

CHAPTER I

BACKGROUND

1.1. Introduction

The development of the times makes humans young to carry out their activities. The development of the times affects various fields of technology and entertainment, one of the developments in the field of technology and entertainment is the number of online games that can be found both on the website and on the Android base. Online games are games that are played online or using the internet network, online games can be easily found in internet cafes and mobile phones, so everyone can easily access them, both children and adults can play them. Online games have two impacts, namely good and bad. The good impact is to entertain its users. The bad impact is that many users forget the time, so they forget to do their work.

Tri Karya Sunggal Vocational School is one of the best schools in Sunggal, while this school has many students from elementary to vocational level. This school is located on Jl. Agriculture No. 1 Medan Sunggal. Technological developments are also experienced by this school. many students who play online games to forget the time if left it can reduce student achievement. If left unchecked, it can reduce the quality of education in North Sumatra, especially Tri Karya Sunggal Vocational School

From the above background and the benefits obtained, researchers are interested in submitting the title "THE INFLUENCE OF ONLINE GAMES ON

STUDENT ACHIEVEMENT OF TRI KARYA SUNGGAL SMK" as the title of the final project.

1.2. Problem Statement

From the background above, the formulation of the problem in this study is taken, as for the formulation of the problem is as follows:

1. Do online games have an impact on student achievement in English subjects?
2. How do students perform in English lessons after playing online games?

1.3. Scope of problem

From the formulation of the problem above, researchers make limits on research limits so that research is directed and gets the desired results, while the limitations of the problem in this study are:

1. Impact of student achievement before playing online games
2. Impact of student achievement after playing online games

1.4. Destination

The purpose of this research is to improve student achievement at Tri Karya Sunggal Vocational School

1.5. Benefits of research

In a research must have benefits that must be obtained for mutual purposes both for oneself and for many people. The benefits in this study are as follows:

A. Benefits for the Company (Tri Karya Sunggal Vocational School)

There are also benefits for the company, in this case the Tri Karya Sunggal Vocational School, are as follows:

1. Improving student achievement at SMK Tri Karya Sunggal
2. Collaborating with the company with the campus

B. Benefits for academics

The benefits or uses of this research for academics are as follows:

1. As a benchmark for academics as a determinant of students' ability to apply the knowledge gained during lectures
2. As a reference material for students who will research next
3. Fostering collaboration between campus and companies

C. Benefits for writers

The benefits of this research for the author are as follows:

1. As a place to reflect on ideas or think to show the ability to apply the knowledge gained in college
2. To get a bachelor's degree in English education