

## AN ANALYSIS OF ONLINE GAMES' EXPOSURE TOWARDS STUDENTS' ENGLISH VOCABULARY

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### ABSTRACT

This literature review analyses the effects of online games to the acquisition of students' vocabulary in English. In order to become competent and proficient in a second language, vocabulary knowledge is essential. It is a crucial skill that students studying English as a Second Language (ESL) must acquire because understanding written and spoken communication requires a large vocabulary. Due to the general consensus that educational online games can enhance the learning process, the use of these games in vocabulary instruction is becoming more and more common. Based on library research, this study offers a review of the literature on the topic of vocabulary acquisition related to online games for ESL students. The research has demonstrated the potential of online games as learning aids for vocabulary since they increase student satisfaction with their studies and encourage independent learning.

**Keywords:** online games; exposure; vocabulary.

### INTRODUCTION

Individuals who are trying to become proficient in English but do not speak it as their first language are known as English language learners (Brooks and Thurston 2010). Many Indonesian students studying English as a foreign language (EFL) can relate to this definition. Today's students have grown up and are surrounded by technology. They were created at the same time as some amazing devices. One medium that is currently widely used is the internet. Through phone lines and computers, people and information from all over the world are connected through the internet. Among other things, people can use the internet to explore, communicate with others, and play games.

Games that are connected to the internet are called online games. Online games typically have characters or roles that you can play along with a plot. Typically, sentences that constitute their jargon are mentioned by characters. We must interact and converse with people from all around the world when playing online games. Recently, they also enjoy video games, especially multiplayer ones online, and are

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