

**THE EFFECT OF USING “GENSHIN IMPACT” GAME AS AN ENGLISH
VIRTUAL ENVIRONMENT TO IMPROVE STUDENT’S ENGLISH
LANGUAGE SKILLS OF GRADE 11 SMAN 3 MAKASSAR**



A THESIS

*Submitted to the Faculty of Cultural Sciences Hasanuddin University as Partial
Requirements to Obtain Bachelor Degree in English Literature Study Program*

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**ENGLISH DEPARTMENT
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MAKASSAR**

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THESIS
THE EFFECT OF USING “GENSHIN IMPACT” GAME AS AN ENGLISH VIRTUAL ENVIRONMENT TO IMPROVE STUDENT’S ENGLISH LANGUAGE SKILLS OF GRADE 11 SMAN 3 MAKASSAR

BY

AOI JIBRATUL MUFLIHUN

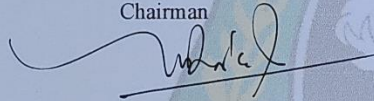
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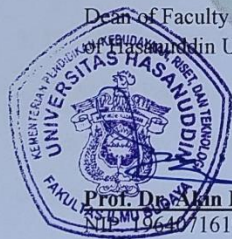
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AGREEMENT

On Tuesday , 24th February 2023, the Board of Thesis Examination has kindly approved a thesis by Aoi Jibratul Muflihun (F041181347) entitled “**THE EFFECT OF USING ‘GENSHIN IMPACT’ GAME AS AN ENGLISH VIRTUAL ENVIRONMENT TO IMPROVE STUDENT’S ENGLISH LANGUAGE SKILLS OF GRADE 11 SMAN 3 MAKASSAR**” submitted in fulfillment one of the requirements to obtain Sarjana Degree in English Literature Study Program, Faculty of Cultural Sciences, Hasanuddin University.

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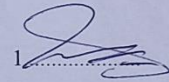
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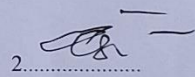
The thesis by Aoi Jibratul Muflihun (F041181347) entitled *The Effect of Using “Genshin Impact” Game as an English Virtual Environment tTo Improve Student’s English Language Skills of Grade 11 SMAN 3 Makassar* has been revised as advised during the examination on 24th February 2023

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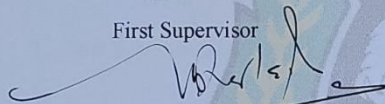
APPROVAL FORM

With reference to the letter of the dean of Faculty of Cultural Sciences Hasanuddin University No.556/UN.4.9.1/KEP/2022 regarding supervision, we hereby confirm to approve the undergraduate thesis draft by AOI JIBRATUL MUFLIHUN (F041181347) to be examined at the English Literature Study Program of Faculty of Cultural Sciences.

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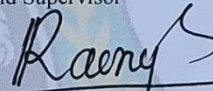
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STATEMENT OF THE AUTHENTICITY OF THESIS

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Menyatakan bahwa Skripsi yang berjudul **THE EFFECT OF USING “GENSHIN IMPACT” GAME AS AN ENGLISH VIRTUAL ENVIRONMENT TO IMPROVE STUDENT’S ENGLISH LANGUAGE SKILLS OF GRADE 11 SMAN 3 MAKASSAR** adalah BENAR merupakan hasil karya saya sendiri, bukan merupakan pengambilan tulisan atau pemikiran orang lain.

Apabila demikian hari terbukti atau bahwa sebagian atau keseluruhan isi Skripsi ini hasil karya orang lain atau dikutip tanpa menyebutkan sumbernya, maka saya bersedia menerima sanksi atas perbuatan tersebut.

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Aoi Jibratul Muflihun

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CHAPTER I

INTRODUCTION

1.1 Background

English as an international language has become an obligatory subject in school. This international language is required in many fields, such as communication business, education, the internet, media, etc. Mastering the English language is important to any country, especially in Indonesia where the English Language is a foreign language. Therefore, English language teaching deserves special attention in its practice and development.

In Indonesia, the English Language subject has become a required subject in Junior high school and most elementary schools (since the Ministry of Education and Culture of Indonesia did not make it a required subject). The majority of people have also become aware of how important to master this language. Thus, there are many additional languages tutoring outside the school.

Despite the language being learned in class and then used in real-life communication, it can be learned from real-life communication as well. In fact, real-life language learning is proven to be more effective. Just like babies learning their mother's language over time, from a simple sentence to a complex one. According to the Language Society of America, the baby learned a language by being exposed to it, and their language capability increases from simple words to

complex sentences. The first language skill that improves is listening (passive), then speaking (active), reading (passive), and the last one is writing (active).

In addition, the focus of the language skills referred to in this study are passive language skills in the form of reading and listening. These two skills were chosen because these skills are the first to be affected by the English-speaking virtual environment, where the players will hear a lot of dialogue and monologues of the characters in the game. Players will also read information text and story plots in the game which will support the playing experience and battle preparation.

To enhance language skills optimally just like the development in babies, providing an English Language environment is required. But in Indonesia, providing an English language environment is difficult since English is a foreign language, unlike Malaysia or India which have English as the second language, so there are some English environments made to support this second language. Moreover, the duration of the English language subject is just several hours a week, which is too short and limited for an English environment. An environment is the physical and/or virtual setting in which language learning occurs or a physical and/or virtual surrounding or space where the ability for learning a language can take place. The more students are exposed to the language environment, the more they can possess the language.

Using technology, the virtual environment of the English language can be made easily and can be visited by students outside the class whenever they can. The virtual environment used can be from any platform as long as the language they

used is the target language. The use of virtual environments may enhance the standard of English teaching in Indonesia.

One of the accessible virtual environments provided by the current technology is online games. Online games that are released globally must have to use English as the basic language. This setting can be utilized by the teachers and provided for the students as the English language virtual environment, using the appropriate instructions and directions. Several people might consider games an amusement, but we must be open-minded to any opportunity to make changes and upgrades by using a different perspective.

There are so many types of games available on the Internet, but the one that is considered by the author as the most-likely real-life setting is Role Playing Game or RPG. This genre of game is also considered very communicative as it has stories, people, and real-life interactions. In this kind of game, the player will be given a character to play as his/her avatar and experience life inside the virtual world. In other words, students will experience another kind of life in an English environment.

Using online games as students' virtual environment has several advantages, such as increasing students' interest and motivation, can be accessed anytime and anywhere, the track experience is fluctuated, improving cognitive intelligence, and teaching students how to manage a healthy way in gaming. A healthy way of gaming is about how a teacher directs his/her students on how to communicate wisely in the community, be aware of online duration, and prevent addictivity.

Further, this research focus on a role-playing game named Genshin Impact. Genshin Impact is an open-world role-playing game in which players control one of four changeable characters. Genshin Impact is featuring a massive world that the developer keeps on expanding. According to Genshin Impact's official site, this vast world is providing players with an epic journey, harnessing the power of the god (character), and—the key feature for this thesis—experiencing seven nations teeming with life. In this game, the towns are made full of people as well as interactions. Therefore, Genshin Impact has advantages compared to other role-playing games to be used as a virtual environment, giving students an opportunity to live in a beautiful world where everyone uses the English language.

The game industry in Indonesia itself is quite large because it ranks 3rd in the world with 94.5% of internet users aged 16 to 64 years playing online games (databoks.katadata.co.id). This data shows the large number of game players playing at school, especially at the high school level. For this reason, the sample for this study will be taken from grade 11 high school students to ensure data consistency. Studying the age of the sample itself has no special reasons because according to research conducted by Hu (2016), age has no impact on new language learning skills except for the fact that young learners have an advantage in learning a foreign language in the long term. Another consideration is that the age of 16-17 years or the average age of students in grade 2 of senior high school is the age when children have entered adulthood so it is considered that they will be wiser in playing games.

Concerning the explanation above, the researcher chooses to conduct research at Sekolah Menengah Atas Negeri (SMAN) 3 Makassar in order to find out the effectiveness of using the Genshin Impact game as an English virtual environment. The target is students in grade 11 who understand the game's operations and the negative effect the game has. The researcher believes that Genshin Impact games can have a good impact as an English language virtual environment because it can be a good opportunity to enhance students' language skills. Therefore, the researcher conducted the research entitled "*The Effect Of Using "Genshin Impact Game" As An English Virtual Environment To Improve Player's English Language Skills Of Class 11 In SMAN 3 Makassar*".

1.2 Identification of The Problems

To limit the discussion in this thesis, the researcher focus on several points according to the identified problems:

- a. Lesson time given is considerably short to establish an English environment in order to optimize lesson achievements,
- b. Homework is ineffective with monotonous patterns with a low enhancement effect and a lack of media used.
- c. Game is considered an amusement that waste time and decreases students' productivity.
- d. Students' English skills did not improve progressively even after a couple of years of studying.

1.3 Limitations of the Problems

To limit the discussion in this thesis, the researcher focuses on several points according to the identified problems:

- a. The effectiveness of using the Genshin Impact game as an English virtual environment out of school time.
- b. The effects of using the Genshin Impact game as an English virtual environment on players' English language skills.

1.4 Research Questions

Based on the background of the research stated above, the problems that can be investigated are as follows:

- a. How does the Genshin Impact affect the students' English language skill?
- b. How effective are Genshin Impact's works as an English virtual environment outside school time?

1.5 Objective of the Study

The objective of the research based on the research questions are:

- a. To describe the impact of the Genshin Impact game on the student's English language skills
- b. To explain the effectiveness of using the Genshin Impact game as a virtual English environment for the student's language skills.

1.6 Significance of the Research

1.6.1 Theoretical significance

- a. The research findings are expected to give information about the effects of using Genshin Impact games as virtual English environments.
- b. The research findings are expected to give information about how virtual English environment affect the students' English language skills.

1.6.2 Practical significance

- a. The research is expected to be useful and valuable, especially for the students, the English teachers, and the game communities.
- b. The research is expected to be meaningful, especially for the researcher as a novice learning how to conduct research.

CHAPTER II

LITERATURE REVIEW

2.1 Previous Studies

Reviewing some previous research is intended to keep track of the progress or lack of previous research. Researcher is required to observe some previous research conducted by other researchers which are relevant to the research itself. There are some previous studies relevant to this research:

The newest research was done in 2021 by I Gusti Ngurah entitled “How Genshin Impact Online Game Impacts Player’s English Skill”. This research was aimed to find out the effects on the English skills of the players of the Genshin Impact Game. The skills referred to in this study are limited to skills in writing and reading. The researcher is conducting this qualitative research with a phenomenological approach to observe the phenomena of playing Genshin Impact and its relation to language skills. The researcher analyzes the information using the grounded theory approach to see the relationship between playing Genshin Impact and the players' English (reading and writing) abilities. The results of this study are true that Genshin Impact has an influence on the English skills of the players although it is not significant. Most of the players admitted that their English skills are increasing but not rapidly. This is due to the player’s settings on the language that is being used in-game, which mostly set Bahasa as the game language.

This language setting is one of the gaps in using games to improve English skills that are going to be clarified in this study.

Another research on Genshin Impact was conducted by Zahraputeri and Kusdibyo with the title "Analysis of Player Perceptions of Cross-Platform Games: Case Studies of Genshin Impact Games". This study analyzes the factors that influence Continued Intention (user intention to continue using the product) a type of game that has succeeded in gaining large profits in the Indonesian market, namely cross-platform, using variables from the Flow Experience and Playability Model which are derivatives of Usability theory. Referring to the descriptive analysis data, it can be seen that consumers agree with the statement that the challenges in the Genshin Impact game are positive, which means that the challenges provide are neither too easy nor too difficult. The challenges in this game actually make them feel challenged to hone their skills even further so that they are feeling satisfied when they succeed in conquering these challenges. There are several points that make players continue to play this game including Interactivity, aesthetic design, Social interaction, human-computer interaction, perceived enjoyment, and continued intention. Genshin Impact has optimized data loading that is fast and precise, such as tutorials, menu quests, etc., as well as a system that is very responsive to actions. In the design aesthetics section, consumers agree that the Genshin Impact game has attractive visual and audio appeal, and visual design, in short, this game has high aesthetic appeal. Then, Genshin Impact has a system that allows players to meet and make friends with other players from all over the world they just met or allows players to do social interaction. Then there is also the

human-computer interaction where Genshin Impact provides a good information provision system that is capable of providing accurate information, comfortable to listen to, as well as important information for players to know. Furthermore, there is Perceived enjoyment which indicates that the majority of Genshin Impact players agree that this game is a game that is very fun, comfortable to play, and can be enjoyed in a relaxed manner. flow experience which shows that by playing Genshin Impact, respondents can unconsciously fixate on the game they are playing so that they lose awareness of the time that has passed while they are playing. Finally, there is a continued intention or intention to continue playing Genshin Impact in the future and to play it regularly and continuously.

Research conducted by Hamid Ashrafa, Fateme Ghanei Motlaghb, and Maryam Salamic (2014) entitle “The Impact of Online Games on Learning English Vocabulary by Iranian (Low-intermediate) EFL Learners.” The research is about how effective online games were to help students improve their English vocabulary. The targets of this study are (24) low-intermediate EFL learners, who were randomly assigned to experimental and control groups. The experimental group learns some new words via online computer games over 15 weeks. A vocabulary-based test, acting as a pre-test and post-test, was conducted in the first and 15th weeks. The findings of the analyzed data indicate that the experimental group outperform the control group statistically significantly in the post-test. Therefore, online games proved to be more effective in learning English vocabulary for these students.

A research conducted by Mete Akcaoglu (2013) entitle “Using MMORPGs in Classrooms: Stories versus Teachers as Sources of Motivation”. The purpose of this research is to evaluate the effectiveness of game narratives and virtual teachers in creating interesting games. The students seemed equally interested in playing two game versions: episodic narratives and virtual teacher that provides guidance and task for the students. In this special classroom setting, the students’ engagement levels stayed almost the same for both virtual teachers and episodic narratives, as measured by cross-sectional surveys. Despite a body of literature supporting the value of narratives in games, classroom context seems to modify the lack of narratives when there are other objective providers present. This might hint that classroom usage of MMORPGs, even though they do not have all the features of an MMO, can still be engaging due to the unique classroom conditions. MMORPGs have great potential for language learning. Game developers, and practitioners, however, must be very careful when designing or choosing games and the unique structure of the educational context. In educational games, unlike commercial games, there is an added focus on creating learning content, shifting the balance between learning and fun to a degree where essential game elements are excluded from these games. In some cases, classroom settings can emulate the role of the missing elements of the game. As it was seen in this case, even when some important game elements (i.e., narratives) were missing from a game, the presence of some important classroom elements (i.e., teachers) helped replace them.

All the research above relate to the function of games in the learning process, both inside and outside the classroom. Each study raises a different topic

but has a relationship with this research, where there are two studies that discuss the same game, namely Genshin Impact but have different perspectives, where one study discusses the players' English skills while the other discusses the features in this game. Then two other studies discussed the increase in English vocabulary and learning motivation in different types of online games. From these two studies, a more general perspective on learning using games can be taken which has a significant impact on student vocabulary and can build student motivation. The research above has similarities in the use of games in the learning process and their experiences in playing them.

The difference between this research and previous research is the perspective of game influence. Previous research discusses the effect of games on increasing vocabulary and some English skills, while this study will focus on the function of the Genshin Impact game as an English virtual environment. So, this research will combine several aspects of previous research to find a broader function of a game, namely the function of the virtual environment. The function of this virtual environment is then expected to prove the effectiveness of language practice activities in games or other virtual environments.

2.2 Theoretical Background

2.2.1 Description of Genshin Impact Game

According to Genshin Impact's official site, this vast world is providing players with an epic journey, harnessing the power of the god (character), and—the key feature for this thesis—experiencing seven nations teeming with life. In this game, the towns are made full of people as well as interactions. On their site, HoYoverse as the developer of the game mention five feature of the game: An epic fantasy adventure, Experience an immersive single-player campaign as a traveler from another world, embark on a journey to reunite with your long-lost sibling, and unravel the mysteries of Teyvat and yourself; Your world to discover, Fly across the open world, swim through crystal-clear waters, climb towering mountains, and stray off the beaten path to discover all the hidden secrets of a world full of wonder and mystery; Travel alone or battle together, charge head-on into battles solo, or invite friends to join the fight against dangerous monsters with 4-player cross-play for PS4, iOS, Android, and PC; Master the seven elements, Not just another mindless hack and slash, manipulating the various elements is the key to defeating powerful enemies and solving challenging puzzles; Build your dream team, choose who fights by your side, build your party from over 20+ characters (with more to come) — each with unique abilities, personalities, and combat styles.

Genshin Impact is an RPG type game with an open world concept. So, if we intend to understand the Genshin Impact game, we need to discuss what an RPG is and the concept of Open World game. Role playing Game or commonly abbreviated

as RPG is a type of game in which the player has a certain avatar or character with a role in the game world. As the name implies, having a certain role means that there will be a storyline where our avatar resolves a certain conflict.

Then the concept of Open World itself is a concept where players are free to explore the world of the game which is supported by various supporting elements such as the ability to climb, drive, swim, fly, fish, farm, etc. Games with this concept usually have a lot of non-player characters that can interact with our characters. Certain interactions with NPCs can then result in certain results such as events, quests, or prizes.

The genre of this game is adventure where the player is encouraged to explore and solve puzzles. Especially in the Genshin Impact game world itself, apart from being full of puzzles, this game also presents gameplay in the form of active real-time combat since the world is full of monsters that must be fought to receive whether items or to complete quests. The combat mechanics rely on a party of four characters with their own unique skills.

From the explanation above, researcher can conclude that in conclusion, Genshin Impact is an online open-world role-playing game that includes fast combat gameplay in which players control one of four changeable characters. The game is so rich in interaction whether for battle purposes or for virtual life experience purposes.

2.2.2. Definition of Virtual Environment

Quoted from Cambridge Dictionary page, the word ‘virtual’ in the computer field means “created by created by computer technology and appearing to exist but not existing in the physical world”, or “done using computer technology over the internet, and not involving people physically going somewhere”. While the word ‘Environment’ means “the conditions that people live, work, or spend time in and the way that they influence how they feel, behave, or work”. Combining the two meanings, a virtual environment is an artificial living condition made with the help of technology where people can spend their time and can influence their attitudes.

The word "Environment' in its etymological sense gives the meaning " surroundings, especially the material and spiritual influences which affect the growth, development, and existence of a living being it means ' the circumstances or conditions that surround or organism or group organism,' or the complex of social or cultural condition that affects an individual or community." So in the context of human life, the environment is a combination of all the social, economic, biological, physical, and chemical factors that shape the environment around humans, who are also the shapers of their own environment. (Kumar:2018).

Virtual is a modifier of the world that is also interpreted in many forms, including an aspect of reality that is both ideal and real, or as if it were real. This gives a sense of something that is almost real, something which is perceived to exist but lacks physical properties beyond the screen. Therefore a virtual world is a simulated environment that meets the framework of the world presented above,

virtual is used to describe a simulated experience. However, what makes it distinct from the material or physical world are the types of experience available for the user afforded by the combination of different technical features, most notably the avatar.

Further, Schroeder (2008) said that “virtual environments that people experience as ongoing over time and that have large populations which they experience together with others as a world for social interaction”. The virtual environment then becomes a secondary ‘world’ to live in where people can interact with each other, where the players can experience social interactions lively which later affect their behavior as the real world does.

2.2.3. Language Skills Definition

The researcher quoted from Sunday (2018), “language can be viewed as a system of communication among humans that entails the use of conventional and arbitrary vocal symbols for communicating ideas and experiences”. Summarized from us.harappa.education, Language skills are communication skills that help you convey your ideas with clarity and precision. There are four language skills: listening, speaking, reading, and writing. Listening is an activity to hear what people say and process their language codes. Listening is an activity where one is [1] fully engaged. Not only registering words but also getting curious to learn more. Listening successfully usually ends with you asking follow-up questions about the speaker’s intent, drive, and purpose. Reading or encoding language symbols that have certain expressions. Reading helps you make sense of vast amounts of data

and information. Reading well and deeply requires complete attention but also efficiency so no need for rereading. Speaking is the activity of making a particular voice that contains meaning to convey your thought directly. For non-native speakers, this requires ability, attention, and concentration. Writing means arranging written code to convey or express ideas to readers with some sort of rules.

Specifically in this study, the English skills that will be focused on are receptive skills or listening and reading. These two skills are called receptive skills because both of them process the received language code, whether in the form of sound or written code. This focus is determined because playing games makes students read and listen a lot, and do not provide direct language responses.