

**STUDENTS PERCEPTION ON MOBILE GAMES CALL OF DUTY
TOWARD THEIR ENGLISH MASTERY AT ENGLISH STUDY
PROGRAM OF UNIVERSITAS PALANGKA RAYA**

THESIS



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FACULTY OF TEACHER TRAINING AND EDUCATION
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2026

**STUDENTS PERCEPTION ON MOBILE GAMES CALL OF DUTY
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PROGRAM OF UNIVERSITAS PALANGKA RAYA**

THESIS

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Sarjana Pendidikan

BY

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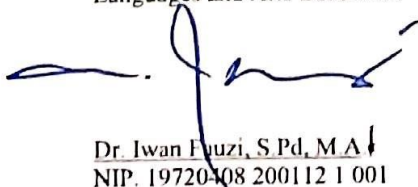
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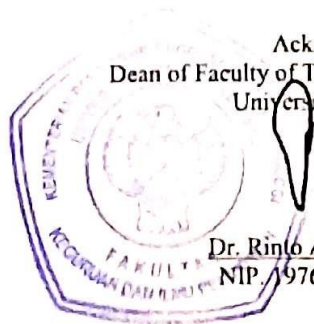
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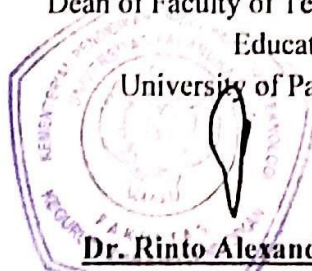
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ABSTRACT

Mahurung, Andreas Jarau. 2026. *Students Perception On Mobile Games Call Of Duty Toward Their English Mastery At English Study Program Of Universitas Palangka Raya.* Thesis English Education Research Program, Department of Language and Art Education, Faculty of Teacher Training and Education, University of Palangka Raya. Advisor:

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Keywords: *Students' Perception, Call of Duty: Mobile, English*

This research aims to analyze the students' perception of the English Study Program at Universitas Palangka Raya toward the use of the mobile game Call of Duty: Mobile (CODM) in mastering their English in general. The primary focus of this study is to identify types of student perceptions—including sensory, cognitive, affective, selective, social, and situational perceptions—when interacting with linguistic elements within the game .

The research method employed a qualitative approach, with data collection techniques involving observations and interviews with participants. Data for this study were collected using Google Forms to gather responses from 10 participants; these responses were then analyzed using the content analysis method and classified according to perception types—namely sensory, cognitive, affective, selective, social, and situational perception.

The research findings indicate that the CODM (Call of Duty Mobile) game has a significant indirect and unconscious impact on improving players' vocabulary mastery. The majority of participants held a positive situational perception (4%), 3%, who fall into the minority category, are attracted to CODM (Call of Duty Mobile) because of "fun in-game communication with teammates," which falls into the social perception, the last 3% are different minority answers, such as "Feeling satisfied with all the elements in the game while playing," "The process of thinking about strategy," and finally, "The UI display is easy and simple to read."

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This thesis is a requirement to obtain a Bachelor of Education degree in the English Education Program, Language and Art Education Department, Teacher Training and Education Faculty, Universitas Palangka Raya. The researcher realizes that this thesis would not have been completed without the help, support, direction, motivation, and guidance of many parties. On this occasion, the author would like to express, express, and express his deepest gratitude to:

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The researcher realizes that this thesis is very short and has many shortcomings. I hope that your suggestions and input will be useful for the development of this thesis. I also hope that this thesis will be useful and positively beneficial in the future for the development of education and training.

Palangka Raya, 23 June 2026

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