

**LEARNING ENGLISH SKILLS THROUGH OTOME GAME
ELEMENT: A CONTENT ANALYSIS OF “LOVE AND
DEEPSPACE” GAME**

**By
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**ANTASARI STATE ISLAMIC UNIVERSITY
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**LEARNING ENGLISH SKILLS THROUGH OTOME GAME ELEMENT:
A CONTENT ANALYSIS OF “LOVE AND DEEPSPACE” GAME**

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STATEMENT OF AUTHENTICITY

I, the undersigned, Nabila Zikrina, 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, 9th December 2025

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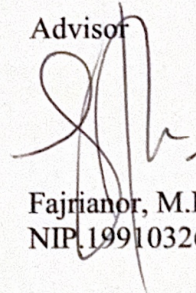
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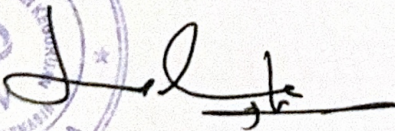
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ABSTRACT

Nabila Zikrina. 2025. Learning English Skillss Through Otome Game Element: A Content Analysis of “Love And Deepspace” Game. English Language Education Study Program, Faculty of Tarbiyah and Teacher Training, Antasari State Islamic University. Advisor: Fajrianor, M. Pd.

Keywords: Game-Based Learning; Game Element; Love and Deepspace; English Language Skills

The purpose of this study is to show that in-game elements can significantly enhance players' English skills. In order to gather in-game documentation, identify pertinent game components, and connect the results to well-established theoretical frameworks on language learning, this study uses a qualitative approach utilizing content analysis. Using this method, the study analyzes how certain characteristics serve as sources of both productive and receptive linguistic input. It was discovered that a number of characteristics in “Love and Deepspace” help the development of English proficiency in various ways. Players are exposed to constant written input through the main narrative, myth, and recollections cards, which improves their vocabulary recognition, contextual comprehension, and narrative comprehension. Players can hear authentic pronunciation, intonation, and emotional delivery through repeated audio exposure provided by video call scenarios and the sleep or night companion feature. Deeper language processing is encouraged by interactive elements like chat options and status updates, which force users to interpret meaning, comprehend options, and anticipate answers. Lastly, the voice call feature allows players to read, mimic, or repeat written conversations, providing a convenient way to perfect pronunciation and simulate speaking with low-pressure.

ABSTRAK

Nabila Zikrina. 210101030875. Mempelajari Kemampuan Bahasa Inggris melalui Elemen Permainan Otome: Analisis Konten Permainan “Love and Deepspace”. Program Studi Tadris Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, UIN Antasari Banjarmasin. Dosen Pembimbing: Fajrianor, M. Pd. 2025

Kata Kunci: Pembelajaran Berbasis Permainan Digital, Elemen Permainan, Love and Deepspace, Keterampilan Berbahasa Inggris

Tujuan dari penelitian ini adalah untuk menunjukkan bahwa elemen dalam gim dapat secara signifikan meningkatkan kemampuan bahasa Inggris para pemain. Untuk mengumpulkan dokumentasi dalam gim, mengidentifikasi komponen-komponen gim yang relevan, serta menghubungkan temuan dengan kerangka teori pembelajaran bahasa yang sudah terstruktur, penelitian ini menggunakan pendekatan kualitatif dengan metode analisis konten. Dengan metode tersebut, penelitian ini menganalisis bagaimana karakteristik tertentu berfungsi sebagai sumber input linguistik produktif maupun reseptif. Ditemukan bahwa sejumlah karakteristik dalam gim “Love and Deepspace” membantu pengembangan kemampuan bahasa Inggris dengan berbagai cara. Pemain menerima paparan teks secara terus-menerus melalui alur cerita utama, cerita mitos, dan kartu memori, yang meningkatkan pengenalan kosakata, pemahaman konteks, dan pemahaman naratif. Pemain juga dapat mendengarkan pengucapan, intonasi, dan penyampaian emosi yang autentik melalui paparan audio berulang yang disediakan oleh skenario video call serta fitur tidur atau night companion. Elemen interaktif seperti opsi chat dan status update mendorong pemrosesan bahasa yang lebih mendalam, karena pemain harus menafsirkan makna, memahami pilihan, dan mengantisipasi respons. Terakhir, fitur voice call memungkinkan pemain untuk membaca, meniru, atau mengulang percakapan tertulis, sehingga menyediakan cara yang mudah diakses untuk melatih pengucapan dan mensimulasikan aktivitas berbicara dengan tekanan yang rendah.

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Finally, the writer hopes that this research will be useful for the next 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 1447 A.H
December, 9th, 2025 A.D

Writer

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