

ABSTRACT

Ferdian, Kevin. (2022). *An analysis of video game effects among students In ELESP*. Yogyakarta: English Education Study Program, Faculty of Teacher Training and Education, Sanata Dharma University.

Video games have been around for quite some time and are considered to play a role in language learning. Gamification principles are widely admitted to offer a high degree of engagement in learning among students of all ages. In addition, game-based learning is also believed to enhance students' engagement in learning. This research is set to answer two research questions, namely: (1) To what extent did video games promote motivation to learn among ELESP students?, and (2) What kinds of video games did they find helpful to improve English skills? Proponents of video games for learning believe that video games are beneficial for the students.

This study employed Qualitative research. Research instruments used to gather the data included Google form survey using seven figures of Likert scale questionnaire and interview guide. Sixty-six respondents involved in the survey, and five students were involved in in-depth interviews.

The results of the study suggested that engaging in video games has been beneficial for relaxation (81%), vocabulary development (79%), improved speaking skills (65%), and writing skills (59%). In contrast with previous findings of similar studies, the participants admitted that involving in video games did not lead to game addiction (56%), procrastination (46%), and violence (39%).

Three conclusions were drawn from this study. First, the self-reported data from the survey suggested that video games helped the students to improve their English skills and relaxation. Second, video games' negative impacts are not significant. Finally, online and offline entertainment games were the types of video games that helped them improve. Given the potentials of video games and other related gamification issues, it is recommended that teachers experiment with the utilization of videogames, games-based learning, and gamification. For students, it is recommended to regulate their play time so as to balance their personal, academic and social lives.

Keywords: English Learning, Offline video game, Online Video game, Video game

ABSTRAK

Ferdian, Kevin. (2022). Analisis efek video game di kalangan siswa Di ELESP. Yogyakarta: Program Studi Pendidikan Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sanata Dharma.

Video game telah ada cukup lama dan dianggap berperan dalam pembelajaran bahasa. Prinsip-prinsip gamifikasi diakui secara luas menawarkan tingkat keterlibatan yang tinggi dalam pembelajaran di antara siswa dari segala usia. Selain itu, pembelajaran berbasis game juga diyakini dapat meningkatkan keterikatan siswa dalam belajar. Penelitian ini bertujuan untuk menjawab dua pertanyaan penelitian, yaitu: (1) Sejauh mana video game meningkatkan motivasi belajar di kalangan siswa ELESP?, dan (2) Jenis video game apa yang menurut mereka bermanfaat untuk meningkatkan keterampilan bahasa Inggris? Pendukung videogame untuk pembelajaran percaya bahwa video game bermanfaat bagi siswa.

Penelitian ini menggunakan penelitian kualitatif. Instrumen penelitian yang digunakan untuk mengumpulkan data antara lain Google form survey menggunakan kuesioner skala tujuh Likert dan pedoman wawancara. Enam puluh enam responden terlibat dalam survei, dan lima siswa terlibat dalam wawancara mendalam.

Hasil penelitian menunjukkan bahwa terlibat dalam videogame bermanfaat untuk relaksasi (81%), pengembangan kosa kata (79%), peningkatan keterampilan berbicara (65%), dan keterampilan menulis (59%). Berbeda dengan temuan penelitian serupa sebelumnya, para peserta mengakui bahwa terlibat dalam video game tidak menyebabkan kecanduan game (56%), penundaan (46%), dan kekerasan (39%).

Tiga kesimpulan ditarik dari penelitian ini. Pertama, data yang dilaporkan sendiri dari survei menunjukkan bahwa video game membantu siswa meningkatkan keterampilan bahasa Inggris dan relaksasi. Kedua, dampak negatif video game tidak signifikan. Terakhir, game hiburan online dan offline adalah jenis video game yang membantu mereka berkembang. Mengingat potensi video game dan masalah gamifikasi terkait lainnya, disarankan agar guru bereksperimen dengan pemanfaatan video game, pembelajaran berbasis game, dan gamifikasi. Bagi siswa disarankan untuk mengatur waktu bermainnya agar dapat menyeimbangkan kehidupan pribadi, akademik dan sosialnya.

Kata kunci: Pembelajaran Bahasa Inggris, Video game offline, Video game online, Video game