

Abstract

The video game is one of entertainment media that is popular for all ages such as children, teenagers, and adults. Based on the researcher's observation in English Language Education Department at a private university in Yogyakarta, there were some students who play video games using various media. The students who play the video game feel some improvement in English skill and get new vocabulary from playing games. Based on the phenomenon, the researcher interested to conduct this research. The aims of this research are to know the student's perception on playing video games for English language learning based on the student point of view. In this research, the researcher formulates two research questions. First, what is the student's perception on the benefits of playing video games for language learning? Second, how do video games influence the student's English language skill? In the literature, the researcher used some literature from some previous researchers to support the material in chapter two. In this research, the researcher used a qualitative research design and used the interview to collect the data. the criteria of the participant are the student of English Language Education Department batch's on 2015, the student who has experience and often playing video games and feel some improvement on their English from playing video games. Based on the data which have been collected by the researcher, Video games can give some benefits and influence student's language skills. First, the benefits students get from playing video games are increasing the student's vocabulary, increasing the student's motivation in learning, having exposure to English language conversation and facilitating English language acquisition. Second, the researcher found that video games influence the student's language skill on improving the student reading, speaking, and listening skill by playing video games that use instruction/subtitle, voice chat, games chat, virtual character conversation, and narrator.

Keywords: video games, English learning, language skills, benefits, influence