

ABSTRACT

Muhammad Ihza Mahendra. 2025. *The Utilization of Non-Educational Digital Games in EFL Lessons*. Thesis. English Language Education Study Program, Faculty of Tarbiyah and Teacher Training Bachelor's Degree, Antasari State Islamic University. Advisors: Dr. Hj. Noor Maulidiyah, M.A

Keywords: Teaching Media, Non-Educational Digital Games, EFL Class

Digital games have become an integral part of young people's lives. However, only a few integrate educational elements while remaining entertaining. Meanwhile, many engaging non-educational digital games remain underutilized in educational settings. This study explores the use of non-educational digital games as media in English as a Foreign Language (EFL) classrooms, their effects on students, and the challenges to implementing them in Indonesia. Using content analysis within a qualitative descriptive approach, ten studies about the utilization of non-educational digital games that have been published since 2020 were examined. The findings reveal that despite varying implementations, most studies follow three instructional phases: pre-teaching, on-teaching, and post-teaching. All reported positive impacts on students, particularly in motivation, engagement, and vocabulary learning. However, challenges persist in broader application in Indonesia, including limited teacher competence, inadequate learning environments, and resistance to technology. This study concludes that while non-educational digital games are effective learning media, wider implementation in Indonesia requires thorough preparation.

ABSTRAK

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Kata Kunci: Media Pembelajaran, Non-Educational Digital Games, Kelas EFL

Digital games telah menjadi bagian tak terpisahkan dari kehidupan generasi muda. Namun, hanya sedikit yang menggabungkan unsur edukatif tanpa mengurangi unsur hiburannya. Di sisi lain, banyak gim digital non-edukatif yang menarik belum dimanfaatkan secara optimal dalam konteks pendidikan. Penelitian ini mengeksplorasi penggunaan *non-educational digital games* sebagai media dalam pembelajaran Bahasa Inggris sebagai Bahasa Asing (EFL), dampaknya terhadap siswa, serta tantangan implementasinya di Indonesia. Dengan menggunakan analisis konten melalui pendekatan deskriptif kualitatif, penelitian ini mengkaji sepuluh studi mengenai pemanfaatan *non-educational digital games* yang diterbitkan sejak 2020. Temuan menunjukkan bahwa meskipun penerapannya beragam, sebagian besar studi mengikuti tiga tahap pembelajaran: *pre-teaching*, *on-teaching*, dan *post-teaching*. Semua studi melaporkan dampak positif terhadap siswa, terutama dalam hal motivasi, keterlibatan, dan kosakata. Namun, penerapan lebih luas di Indonesia masih menghadapi tantangan seperti keterbatasan kompetensi guru, lingkungan belajar yang kurang mendukung, dan resistensi terhadap teknologi. Penelitian ini menyimpulkan bahwa meskipun efektif sebagai media pembelajaran, penerapan gim digital non-edukatif secara luas di Indonesia memerlukan persiapan yang matang.