

Abstract

In language learning process, there are many media that can be used as supporting tool in learning language, especially English. One of the media that could be used for language learning is online game that has been played by a lot of people or can be called Massively Multiplayer Online Role Playing (MMORPG). This study is aimed to find out the benefit of DotA 2, one of the famous and massive MMORPG, as language learning media and the difficulty that is faced by L2 learner while learning language using this game. The data for this research were collected from three Senior High School students as the participants. The participants were selected based on their experiences in learning English through playing DotA2. The researcher used descriptive qualitative to describe the data. To gather the data, the researcher used interview. The data were analyzed in three steps: data collection, data reduction, and data presentation. This research had two findings. The first finding revealed the benefits of DotA 2 as one of language learning media that can be used for language teaching and learning activity. They were learning vocabulary through game, learning to communicate using English, facilitating direct English practice, and providing safe environment to practice English. It also revealed the difficulties that were faced by students when they tried to practice English using DotA 2. They were inadequate number of vocabulary and hard to understand English accents.

Keywords: language learning, online game, DotA 2, digital media, English for communication.