

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

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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

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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.