



INFLUENCE OF VIDEO GAMES ON THE ACQUISITION OF THE ENGLISH LANGUAGE

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Abstract

The number of schoolchildren fluent in English has increased significantly over the past decade. The amount of English lessons per week is one explanation, but media influence is perhaps even more important. Video games are massively marketed to college students. In this study, a survey was conducted to examine the relationship between playing video games and English proficiency. Many students responded to the survey. This included a range of questions about how often and how well video games are played. Researchers have concluded that video games have a significant impact on language acquisition. Vocabulary and pronunciation were the most helpful areas. Video games are a highly rewarding pastime and create a comfortable and stimulating environment perfect for learning a foreign language.

Keywords: video games, influence, English, second language acquisition.

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INTRODUCTION

People from all over the globe have been studying English as a method to open as many doors as possible in life, as it has become the lingua franca of all fields including commerce, science, diplomacy, information technology, and other aspects of our daily lives. English has become a vital component of many people's lives throughout the world, from employment options to vacation options to expanding the quantity of possible amusement. The effect of English is felt worldwide after World War II, with the growth of the United States as a world powerhouse and the introduction of new communication methods.

The entertainment sector was the most essential aspect of American culture that allowed English to spread over the world. The American ideal went out from Hollywood to numerous music channels, bringing with it the English language. The advent of video games was an entertainment sector that became a steady source of non-native speakers around the world. Video games weren't always a means of learning languages, as the first video games were built from antiquated radar technology used to recreate table tennis matches. Until the mid-1980s, video games were little more than a collection of shapes shooting at or moving towards other shapes on a black and white screen, nothing more than reflex testing. They were unable to include any story due to a lack of appealing visuals and a story. Games, on the other hand, have gradually gotten more complicated in terms of gameplay and plot, and as a result have become fantastic sources of passive, but increasingly active language interaction. As a result, they've grown into a multibillion-dollar enterprise.

In recent decades, more and more people, especially teenagers, have started playing video games, and many video game characters have become cultural icons. Video games have evolved to the point where they can be compared to movies, cartoons, and novels in their ability to tell compelling stories and present and direct them appropriately. Interactivity and communication facilitation are two major advantages of video games over these other mediums. Facilitating communication is particularly crucial in improving a non-native English speaker's skills. Most games contain a lot of internal backstories or a lot of different systems that interact with each other inside the bigger gameplay systems. Both encourage players to use the language by rushing to various communication platforms to talk about the game, find ways to beat particularly difficult levels, and more. Of course, English is the universal language of communication.

Another aspect of communication is the need for a large number of people to play a particular game. This has the advantage of allowing players to communicate on the fly, which is especially useful in team-based games like tactical first-person shooters. These games require not only quick reflexes and tactical thinking but also excellent

communication and voice synchronization with other players. Mainly because of these advantages, video games are now in the realm of the English language as a means of global communication. Therefore, attempts to analyze the impact of video games on learning English seem acceptable.

Therefore, the purpose of this study was to examine the effects of video games on English learning. After considering relevant research, the relationship between video games and other forms of media should be established. To investigate the impact of video games on learning English, we asked non-English speaking video gamers to complete a survey on the impact of video games on English proficiency. The survey's results will subsequently be analyzed. Finally, the contribution of specific characteristics of video games to language acquisition will be investigated.

LITERATURE REVIEW

In recent years, many studies have attempted to analyze the impact of playing video games on the language learning process. Regarding the positive effects of gaming, it has been argued that video games provide benefits such as anxiety and motivation, but the question of the impact of video games on language acquisition has not yet been adequately investigated.

Reinders and Wattana (2011) describe a few research that has been done on how digital gaming can aid with language learning in their paper "Learn English or Die: effects of digital games on interaction and readiness to speak in a foreign language." The first research they describe was undertaken by deHaan, Reed, and Kuwada in 2010. It was created to compare the gain in the vocabulary of people who actively participated in a game vs those who simply saw the game that is played. People who merely watched games scored higher than those who were actively playing, according to the study. "Interactivity is thus not necessarily favorable to language acquisition," the researchers found. Reinders (2011) cites this source. However, the authors note a few flaws in the study. The first is that language was not a critical component of the game's purpose, and hence vocabulary understanding was not required. Second, the game's genre did not have a story element, which would have required the player to understand what was being said and how to appropriately respond to the game's obstacles.

Chen and Johnson published intriguing research in 2004 that Reinders and Wattana (2011) address. They customized a commercial RPG game called *NeverwinterNights* (released in 2002 by Bioware) to include a language learning component to "...promote a feeling of 'flow' and urge pupils to practice language skills" (cited in Reinders 2016). The authors discovered that the more experience a person has with games, the higher their chances of learning the secondary skills that the game may affect. Interaction is an important aspect of video game play, which is defined as "any interpersonal behavior that occurs in real life or by technological means, such as the internet or over the phone." According to Reinders and Wattana, a learner must be able to provide "comprehensible output" in addition to receiving "comprehensible input" in the target language for language learning to be most effective (Reinders 2011). This need is characteristic of many video games. This is because most video games have a large English vocabulary and multiple ways for users to use it to communicate with other players.

The authors offer a last significant remark concerning the desire to communicate. The main issue is that even if a sufficient quantity of "input" is received, the players will not always be willing to use it. Various past explanations include a tendency for linguistic conduct, timidity, or an unwillingness to communicate (Reinders 2011). The willingness to communicate is crucial to learning a second language, and one of the greatest methods to do so is to enhance the possibility of individuals speaking the language in situations other than the classroom. As researchers point out, one of these ways is to play video games, or massively multiplayer online role-playing games. People see video games as a fun and fearless atmosphere, and online massively multiplayer role-playing games and other games contain elements of massively multiplayer, allowing them to express themselves easily and naturally. I can do it. As a result, the other half of language learning is provided through interpersonal player interaction on the web. (Reinders 2011).

Finally, the theoretical corpus of study on the impact of video games on language learning appears to indicate that video games can be quite effective in language instruction. Based on the information provided above, video games can assist students in learning English. Children's vocabulary isn't particularly useful, but how we handle an obstacle in a game might have an impact on our English. Video games, like any other kind of language learning aid, have their disadvantages. According to several research, many games, particularly older games, cannot be utilized for these reasons since they lack the language or are scarcely relevant when playing. Another issue with games as a learning aid is that they cause cognitive overload. If a game is too difficult or intricate, the brain cannot simply play it effectively and passively (or actively) learn a language.

RESEARCH METHOD

The main technique used to study the effects of video games on language learners was questionnaires. A previously used questionnaire (Postic 2015) investigating the effect of comics on foreign language learning was significantly modified to investigate the effect of video games on learning English. It included fifteen questions about how people use video games and how it affects their English language learning.

Participant

The data were analyzed using qualitative methods in this study. A questionnaire was employed as a study tool by the researchers. This study was carried out at the English Education batch 2018 Teknokrat Indonesia.

Instrument

The main instrument of this research is a questionnaire form which consists of 5 questions, each of which has different answers with multiple choice. The researchers took this questionnaire from (Postic 2015).

Data Collection

Permission was requested from the lecturer who conducted the course before giving the questionnaire, and a time was set with him. The students were told of the research's goals and importance before receiving the questionnaire. They were also asked to be truthful and honest in their replies. Furthermore, the individuals had the opportunity to ask any questions they had. The questionnaire was then given out.

Data Analysis

The researchers distributed the questionnaire form to the students. After the questionnaire was filled in, the researchers analyzed the data using application logic based on the results of the questionnaire data. Data in the form of graphs can therefore make it easier for researchers to analyze data. After the data is found, the researchers conclude.

FINDINGS AND DISCUSSION

The purpose of this study was to determine the influence on language acquisition. Before the researchers did the research, the researchers asked the lecturers for permission on the title they wanted to make, after the researchers made a questionnaire form and distributed it to the students. The questionnaire form contained 5 questions with graph type and multiple choice. This section contains the results performed on the collected data.

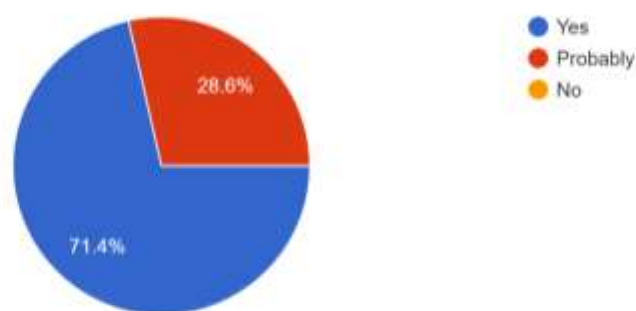


Figure 1. Do you think games can improve English language skills?

Based on table 1, 71.4% answered "Yes" 28.6% answered "Probably" and no one answered "No". This shows that games have an important role in acquiring English. Games can improve students' vocabulary with good language structure, interesting dialogues, and good storylines. It can make students find out the purpose of the game and also learn a lot of vocabulary that can help them acquire English.

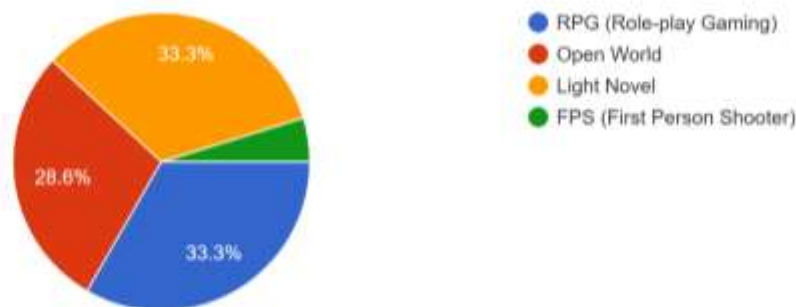


Figure 2. In your opinion, what genre of games can help to learn English?

The results from table 2 are that RPG and Light Novel has the same value, which is 33.3%, Open World has a score of 28.6% and FPS is 4.8%. It can be concluded that games with RPG and Light Novel genres have a big role in acquiring English. RPG and Light Novel are types of games that have a lot of vocabulary and what students do can affect how a story goes, it is one of the interesting learning techniques because it can spur students to find out an ending in a game and also learn the language. English at the same time



Figure 3. In your opinion, can a dialogue improve the players' English skills?

According to the results of table 3 data, better than before has a score of 66.7% while More and less has a score of 28.6% and less than before has a score of 4.7%. It can be concluded that games can help students to acquire English better than before. Because the game has a better English structure than what is taught in school. Usually schools only teach Tense, while games have a lot of instructions and dialogues that have a unique vocabulary that can help students to acquire English well.

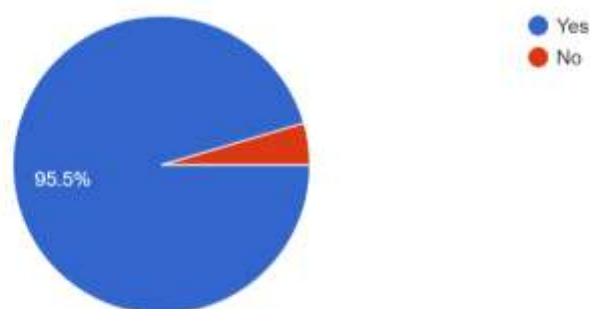


Figure 4. Is the ability to speak English very influential to carry out the instructions of the game?

The results from table 4 show that the majority of students who filled out "Yes" were 95.5% while those who answered "No" were only 4.5%. This shows that English language skills can help us as players in carrying out

instructions in the game, such as: "Press the Circle button to regain your health." When we play a game, our English skills are also tested by how can the players understand the game instructions. If yes then we can finish the game faster and if not, maybe some players are confused. but when we do instruction, we also learn English indirectly.

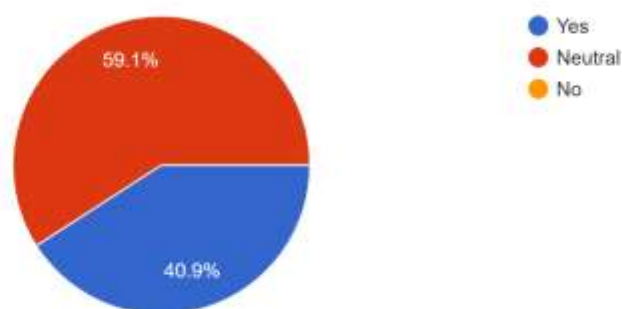


Figure 5. In your opinion, is learning English through video games effective?

Table 5 shows the results, namely "Yes" by 40.9%, while "Neutral" by 59.1% and no one answered "No". This shows that for now, learning English is not very effective when compared to what is taught in schools. One of the reasons is that a game has English that is more complicated than what is taught in school, which causes students who sometimes do not understand English in a game.

Based on the analysis of the data above, we can conclude that video games can affect the acquisition of English. Video games themselves have a different way of teaching compared to what is applied in the classroom. One of its uniqueness is that we can take it in terms of the storyline. A good storyline will greatly affect the enthusiasm of students in playing the game which means it can improve their acquisition of English.

Dialogue is also very influential in the acquisition of English. dialogue can improve the grammar and pronunciation skills of the players indirectly. If the players are connected with a story or the character of a character in a game, it can affect their language acquisition effect and they can enjoy the game well. Most players play games just to find entertainment, but most people who play games are smart in speaking English in the form of grammar, pronunciation, and so on because by playing games, they learn English indirectly.

Several academics, including Gee (2007), Prensky (2004), Shaffer (2006), Musa (2015), Howard, and Ting-Yu (2013), suggest that video games may be effective educational tools. In reality, whether the players are aware of it or not, they are continuously learning as they play (Prensky, 2004). Their ideas have sparked a slew of research projects throughout the world that show how video games may be used as tools and activities in language learning, particularly vocabulary development.

CONCLUSION

The purpose of this paper is to find out about the effect of video games on English language acquisition and our results are positive. Video games have a big role in the acquisition of English, video games teach English with a wider scope than classes. However, for now, video games cannot be used as the main means of learning English due to the lack of supporting facilities and some games may not teach enough English.

Video games provide some advantages when it comes to learning a language. Aside from words meant to be conveyed to the player, the most obvious example is the way video games use visual cues for the names of objects not found in movies or books. is another important feature of video games that supports the learning of It's important to understand what's going on and how you're going to reach your goals. In this situation, players have to decipher what the game is trying to tell them. As a result of this encouragement, players begin to actively learn unfamiliar words and phrases.

As a result of the survey's findings, there is a strong relationship between video games and the good influence they have on English language acquisition.

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