reported that *PUBG Mobile* has accumulated 1 billions downloads outside of China since launch. As of May 2022, *PUBG Mobile* has grossed \$8.42 billion worldwide, while *Battlegrounds Mobile India* surpassed 50 million on Google Play store. As of end of 2021, *PUBG: Battlegrounds* has a total of 1.2 billion players worldwide when accumulated the players from all available platforms. After selling more than 75 million copies, the original PC and Console game converted to free-to-play, according to the Krafton's revenue report for the first quarter of 2022, free-to-play transition have been the reason for the increase of game's profit. PC sales have been increased by 61 percent for a revenue of \$82.3 million. In gaming consoles, sales revenue have been increased by 274 percent over the last year, monthly active users also have been increased by almost 300 percent. The game has a total revenue of \$4.65 billion since its release in 2017. Combined with the mobile version, the *PUBG: Battlegrounds* has a total revenue of \$13.07 billion as of May 2022.

Following the Chinese publication deal for the Windows version, Tencent Games and PUBG Corporation additionally announced that they were planning on releasing two mobile versions based on the game in the country. The first, *PUBG: Exhilarating Battlefield*, is an abridged version of the original game, and was developed by LightSpeed & Quantum Studio, an internal division of Tencent Games. The second, *PUBG: Army Attack*, includes more arcade-style elements, including action taking place on warships, and was developed by Tencent's Timi Studio. Both versions are free-to-play, and were released for Android and iOS devices on February 9, 2018. The games had a combined total of 75 million pre-registrations, and ranked first and second on the Chinese iOS download charts at launch. Following a soft launch in Canada, an English version of *Exhilarating Battlefield*, localized simply as *PUBG Mobile*, was released worldwide on March 19, 2018. Following its release, a Korean and Japanese oriented version of the game released in June 2018, under the title name *PUBG Mobile KR*. A Vietnamese version, *PUBG Mobile VN* released in January 2019.

In China, *PUBG Mobile* had been awaiting approval by the government for an authorized released, during which the game could only be offered as a public test. However, Tencent's planned release was suspended due to the government approval freeze across most of 2018. By May 2019, Tencent announced

it would no longer seek to publish *PUBG Mobile* in China, but instead would re-release the game under the title, *Game for Peace* that readily meets China's content restrictions, such as eliminating blood and gore. Taiwanese version of the game was released following the Chinese version, as *PUBG Mobile TW*. A version meant for lower-end mobile devices which features a smaller map made for 60 players, *PUBG Mobile Lite*, was released on July 25, 2019. This had support for high FPS gameplay on multiple Android devices. The Chinese version of the app was again renamed to *Peacekeeper Elite* in 2020.

On May 6, 2021, Krafton announced the relaunch of the game in India, following the ban imposed by the Government of India. Krafton directly publish the game instead of Tencent as a newly named title which could be only be accessed by users in India as *Battlegrounds Mobile India*.

The research used qualitative data, so it will be analyzed by using a technique of descriptive qualitative analysis. The analysis of descriptive qualitative predicates to researched variables according to real conditions. from *PUBG mobile* game with South American server, use VPN (Virtual Proxy Network), and playing at 10am Indonesian time. Because that use full English in game language. So, we can improving our English skill from *PUBG mobile* game with fun learning and many experience.

FINDING AND DISCUSSION

1. Looting



Loot is an activity that must be done for all PUBG Mobile players. The reason is, this is a moment for them to get equipment and fighting equipment, ranging from weapons, bullets, bags, armor, etc.

2. Looking for

Looking for is same meaning with search. Usually for them to looking for equipment and fighting equipment, ranging from weapons, bullets, bags, armor, etc.

3. Shoot

Shoot is an activity to kill opponent with weapon.

4. Damage

Damage is an activity to kill opponent with damaging vehicle to opponent.

5. Knock Down



Where the player is on the verge of death. Then they enter Knock Down mode, requiring them to duck down and unable to do anything, until their teammates help.

6. Kill

Kill is an activity to stoping or defeating opponent in their playing game.

7. Head Shoot

Head shoot is describe shoot which get at opponent head. Usually, if get head shoot, they die directly

8. Help

Asking Help to friend in their squad when get something which dangerous. For example : at blue zone or get sandwich from opponent.

9. Revive



Revive is an act of rescue for teammates who got Knocked Down/Out for continue their playing game.

10. Heal



Healing is consuming medicine or energy drink to restore their blood for can continue playing game.

11. High Ground



This term is the opposite of the lower ground. Positions in the higher grounds are good for spotting and tracking enemies from relative safety.

12. Lower Ground



Lower Ground is a position that is in the lowlands in the game. When you are in a low ground position you are more likely to be seen by the enemy.

13. Open Field



This is a term to describe a player's position in the middle of an open area and there are no compounds in that area. This position is very vulnerable to attacks from the enemy.

14. Camper



This describes the method of playing in which the player chooses to play safe, hiding, and taking cover inside compounds.

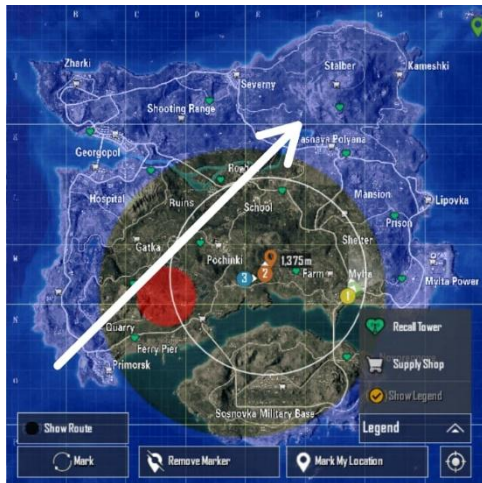
15. Mark to Location

Asking to share friend's location for giving help to friend which need help or gather with friend.

16. Avoid

Giving information to their friend if their friend get danger condition in playing game. For example when opponent around their friend.

17. Blue Zone



Blue zone is outside of the play zone, the next safe zone will be located as close to you as possible. If you are in blue zone, you will be damage step by step.

18. Red Zone



Bombs are dropped in the zone at random positions. It is a one hit kill if a player is directly hit - though being hit is still somewhat unlikely. You are safe inside buildings if you are not near windows or doors.

19. Play Zone



The play zone, also known as "The Circle", is the area where players must remain during the game.

20. Winner



designation or marker for players who have won the game after the game is over. That is if you manage to become a player who is able to survive until the end.

CONCLUSION

from Malone & Lepper (1987), about studying through video game. “Video game based studying will give 2 motivation in fun learning. First is individual motivation like challenge, curious, control, and fantasy. Second is interpersonal motivation like cooperative.”

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PUBG mobile game can improve English with following statement : choose English language country server, then knowing aboard player time, and the last if needed use VPN.

Source :

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