

**GAMIFICATION FOR LEARNING ENGLISH: AN ANALYSIS  
OF THE FEATURES IN “GENSHIN IMPACT” FOR LEARNING  
LISTENING**

**By  
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**ANTASARI STATE ISLAMIC UNIVERSITY  
BANJARMASIN  
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**GAMIFICATION FOR LEARNING ENGLISH: AN ANALYSIS  
OF THE FEATURES IN “GENSHIN IMPACT” FOR LEARNING  
LISTENING**

**Undergraduate Thesis**

Presented to Faculty of Tarbiyah and Teacher Training  
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I, the undersigned, Muhammad Mufti Ghani, declare that this undergraduate thesis is my original work, gathered and utilized specially to fulfil the purposes and objectives of this study, and has not been previously submitted to any other university for any degree or other purposes. I also declare that the publications cited in this work have been properly acknowledged. If someday, it is proven otherwise, I understand that my degree will be revoked.

Banjarmasin, 20<sup>th</sup> December 2024

The writer,



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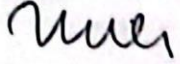
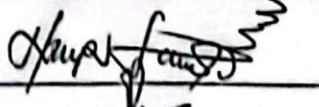

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## ABSTRACT

**Muhammad Mufti Ghani.** 2024. Gamification for Learning English: An Analysis of the Features in “Genshin Impact” for Learning Listening Thesis. English Language Education Study Program, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisor: Dr. Hj. Noor Maulidiyah, MA

**Keywords:** Gamification; Features; Genshin Impact; Learning Listening

In this digital era, the use of games as a learning medium is increasingly common, especially in English language learning. One of the interesting games in English language learning to improve listening skills is “Genshin Impact”, which not only provides fun gameplay but also has the potential to improve listening skills. This study aims to analyze the features of “Genshin Impact” that can be used as a tool for learning listening skills in English. The research questions are: " What are the features of “Genshin Impact” that can be implemented in learning listening?" and “What are the advantages and drawbacks of implementing “Genshin Impact” features for learning listening?”.

The method used in this study is qualitative content analysis where researcher understand and record language interactions that occur throughout the game. The data were collected through systematic observation and documentation of game performance, rather than involving human participants directly. Data analysis was carried out using the Miles and Huberman method, which includes data reduction, data display, and drawing conclusion.

Based on the findings and discussion in this study, it can be concluded that “Genshin Impact” has significant potential as a learning tool to improve English language skills through interactive features such as Character Voice Line, Dialogue in Quest, Ambient and NPC Dialogue, Paimon's Commentary, and Music with Lyrics. Some of these features have advantages and drawbacks, such as Dialogue in Quest which has subtitles or captions, while Character Voice Line does not. The features mentioned above also have advantages and drawbacks in other areas such as hearing clarity, visual accompaniment, audio/video playback, and accent or intonation.

## ***ABSTRAK***

**Muhammad Mufti Ghani.** 2024. *Gamification for Learning English: An Analysis of the Features in "Genshin Impact" for Learning Listening* Skripsi. Program Studi Tadris Bahasa Inggris., Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: Dr. Hj. Noor Maulidiyah, MA

**Kata kunci:** Gamifikasi; Fitur; "Genshin Impact"; Pembelajaran Listening

Di era digital ini, penggunaan game sebagai media pembelajaran semakin umum, khususnya dalam pembelajaran bahasa Inggris. Salah satu game yang menarik dalam pembelajaran bahasa Inggris untuk meningkatkan keterampilan mendengarkan adalah "Genshin Impact", yang tidak hanya menyediakan gameplay yang menyenangkan tetapi juga berpotensi untuk meningkatkan keterampilan mendengarkan. Penelitian ini bertujuan untuk menganalisis fitur-fitur "Genshin Impact" yang dapat digunakan sebagai sumber pembelajaran keterampilan mendengarkan dalam bahasa Inggris. Pertanyaan penelitiannya adalah: "Apa sajakah fitur "Genshin Impact" yang dapat diimplementasikan dalam pembelajaran listening?" dan "Apa kelebihan dan kekurangan penerapan fitur "Genshin Impact" untuk pembelajaran listening?".

Metode yang digunakan dalam penelitian ini adalah analisis konten kualitatif, di mana peneliti memahami dan mencatat interaksi bahasa yang terjadi di sepanjang permainan. Data dikumpulkan dengan observasi sistematis dan dokumentasi kinerja permainan, daripada melibatkan partisipan manusia secara langsung. Analisis data dilakukan dengan menggunakan metode Miles dan Huberman, yang meliputi reduksi data, penampilan data, dan pengambilan kesimpulan.

Berdasarkan hasil temuan dan pembahasan dalam penelitian ini, dapat disimpulkan bahwa "Genshin Impact" memiliki potensi yang signifikan sebagai sarana pembelajaran untuk meningkatkan kemampuan berbahasa Inggris melalui fitur-fitur interaktif seperti Character Voice Line, Dialogue in Quest, Ambient and NPC Dialogue, Paimon's Commentary, dan Music with Lyrics. Beberapa fitur tersebut memiliki kelebihan dan kekurangan, seperti Dialogue in Quest yang memiliki subtitle atau caption, sedangkan Character Voice Line tidak. Fitur-fitur yang disebutkan di atas juga memiliki kelebihan dan kekurangan di area lain seperti kejelasan pendengaran, iringan visual, pemutaran audio/video, dan aksen atau intonasi.



## ACKNOWLEDGEMENT

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ. الْحَمْدُ لِلَّهِ رَبِّ الْعَالَمِينَ . وَ الصَّلَاةُ وَالسَّلَامُ عَلَى أَشْرَفِ الْأَنْبِيَاءِ وَالْمُرْسَلِينَ سَيِّدِنَا وَمَوْلَانَا مُحَمَّدٍ وَعَلَى آلِهِ وَصَحْبِهِ أَجْمَعِينَ. أَمَا بَعْدُ.

Praises to Allah the Almighty who has been giving me guidance till the writer finished this thesis entitled “Gamification for Learning English: An Analysis of the Features in “Genshin Impact” for Learning Listening”. Peace and salutation will always be upon Prophet Muhammad P.B.U.H and all his companions who struggle for Allah. The writer likes to express appreciation and gratitude to:

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Finally, the writer hopes that this research will be useful for future researchers. The writer admits that this research paper is not perfect yet. Therefore, suggestion will be expected to make it better.

Banjarmasin, Jumadil Akhir, 18th 1445 A.H  
December, 20th, 2024 A.D



Writer

## TRANSLITERATION

Page	Name of surah/verse	No.	Transliteration	
			Indonesian	English
1	An-Nahl	125	Serulah (manusia) kepada jalan Tuhan-mu dengan hikmah dan pelajaran yang baik dan bantahlah mereka dengan cara yang baik. Sesungguhnya Tuhanmu Dialah yang lebih mengetahui tentang siapa yang tersesat dari jalan-Nya dan Dialah yang lebih mengetahui orang-orang yang mendapat petunjuk.	Invite (all) to the Way of thy Lord with wisdom and beautiful preaching; and argue with them in ways that are best and most gracious: for thy Lord knoweth best, who have strayed from His Path, and who receive guidance.

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