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APPENDIX

QUESTIONNAIRE THE EFFECT OF
ONLINE GAMES AS A MEDIUM FOR SELF
CONFIDENCE IN ENGLISH SPEAKING
SKILLS FOR TEENAGERS IN FACULTY OF
ENGINEERING HASANUDDIN
UNIVERSITY

lizaerami3@gmail.com [Ganti akun](#)
Tidak dibagikan

* Menunjukkan pertanyaan yang wajib diisi

Name (Nama)
Jawaban Anda: _____

Age (Umur)
Jawaban Anda: _____

Major (jurusan)
Jawaban Anda: _____

What kinds of online *

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QUESTIONNAIRE THE EFFECT OF ...

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What kinds of online game you usually play? (Jenis online game apa yang biasa anda mainkan?)

- ☐ First Person Shooter (Valorant, Fortnite, and Rust)
- ☐ Real-Time Strategy (Stronghold Crusader, Age of Empire, Heroes of Might and Magic)
- ☐ Cross Platform (Mario Kart, and The Legend of Zelda)
- ☐ Game Browser
- ☐ MMORPGs (Demonologist, Phasmophobia, Albion online, Chivalry 2, and The Elder Scrolls online)
- ☐ Yang lain: _____

How much time you usually spending for the game in a Day? (Berapa lama anda habiskan waktu untuk bermain game seharian?)

- ☐ 1 Hours
- ☐ 2 Hours
- ☐ 3 Hours
- ☐ 4 Hours
- ☐ More than 5 Hours
- ☐ Yang lain: _____

Playing online

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Go to Settings to activate Windows.

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QUESTIONNAIRE THE EFFECT OF

https://docs.google.com/forms/d/e/1FAIpQLScikrBQwainc3RAe_pWXQK3shjbMwfVxcT-OGLivZrJvtwJ2Q/viewform

Playing online games to relieve tension.
(Bermain game online untuk melepaskan kejenuhan)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Playing online games can interact with other players.
(Bermain game online bisa berinteraksi dengan pemain lain).

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Playing online games to have a new friends. (Bermain game untuk mendapatkan teman baru)

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QUESTIONNAIRE THE EFFECT OF

https://docs.google.com/forms/d/e/1FAIpQLScikrBQwainc3RAAs_pWXQK3shjbMwfVxcT-OGLivZrJvtwJ2Q/viewform

Playing online games to have a new friends. (Bermain game untuk mendapatkan teman baru)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Playing online games for making money. (Bermain game online untuk mencari uang)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Playing online games to develop hobbies and interests. (Bermain game online untuk mengembangkan hobi dan minat)

☐ Strongly Agree

☐ Agree

☐ Disagree

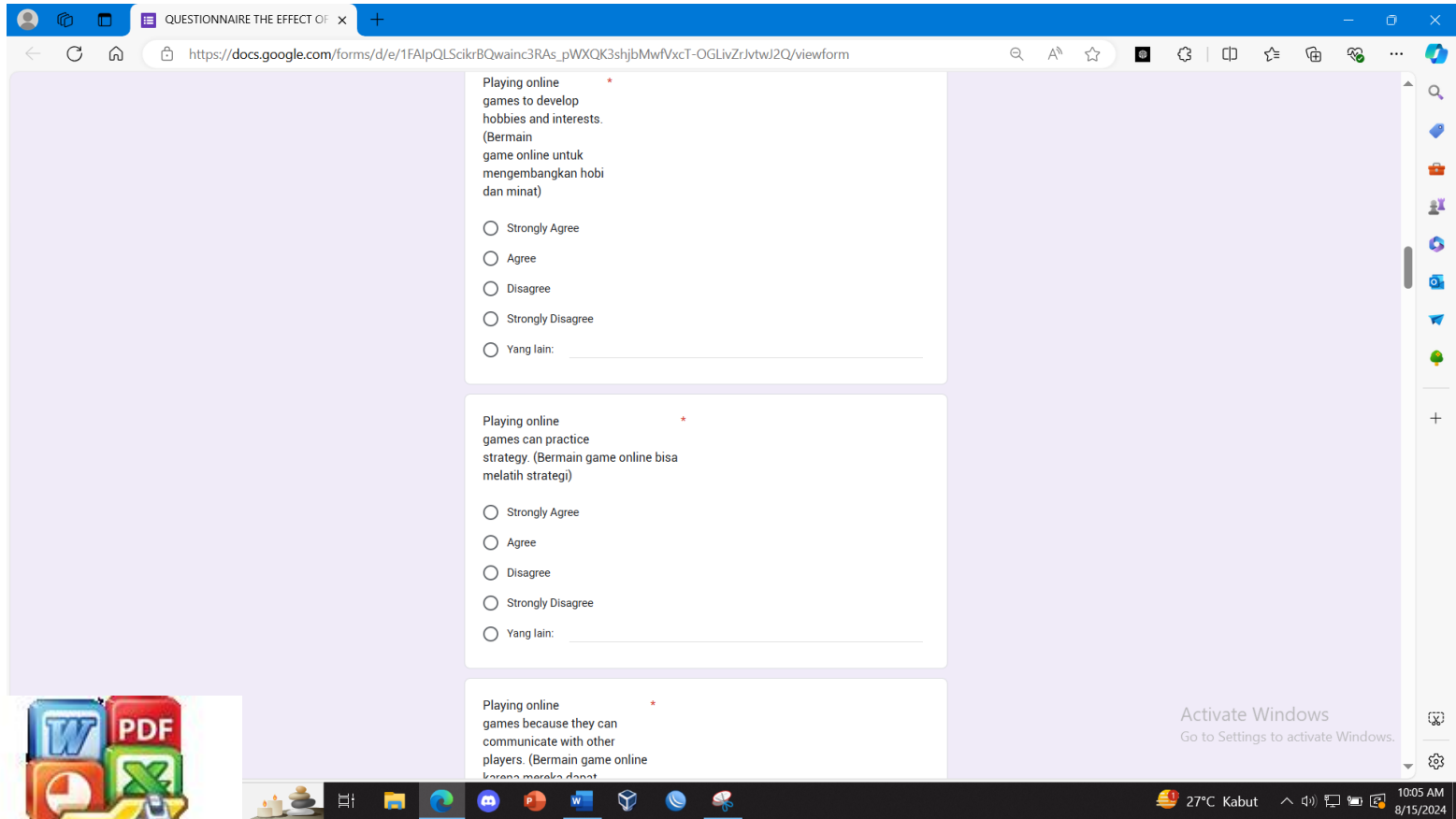
☐ Strongly Disagree

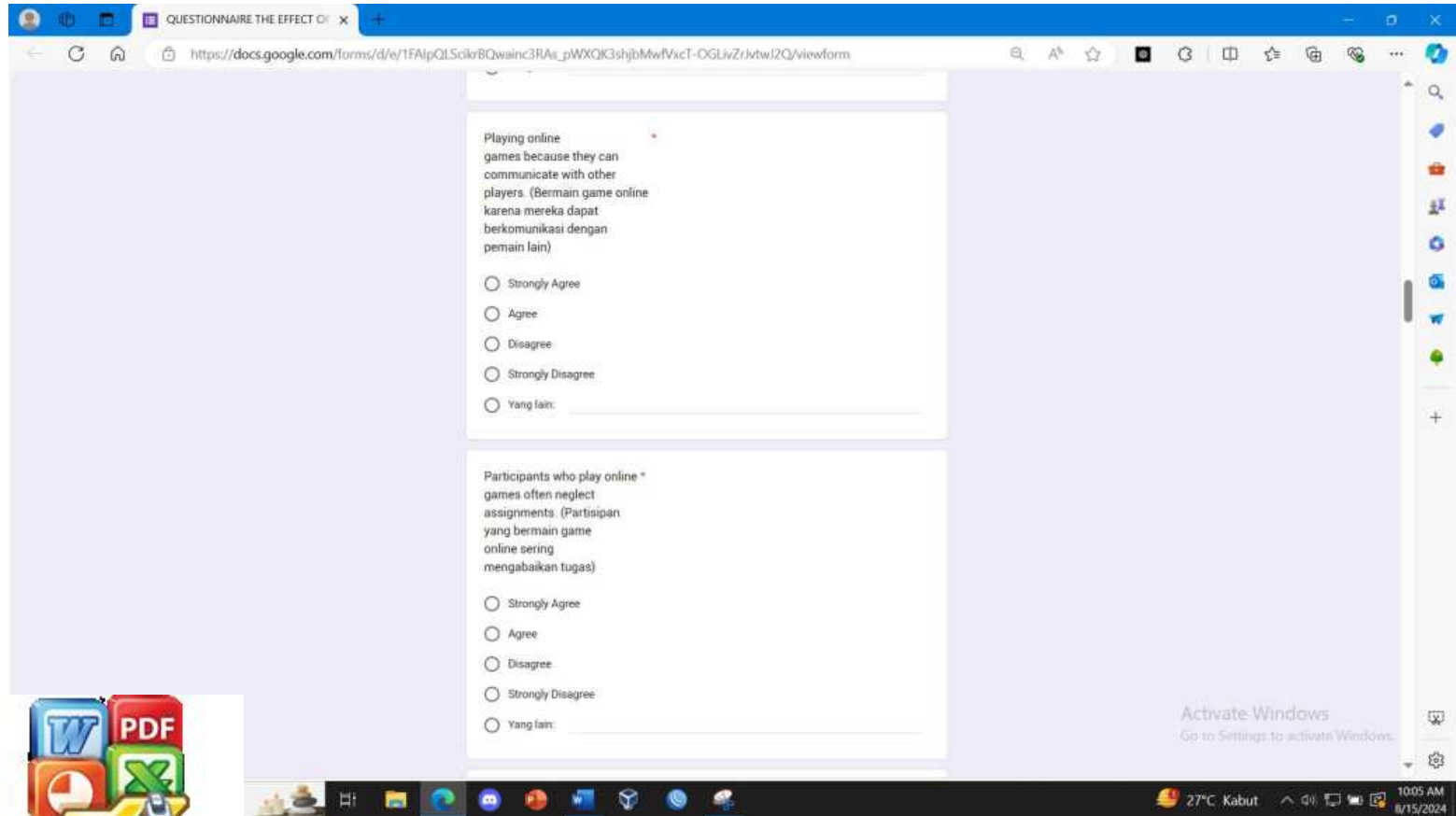
☐ Yang lain: _____

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QUESTIONNAIRE THE EFFECT OF ...

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Participants who play online *
games often get health
problems. (Partisipan
yang bermain game
online sering
mendapatkan gangguan
kesehatan)

☐ Strongly Agree
☐ Agree
☐ Disagree
☐ Strongly Disagree
☐ Yang lain: _____

Participants who play online *
games often spend
money to play games
(buying goods or internet
fees). (Partisipan yang
bermain game online
sering menghabiskan
uang untuk bermain
game (membeli item atau
biaya internet))

☐ Strongly Agree
☐ Agree
☐ Disagree
☐ Strongly Disagree

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QUESTIONNAIRE THE EFFECT OF

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Participants who play online *
games rarely do exercise
every week. (Partisipan
yang bermain game
online jarang melakukan
olahraga setiap
minggunya.)

☐ Strongly Agree
☐ Agree
☐ Disagree
☐ Strongly Disagree
☐ Yang lain: _____

Participants who play online *
games were skipping
lessons to play games.
(Partisipan yang
bermain game online
melewatkan/bolos
pelajaran untuk bermain
game)

☐ Strongly Agree
☐ Agree
☐ Disagree
☐ Strongly Disagree
☐ Yang lain: _____

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Yang lain: _____

Participants using English to communicate with other players when they playing *
online games
(Partisipan menggunakan bahasa Inggris untuk berkomunikasi dengan pemain lain ketika bermain game online)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Participants more often using English in online games (Partisipan lebih sering menggunakan bahasa Inggris dalam game online)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Participants feel more fluent *
in speaking English in online games
(Partisipan merasa lebih ...)

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Yang lain:

Participants feel more fluent *
in speaking English in
online games
(Partisipan merasa lebih
fasih dalam berbicara
bahasa Inggris di game
online)

☐ Strongly Agree
☐ Agree
☐ Disagree
☐ Strongly Disagree
☐ Yang lain:

Participants when playing
online games using more vocabulary that out of context from the online games
when
communicating in
English in the game (Partisipan saat bermain
game online sering menggunakan kosa kata diluar konteks dari game online
ketika berkomunikasi didalam game)

☐ Strongly Agree
☐ Agree
☐ Disagree
☐ Strongly Disagree
☐ Yang lain:

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QUESTIONNAIRE THE EFFECT OF

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Participants play online games can feel more confident when often using English to communicate in the game
(Partisipan bermain game online merasa lebih percaya diri ketika sering menggunakan bahasa Inggris untuk berkomunikasi didalam game)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Participants who play online games get new English vocabulary when communicating in the game (Partisipan yang bermain online game mendapatkan kosakata bahasa inggris baru ketika berkomunikasi di dalam game)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

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QUESTIONNAIRE THE EFFECT OF

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Participants who play online games can feel more confident speaking English in the Real World because often using English to communicate in the game
(Partisipan yang bermain game online merasa lebih percaya diri di dunia nyata dalam berbicara bahasa Inggris karena sering menggunakan bahasa Inggris untuk berkomunikasi di dalam game)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Participants who play online games can practice their English pronunciation when communicating in online games (Partisipan yang bermain game online dapat melatih pengucapan bahasa Inggrisnya ketika berkomunikasi di dalam online game)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

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QUESTIONNAIRE THE EFFECT OF

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Participants who play online games can feel more fluent speaking English in the Real World because often using English to communicate in the game (Partisipan yang bermain game online merasa lebih lancar berbicara bahasa Inggris di dunia nyata karena sering menggunakan bahasa Inggris di game)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Participants playing online * games can use the expressions of each sentence in English well when speaking. (Partisipan bermain game online dapat menggunakan ekspresi setiap kalimat dalam bahasa Inggris dengan baik ketika berbicara)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

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Participants feel more courage for speaking English (Partisipan merasa lebih berani berbicara bahasa Inggris) *

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Participants who play online *
games use swear words
or harsh words when
communicating in games.
(Partisipan bermain
game online
menggunakan kata
umpatan atau kata kasar
ketika berkomunikasi
dalam game.)

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

Other players don't
understand what participants *

☐ Strongly Agree

☐ Agree

☐ Disagree

☐ Strongly Disagree

☐ Yang lain: _____

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Other players don't understand what participants are saying when speaking in English in
- game.
(Pemain lain tidak mengerti apa yang partisipan katakan ketika berbicara dalam bahasa Inggris dalam game)

☐ Strongly Agree
☐ Agree
☐ Disagree
☐ Strongly Disagree
☐ Yang lain: _____

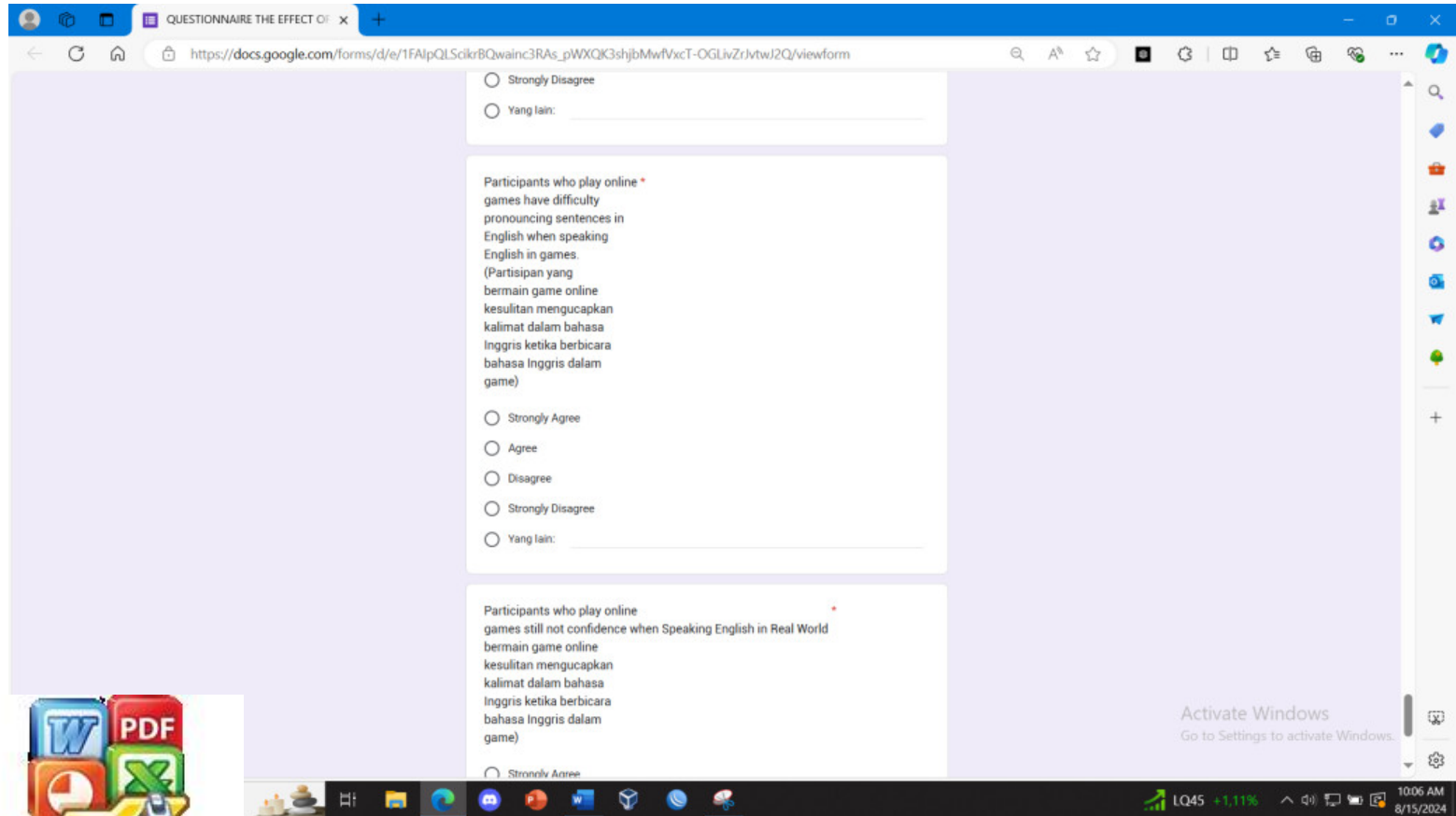
Participants who play online games do not understand the grammatical structure in English when speaking English in games.
(Partisipan yang bermain online game kurang memahami struktur gramatikal dalam bahasa Inggris ketika berbicara bahasa Inggris dalam game)

☐ Strongly Agree
☐ Agree

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game)

☐ Strongly Agree
☐ Agree
☐ Disagree
☐ Strongly Disagree
☐ Yang lain: _____

Participants who play online games still not confidence when Speaking English in Real World
 bermain game online kesulitan mengucapkan kalimat dalam bahasa Inggris ketika berbicara bahasa Inggris dalam game)

☐ Strongly Agree
☐ Agree
☐ Disagree
☐ Strongly Disagree
☐ Yang lain: _____

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1	Initial	X1	X2	X3	X4	X5	X6	X7	X8	X9	X10	X11	X12	Y1	Y2	Y3	Y4	Y5	Y6	Y7	Y8	Y9	Y10	Y11	Y12	Y13	Y14	Y15	Y16	Y17	Y18	
2	TH	4	4	3	4	4	2	3	3	1	1	1	3	4	3	4	4	2	4	2	3	4	4	4	4	1	1	1	1	1	1	
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4	AH	4	4	4	4	4	4	4	1	1	4	1	1	4	4	4	4	2	4	2	4	4	4	4	4	1	1	3	2	1	1	
5	AYT	4	4	4	3	4	4	3	1	1	4	1	1	4	4	4	4	2	4	2	3	4	4	3	3	1	3	3	3	1	2	
6	AIL	4	3	4	4	4	4	4	2	1	4	1	1	4	4	4	4	4	4	2	4	4	4	3	4	1	1	3	4	1	1	
7	FR	4	4	4	4	4	4	4	1	1	4	1	1	4	4	4	4	4	4	2	4	3	4	3	3	1	3	3	4	1	3	
8	NWT	4	2	4	2	3	3	2	3	4	1	3	4	2	2	2	4	2	4	2	3	3	4	4	4	4	1	1	1	1	1	
9	MA	4	4	4	4	4	2	4	1	4	4	1	4	4	4	4	4	4	4	2	4	4	4	3	4	1	1	3	3	1	1	
10	MR	4	3	4	4	4	3	4	1	4	4	1	4	4	4	4	4	4	4	3	4	4	4	3	4	1	2	2	4	1	1	
11	MS	4	3	4	4	4	4	4	2	3	4	1	3	4	4	4	4	2	4	1	3	4	4	2	3	1	2	3	3	1	1	
12	IAM	4	3	4	4	4	3	4	3	3	4	2	3	4	4	4	4	3	4	1	2	4	4	3	3	2	2	4	4	1	1	
13	KWC	3	3	4	4	4	4	4	2	2	4	3	2	4	4	4	4	4	4	2	2	4	4	4	4	4	1	2	2	1	1	
14	ABN	4	4	4	3	4	4	4	1	4	4	2	4	4	4	4	4	4	4	3	3	4	4	4	4	4	2	2	2	1	1	
15	ZKI	3	4	4	3	4	4	4	2	2	4	3	2	4	4	4	4	4	4	2	4	4	4	4	4	1	3	3	3	1	2	
16	DP	4	4	3	2	4	4	4	3	2	4	1	1	4	4	4	4	4	4	2	3	4	4	4	4	1	1	1	2	1	1	
17	AF	3	2	3	2	4	3	4	2	3	4	1	1	4	4	4	4	2	3	2	2	2	2	2	2	4	2	2	3	1	2	
18	ASM	4	1	3	4	4	3	4	2	1	4	2	3	4	4	4	4	2	3	1	3	4	3	2	1	4	1	4	4	2	3	
19	ARN	4	3	3	4	4	4	4	3	3	4	3	4	2	1	1	1	1	2	3	1	4	2	1	3	4	3	3	3	2	3	
20	TU	4	4	2	4	4	4	4	3	3	4	4	3	3	2	1	2	2	2	2	1	4	1	3	2	4	3	2	2	3	2	
21	IR	4	3	4	4	4	4	4	2	4	4	3	4	3	1	2	1	2	3	2	2	2	3	2	2	4	2	4	3	2	1	
22	ICH	3	3	3	1	3	3	3	1	1	1	4	1	1	2	3	1	1	3	2	2	3	2	3	2	4	1	1	2	1	1	
23	FA	4	3	3	4	4	3	4	2	3	4	1	4	3	3	1	2	2	3	2	1	1	1	1	1	4	2	2	2	3	3	
24	FAI	4	4	3	2	4	3	4	2	4	4	3	4	4	4	2	2	2	3	2	2	2	2	2	2	4	3	1	3	2	2	
25	IDHM	4	4	4	4	3	4	4	2	3	1	4	1	3	4	1	3	1	2	1	2	3	1	3	3	4	3	2	1	1	1	
26	JA	4	4	4	4	4	4	4	1	2	4	1	4	4	4	4	4	4	2	2	3	4	3	3	4	4	2	1	2	1	1	
27	ASR	3	4	4	4	4	4	4	2	3	4	2	4	3	3	2	2	1	2	3	3	3	4	2	3	3	2	1	3	2	1	
28	MW	4	4	4	4	4	4	4	2	4	4	2	4	4	2	1	3	1	2	2	4	3	2	1	4	2	2	2	3	1	1	
29	ATA								4	4	3	3	4	1	4	2	3	2	2	1	3	1	2	2	2	4	3	3	2	2	2	
30	NRA								2	2	3	2	1	1	1	1	2	3	2	1	3	2	2	1	3	4	2	4	3	3	3	
31	AZM								4	4	4	1	4	1	4	4	4	4	1	1	3	3	4	4	4	2	1	1	4	4	1	4

