

CHAPTER IV

FINDINGS AND DISCUSSION

A. Findings

The purpose of this study is to examine how the in-game features of the otome game "Love and Deepspace" help in the improvement of English linguistic components language proficiency. The results of the content analysis of the game's plot, dialogue, instructions, and interactive elements are presented in this part in accordance with the research objectives. The results are explained in detail based on the elements of English learning that were seen in the game.

The picture below shows the first page that appears when you log into the game.



Picture 4.1 Lobby In-game

The game's selected *Love Interests* will show up in the lobby or café to say hello or just chat with the player. Some of them will have interactive chats with the player, and others simply say something random. The player

must select among the options the game offers during these discussions. An example of an interactive discussion with a *Love Interests* is seen in the photo below. Varied options lead to varied responses from the *Love Interests*.



Picture 4.2 Interaction with *Love Interest*

The aforementioned explanation serves as an illustration of how the "Love and Deepspace" can teach one of the English language abilities. The following data will describe how the game's components help in English learning after determining how players engage with the *Love Interest* function. The analysis highlights the aspects of the game "Love and Deepspace" and describes how they help players improve their English.

The researcher has compiled a thorough summary of the game elements that could help in the acquisition of English language proficiency. The In-Game Lobby, interactions with *Love Interests*, Card Memories, Voice Calls, Messages, Anecdote Stories, Battle Dialogue, and Fan-Service

elements like the "sleep night" ASMR with the *Love Interest* are only a few of these elements.

Each English skill such as reading, listening, speaking, and writing are used to structure this section. The researcher finds and examines the particular in-game components that offer chances for linguistic interaction for each talent.

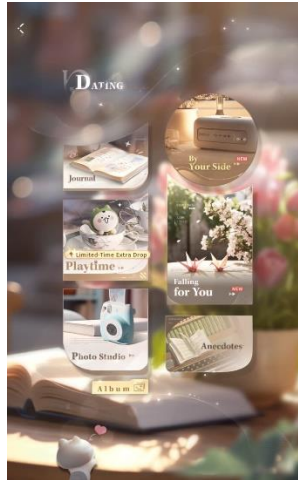
1. Learning Reading Skills with the Game's Features

The game offers rich narrative texts and various tutorials, requiring players to understand the meanings in order to access and comprehend the gameplay. Particularly in story-driven texts, the game presents extensive lore and detailed plotlines for each *Love Interests*, which make the texts engaging and encourage players to read and explore the characters' stories more deeply.

a. Anecdote

This feature refers to short narrative texts that present side stories related to each *Love Interests*. These anecdotes usually explore past events, personal memories or background information that are not fully explained in the main storyline. It is primarily text-based and focuses on storytelling, allowing players to gain a deeper understanding of the characters' personalities and development.

In Picture 4.1 or Lobby, the player can access the anecdote feature by clicking the 'Date' option. After selecting it, the screen will lead to the interface shown in the picture below.



Picture 4. 3 Dating Interface

The player can choose the "Anecdote" feature after logging into the dating portal. After making this choice, a screen with five accessible *Love Interests* appears. Xavier's Anecdote was chosen by the researcher as the main subject of examination for this investigation. The image below shows the corresponding interface.

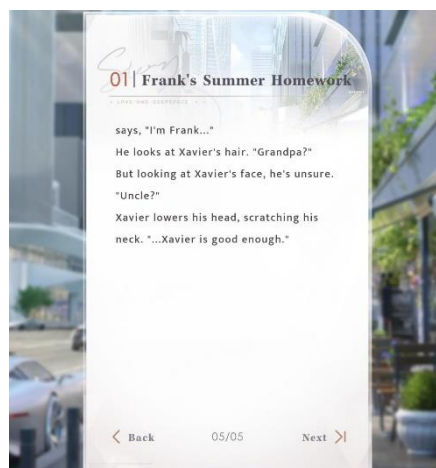
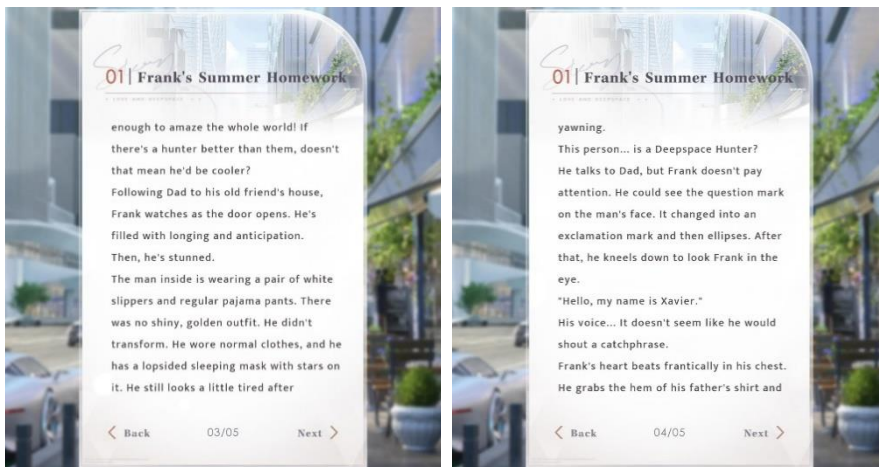
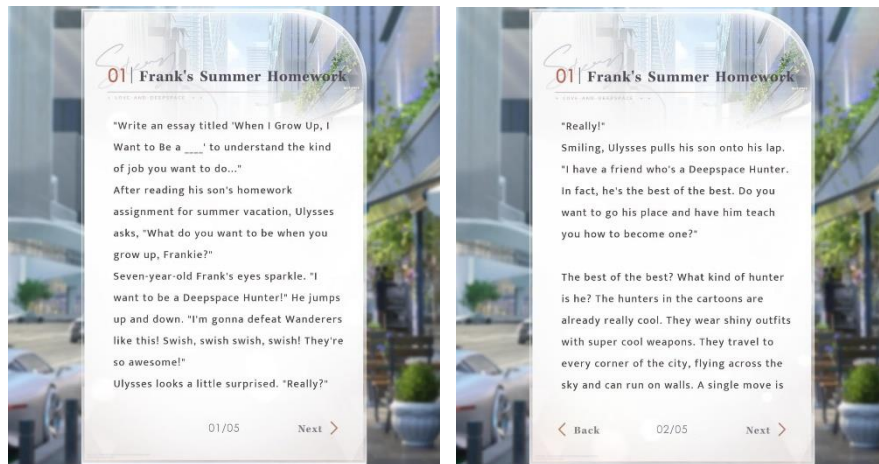


Picture 4. 4 Xavier's Anecdote

The title of the anecdote is 'A Special Vacation.' It tells the story of a young boy who meets Xavier and learns various things from him as the most skilled Deepspace Hunter. The anecdote consists of six

chapters, each containing approximately 5 to 11 pages. The researcher will presents the contents of Chapter 1 as an example below.

“A Special Vacation” Chapter 1 (Part 1—5)



Picture 4. 5 ‘A Special Vacation’ Chapter 1

The story begins with an anecdote about Frank, a young child who meets Xavier, a Deepspace Hunter who is very different from what he had anticipated, in Chapter 1. This brief story acts as a captivating preface. The game invites players to continue reading and uncover the underlying significance of the characters' interactions by offering a straightforward but captivating encounter.

This narrative introduces players to a number of uncommon expressions in the context of reading ability improvement, particularly for non-English speakers. Consequently, opportunities to acquire new vocabulary and decipher metaphorical language are provided. A few instances are:

a) **‘He’s filled with longing and anticipation.’**

This term conveys the character's intense desire for something (longing) and sense of anxiously awaiting its occurrence (anticipation). When combined, the two terms emphasize a strong emotional condition that aids readers in comprehending the character's perspective.

b) **‘He could see the question mark on the man’s face. It changed into an exclamation mark and then ellipses.’**

This line uses figurative language:

- i. A “question mark on his face” suggests confusion or curiosity.

- ii. An “exclamation mark” indicates sudden realization or surprise.
- iii. “Ellipses” represent hesitation or uncertainty, like someone who doesn’t know what to say next.

These kinds of expressions teach players to read between the lines and decipher emotions by using inferred meaning rather than explicit explanation.

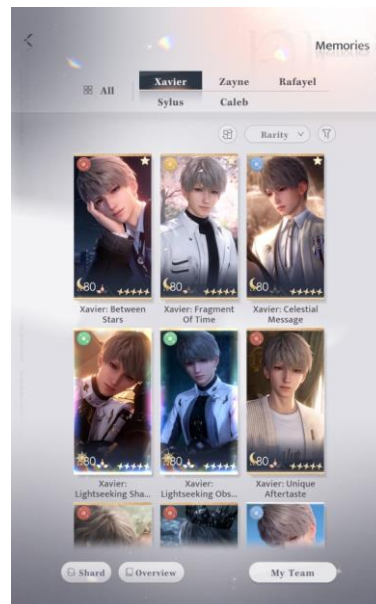
c) **‘It doesn’t seem like he would shout a catchphrase.’**

A catchphrase is a succinct, memorable phrase or signature statement that is frequently used by a character and is comparable to a hero's tagline or slogan. The statement suggests that the character doesn't appear to be the kind who would boldly proclaim a dramatic or legendary line.

In this section, the game’s story element plays a significant role. Through its narrative and dialogues, the story provides written input that helps players practice and improve their Reading Skill. As a result, this feature encourages reading comprehension and engagement with narrative texts.

b. Memories Card

In Picture 4.1 or Lobby, the player can access the Memories Card feature by clicking the ‘Memories’ option. After selecting it, the screen will lead to the interface shown in the picture below.

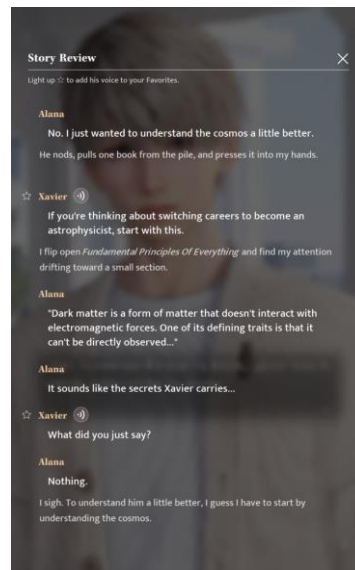


Picture 4. 6 Memories Cards

Memory cards can be obtained in several ways throughout the game. Since the system follows a chance-based system or gacha format, players can get these cards by pulling in the wish banners or receiving them for free through events. The cards come in three tiers: 5*, 4*, and 3*.

A 5* card includes a “Kindled” feature, which contains a longer animated story scene of the love interest along with its narrative text.

A 4* card only provides the narrative story and voice lines, without any animated scene, just a still image.



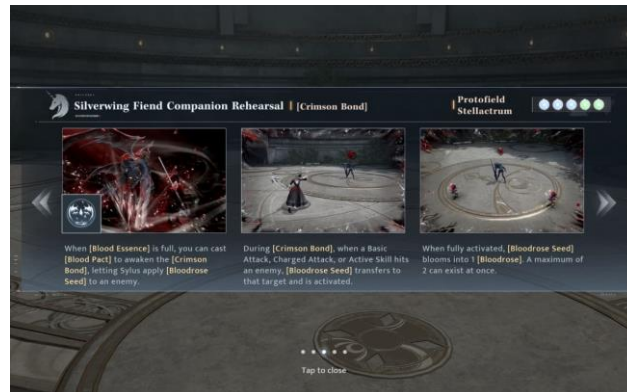
Picture 4. 7 Story Text ‘Xavier: Between Stars’ Memories Card

In this story review segment, the scene presents a conversation between the *Love Interest* and the MC protagonist. Each memory card has its own setting and theme, and this particular card focuses on celebrating Xavier’s birthday. The scene shown is only the opening of the story.

The scene includes dialogue from both the *Love Interest* and the MC protagonist, along with narrative text that describes their actions and the situation around them. This connects to the story and aesthetic elements of the game, as the combination of visuals, dialogue, and narrative creates an engaging atmosphere. These elements encourage players to continue reading the story because the plot and scene presentation make the experience more immersive and appealing.

c. Companion Battle Rehearsal

When you enter a battle with a new released companion, the game provides guidance for each skill and shows how to combine them in order to unlock the companion's passive skill.



Picture 4. 8 Companion Rehearsal

This feature appears every time a new companion is released, providing players with guidance on how each skill works. To fully unlock a companion's passive skill and build additional damage stacks, players need to understand the function of every skill such as Resonance, Support, and their unique special attacks. Because each companion comes with a different skill set and combination pattern, players must learn the new sequence in order to use the character effectively.



Picture 4. 9 Companion Battle Mechanics

The picture above illustrates the exact order for activating each skill, including the ideal timing for charged attacks to maximize damage output and trigger the passive skill. It also instructs players on the exact number of basic attacks required before the passive skill can be applied. Once activated correctly, the passive skill's effect creates a powerful burst that significantly increases overall damage, making the companion more effective in battle and finished quickly.

This guidance system directly aligns with the mechanics element, as it teaches players how to operate, combine, and optimize core gameplay functions. By understanding the required skill rotations and interaction rules, players engage more deeply with the game's mechanical structure, reinforcing strategic thinking and mastery of the system.

2. Learning Listening Skill with the Game's Feature

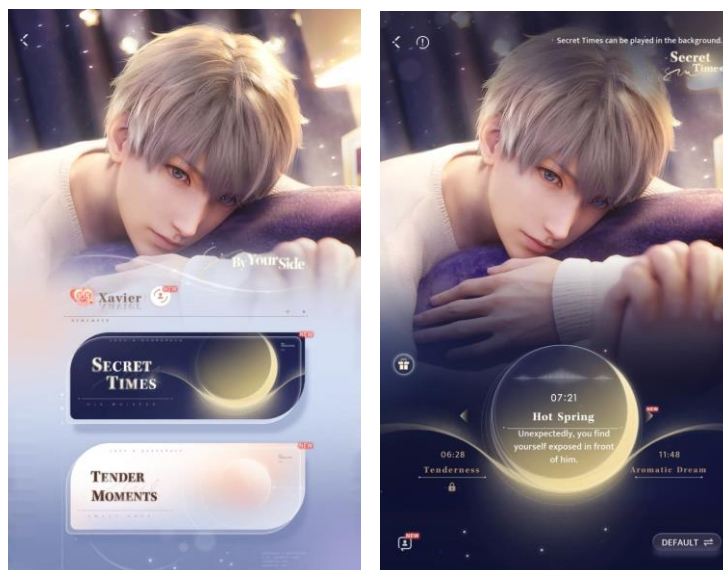
In addition to offering rich textual content, “Love and Deepspace” also provides fully voice-acted dialogues. Each characters have a

dedicated voice actor, including the main protagonist, allowing players to listen to all spoken interactions.

The voiced dialogues serve as features that can support the development of listening skills. In this study, the researcher selected two listening-related features for analysis: extended fanservice-style monologues and repetitive dialogue lines.

a. Secret Times

In Picture 4.3 or Dating Interface, the player can access the Secret Times feature by clicking the ‘By Your Side’ option. After selecting ‘Secret Times’ feature, the screen will lead to the interface shown in the second picture below.



Picture 4. 10 Xavier’s Secret Times

To unlock the “Secret Times” feature, players need to reach a higher affinity level with their chosen *Love Interests*. Each character has several Secret Times that become available starting from affinity level 30 with their *Love Interests’* pick.

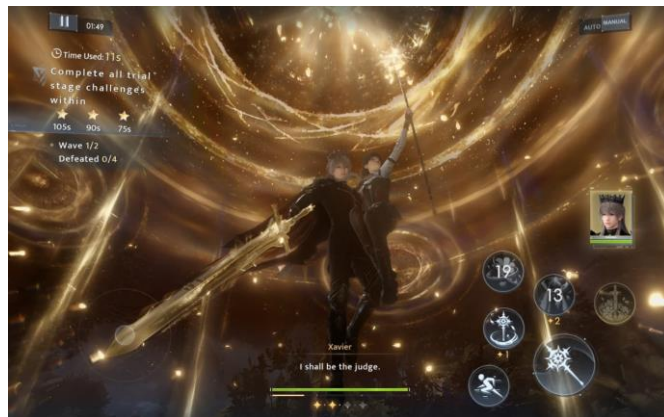
This feature serves as a ‘night-time companion’ for players and can run in the background, which means it mainly supports listening practice. There is no supporting narrative text provided, so players cannot read the whole full dialog of the *Love Interest*. In this mode, only the *Love Interest’s* voice is heard. They provide comfort through spoken lines and role-play actions, allowing players to focus on listening and understanding the audio content. It can also improve player’s in listening skills, especially for those who really want to absorb the lines or dialogue spoken by their chosen character. Since this feature is basically a *fan-service*, many players tend to listen more closely so they can write down every line the character says.

These findings support the idea that Listening Skills can develop through exposure to audio input. Since the feature relies entirely on the character’s voice, players must focus on tone and meaning without textual support. This aligns with theories of incidental listening development and suggests that the game’s aesthetic and narrative audio elements help create an immersive environment that supports listening comprehension.

b. In-game Battle Dialog



Picture 4. 11 In-Game Battle: Opening



Picture 4. 12 In-Game Battle: Resonance Skill

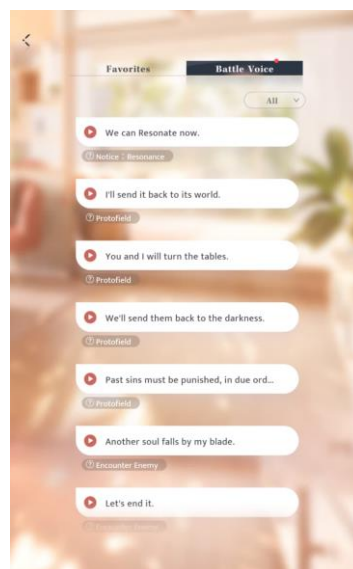


Picture 4. 13 In-Game Battle: Victory

When players enter a battle, the MC and the selected *Love Interest* exchange short conversations. The dialogue is brief,

consisting mostly of small talk. These lines vary slightly, but the phrases used for skills or ultimate moves are always the same. Because the same dialogue is repeated every time a player enters a battle, players end up hearing the same expressions over and over again. This will trigger repeated recall of the dialogue, where some player might unconsciously repeat the lines because they've memorized them by heart, which turns it into repeated listening practice.

Players can also replay the dialogue through the feature provided in the game. By tapping the speaker icon, the *Love Interest's* voice will be played again, allowing players to repeat or listen to the lines whenever they want. The game provides both the text and a voice playback button for players who want to listen to the lines repeatedly.



Picture 4. 14 Battle Voice Playback

This repeated exposure helps players internalize the phrases, as hearing the same lines consistently can support natural language acquisition.

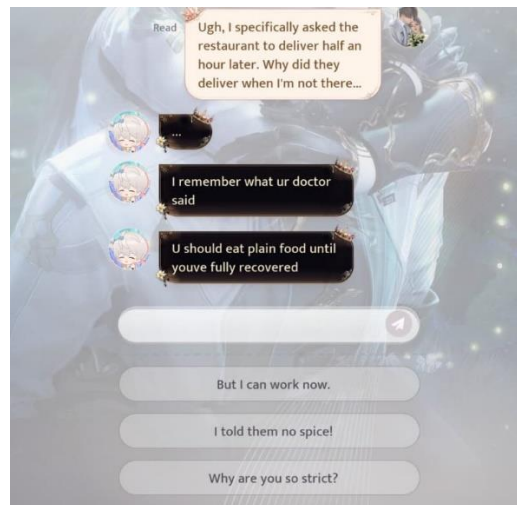
This feature is also connected to the mechanic, aesthetic, and technology elements, as the repeated battle dialogues arise from the game's combat system, are supported by clear visual and audio presentation, and are enabled by the interface that lets players replay or hear the lines consistently.

3. Learning Writing Skill with the Game's Feature

The game provides limited features to support the learning of productive skills. As a result, the researcher had limited feature options and selected the chat feature for this study. Therefore, only two components are relevant to this analysis, namely content and organization.

a. Chat

In this feature, players engage in a chat-style conversation with their chosen *Love Interests* through an interface similar to real-life messaging apps. But instead of typing freely, the player could only select from one to three response options, each leading to a different reply from *Love Interests*.



Picture 4. 15 Message Feature

Although players are not writing their own sentences, this feature still supports writing skills. The players must understand the meaning and tone of each option before choosing, which exposes them to various expressions and pragmatic writing styles found in everyday digital communication.

However, this feature also has several limitations. The chat system uses pre-written dialogue options, so many players are not fully free to create their own sentences. As a result, the interaction does not provide real-time writing practice, and players only choose from the available responses. This limits the development of writing skill because the player is not generating original text but only selecting preset lines.

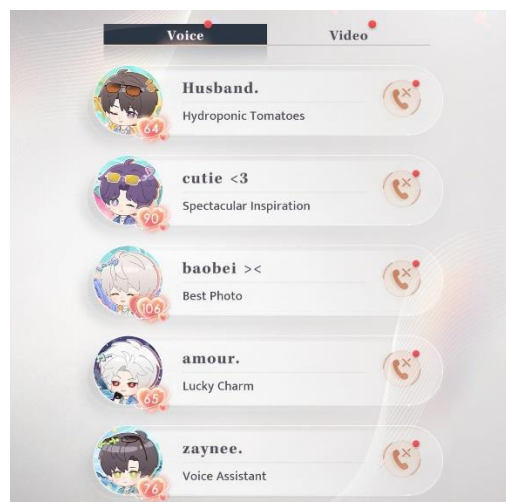
This also relates to the story, technology, and aesthetic elements, as the narrative context, the in-game interface, and the media features

work together to make the playback experience engaging and accessible for players.

4. Learning Speaking Skill with the Game's Feature

For this skill, there are limited features available for learning this skill. The researcher selected *voice call* as the only feature analyzed. In this feature players are not required to produce their own words or dialog to respond, but rather to read the provided dialogue. Therefore, only two linguistic components are addressed, namely pronunciation and fluency. This feature has the potential to allow players to imitate the given text and to speak freely, which may help enhance their speaking confidence.

a. Voice Call



Picture 4. 16 Voice Call Feature

Another realistic feature that supports Speaking Skill is the *voice call* system. This feature can be unlocked after completing certain story chapters, participating in events, increasing affinity levels with the chosen *Love Interests*, or simply through daily

engagement in the game. In this feature, players can imitate the lines spoken during the call and practice producing the dialogue themselves.

Each *voice call* lasts around one to two minutes, and players “talk” with their chosen *Love Interests* through a scripted conversation. Both the *Love Interest* and the player have designated lines, making the interaction feel similar to an actual phone call. This setup allows players to mimic pronunciation, intonation, and conversational flow in a more engaging way.



Picture 4. 17 In Voice Call Conversation

In the left picture, the dialogue belongs to Xavier, while the right picture shows the MC’s lines. Players can mimic or imitate these lines to simulate a real voice call with the *Love Interest*.

This feature reflects the integration of technology and aesthetic elements, as the realistic interface and audio design work together to create an immersive speaking-practice environment.

B. Discussion

1. Reading Skill

Several in-game features support the development of reading skills by requiring players to process written English as part of gameplay. Tutorials, event instructions, and achievement descriptions demand that players understand steps and objectives, which reflects Brown's (2004) view of reading as an interactive process that involves identifying information, interpreting meaning, and using context to comprehend text.

This study highlights three key features: Anecdotes, Memories Cards/Myth, and Companion Rehearsal. Anecdotes provide short side stories about each *Love Interest*, while Memories Cards offer brief narratives with various themes, and Companion Rehearsal shows the guide and tutorial on how to combine the skills. These features expose players to contextualized written input that requires them to follow sequences, infer meaning, and recognize vocabulary components that Brown identifies as essential in effective reading comprehension.

These reading activities are reinforced by the story, mechanics and aesthetic elements of the game. The story element supplies coherent narrative flow that motivates players to continue reading, while the aesthetic element through visuals, layout, and character design creates an

engaging environment that helps maintain attention to the text, and the mechanics element show player should engage with mechanical's structure. Together, these elements allow players to practice reading naturally and meaningfully within the game.

2. Listening Skill

Listening in the game is supported through features that provide rich and meaningful audio input. According to Richards and Schmidt (2002), listening comprehension involves recognizing accent, vocabulary, grammar, and overall meaning, and these aspects appear clearly in features such as Secret Times and in-game battle dialogues, where players continuously hear the *Love Interests*' voice lines. This also aligns with Nunan's (1999) view that listening develops best through purposeful and real-time input. In Secret Times, players attend to extended monologues designed to comfort or interact with them, while in battle dialogues, they repeatedly hear short spoken cues as they activate skills or ultimates. These features create an environment that mirrors authentic listening practice, encouraging players to process spoken English naturally as part of gameplay progression.

3. Writing Skill

In the chat feature of "Love and Deepspace", the writing skill that appears is not literal writing because players do not produce their own sentences, but only select from options already provided by the game. At this stage, players engage in recognizing written input, interpreting the

context, and choosing responses that fit the situation. This relates to Brown's (2004) explanation that writing involves complex processes such as planning, drafting, revising, and editing steps that do not occur in this feature.

In terms of game elements, the chat feature relies heavily on the technology element, which enables branching dialogue, smooth interface transitions, and a responsive chat system. The aesthetic element also plays a significant role such as the visual design resembles real-life messaging apps, with character icons, typing bubbles, and clean interface layout that enhances immersion. These elements make the reading and response-selection process feel realistic and emotionally engaging.

4. Speaking Skill

Speaking in "Love and Deepspace" can be developed through players' engagement with voice-acted dialogues, especially through the voice call feature, where scripted conversations simulate real-life verbal interaction with the chosen Love Interest. According to Brown (2007), speaking is an interactive process that involves producing, receiving, and processing information, while Richards (2008) emphasizes that speaking requires various competencies, including grammatical, sociolinguistic, and strategic competence. When players imitate or repeat the lines spoken by the characters during voice calls, they indirectly practice these components by trying to match pronunciation, intonation, and natural expressions.

The act of imitative speaking, although playful and not formally structured, still exposes learners to authentic input and encourages them to reproduce language in a low-pressure context. This supports pronunciation awareness and familiarization with grammar patterns, even if the production is not entirely spontaneous. Players may unconsciously improve fluency as they mimic dialogues repeatedly, particularly because the script provides ready-made language forms that are easy to follow.

The story element boosts players' motivation to speak because their emotional connection with the *Love Interest* makes them more willing to repeat lines or engage in pretend interaction. The aesthetic elements such as expressions, voice quality, and animations create a more realistic atmosphere that encourages verbal engagement. Meanwhile, the technology element, especially high-quality voice acting and clear audio, supports accessible listening and speaking practice. Together, these elements form a semi-interactive environment where speaking skills can be practiced naturally through imitation, even without full verbal input features.