

CHAPTER V

CLOSURE

This chapter presents the study's conclusion and suggestions for the people involved and the other researchers for further studies in this field. First, the researcher provided findings obtained from the discussion described in the previous chapter. Furthermore, the researcher gave suggestions on "Genshin Impact"'s potential as an English language learning tool, particularly for increasing listening skills.

A. Conclusion

The following conclusions are divided into two points to answer two research questions:

1. The features of "Genshin Impact" such as character voice lines, quest dialogues, ambient and NPC dialogues, Paimon's commentary, and music with lyrics, can be used to develop listening skills.
2. The five features mentioned above have advantages and drawbacks in each use. The advantages and drawbacks of the above features include:
 - a. Character Voice Lines feature provides short and diverse dialogues with various accents and intonations, making it suitable for beginners.

However, the lack of subtitles and contextual depth limits their potential for more advanced learners.

- b. Dialogue in Quests feature offers rich emotional and cultural contexts, supported by subtitles and visual aids, making them ideal for intermediate learners. Yet, their complexity and narrative length may overwhelm beginners.
- c. Ambient and NPC Dialogue feature simulates real-life interactions and can be replayed under specific conditions. Despite this, the absence of accompanying text or subtitles makes them less effective for learners needing visual support, particularly beginners.
- d. Paimon's Commentary feature uses informal and engaging speech, supported by subtitles for crucial dialogues. However, its spontaneous nature and lack of replayability may hinder both beginner and intermediate learners from revisiting critical moments.
- e. Music with Lyrics feature introduces metaphorical and contextual language, which appeals to intermediate learners seeking linguistic and cultural nuances. However, its limited availability in English and absence of on-screen lyrics reduce its accessibility for beginners.

In summary, choosing the appropriate feature depends on the learner's proficiency level. Beginners benefit from simple, clear audio supported by subtitles and visual aids, while intermediate learners need more challenging

materials enriched with cultural and contextual depth. AVP theory, along with principles of accentuation and intonation, underscores the importance of adaptability, replayability, and multimodal support in effective listening media. These criteria are crucial for maximizing engagement and comprehension across different levels of language learning.

B. Suggestions

Based on the above conclusion, the researcher suggests for:

1. The Lecturer

Lecturers are anticipated to be able to fully exploit “Genshin Impact”’s capabilities in the English learning process, particularly in the development of listening skills. Lecturers can include interactive components from the game, such as character conversation and plot storyline, into classroom exercises. Furthermore, instructors should give explicit instructions on the usage of games in the learning environment, as well as transparent assessment standards for “Genshin Impact”-related projects. Lecturers should also actively evaluate student progress throughout learning activities, provide constructive criticism, and encourage students to reflect on their learning experiences using games. This approach is intended to increase student motivation and involvement in the learning process.

2. Other Researchers

Many elements of the usage of “Genshin Impact” in English learning remain to be investigated, such as the difficulties students have while utilizing games as a learning tool and their future expectations for English learning. As a result, other researchers are encouraged to continue this research by recruiting additional individuals from diverse universities and utilizing novel methods to this issue. Further study can concentrate on a more in-depth examination of the influence of utilizing Genshin influence on students' listening abilities, as well as how students can adapt what they learned from the flipbook project to other learning activities. As a result, this work has the potential to contribute significantly to the creation of creative and relevant language learning approaches.