Chapter One

Introduction

This chapter explains some points that related to the main problem of the research. In this chapter, the researcher discusses the background of the research, the statement of the problem, and the research question. The objective of the research is also included in this chapter in order to answer the research question. The last of this chapter presents the significance and outline of the research.

Background

The Videogame or digital game is a tool designed by game maker using audio-visual materials and it can be played individually or in a group. Reviewing in terms of the development of video games, video games, or digital game once only can be played using SEGA, PlayStation (PS), and XBOX. Because of technology development, video games can be played offline or online using Smartphone and laptops. In addition, the player can play video games anywhere using a Smartphone or laptop. There are some examples of famous offline and online video games such as Grand Theft Auto (GTA), Need for speed, and DOTA 2.

The purpose of the video game makers on designing video games is to entertain and give satisfaction for all game users. Because the video game created to entertain, Aji (2014) stated, in 2000 the video game sales reached 20 million US dollars for 100 million units Game Boy and 75 million units Play Station. Based on the sales of the video games in 2000, it showsif a lot of people buys the video games. In addition, According to Mitchell and Smith (2004) computer games is popular with children, teenagers, and adult. From those stated above, the researcher concluded that video games are quite popular for all ages such as children teenager and adult.

There are some findings of the video games that have conducted by previous researchers about the video game as an educational tool. First, according to Sakic and Varga (2015), the video game can motivate the student in the learning activity and help the student to adapt to the lesson. Second, according to Griffiths (2002) playing video games can be an effective learning strategy that may have several advantages that not be found in other learning strategies.

Based on the research findings above, explain the benefits of the use of video games as a learning tool. However, the use of video games also has a weak point and there is research that found if video games also have weaknesses. A game has advantages and limitation based on the application method, which makes the game might not be the best tool to motivate students or as a teaching tool (Felicia, 2011). From the research findings conducted by Felicia, the researcher concludes if the video games have limitation based on the application. However, from the researcher point of view, the video game might give some benefits for the game user on language learning especially English video games.

Because video games are quite popular and based on researcher`s observation in English Language Education Department (ELED) at a private university in Yogyakarta, the researcher found some students playing English video games at their free time or after doing a discussion. The student played the video game using various media. Furthermore, because this phenomenon happens to some students of ELED, the researcher conducted an informal interview with a student of ELED. According to the student, he feels some improvement in English skill and gains new vocabulary from playing games. In addition, the student also said that playing English video games is difficult. The reason it difficult to play because the students need to understand what the instruction tries to tell, the online video games force the student to interact with other players from different countries. From the background explanation above, the researcher is interested in conducting research that uses video games

as the theme and focused on the students` perception on the use of video games for English learning in English Language Education Department at a private university in Yogyakarta.

Statement of the problem

In the ELED some students use various ways to learn English. Nowadays learning language can be done in fun ways, one of the fun ways to learn English is by playing video games. Based on the researcher`s observation in ELED, there are some students who love playing a video game as a hobby. The video games that students play mostly use English as the language. The video game that is played by students is both online and offline video games. The online video game has text chat and voice chat as the communication tool with other players around the world. Mostly, the students use English to interact with other players from different countries.

With this regard, the researcher identified several issues. First, playing video games that use English is not easy to play because the player might found some new words or vocabulary from video games instruction. Based on the researcher found in ELED at the private university in Yogyakarta, in general, some students who play video games use various vocabularies in the classroom than the student who does not play. Second, playing online video games challenge the player to interact and communicate with other players from different countries through video games text chat or voice chat. In order to understand each other, video games indirectly force the players to learn some language that can be used to communicate with the foreign player. According to researcher observation at ELED, there are some students who play the online video game speak English fluently and more confident to communicate with the foreign player than the student who does not play.

Based on the issues above playing video games might give some benefits for language learning and influence the student`s language skill like improve the language skill. However, there are some students think that video games cannot give a benefit and only use

for fun. Therefore the researcher is interested to conduct the research on this topic specifically finding the student`s perception about the benefits and how do the video games influence the student`s English language skill.

Research question

The aims of this study are:

1. What is the student`s perception on the benefits of playing video games for language learning?

2. How do video games influence the student`s English language skill?

Objectives

The objectives of the research are:

1. To find out the student`s perception on the benefits of playing video games for language learning

2. To know English skill that influenced by playing video games and how the video games influence the skill.

The Significance of the Research

For the findings of this research, this research might give some advantages that can be useful for students, teachers, and future research.

The student. After the students read this research, the student will understand the benefits of playing video games for language learning. In addition, this research will help the students for English language learning in a fun way by playing video games. Then, the student might have preferences whether they will play video games for English language learning.

The teachers. This research will know some information for the teachers about the benefits of playing video games for language learning on the student point of view. In addition, this research might help the teacher in making fun classroom by using video games

to motivate the student learning that can be used by a teacher outside or inside the classroom. Then, the teacher will have preferences whether they use video games for teaching English or not.

Otherresearchers. For other researchers, this research might give some information that can be used as a reference on making research or thesis that related to the use of video games or electronic games for learning and teaching purpose.

Outline

In this research included three chapters, which have the main idea in each chapter. Chapter one of the research is the introduction. The introduction of the research consists of several points. First, the research background which explains the reason why the researcher chooses Student`s perception on the use of video games for English language learning. Second, Statement of the problem explains the problem or issues that found in English education language education department in private university Yogyakarta based on the researcher`s observation. Third, the research question is have been made by the researcher based on the statement of the problem in this research and the objective of the research the purposes to answer the research question. Fourth, the significance of the research is the student, the teachers, and the other researcher because this research hopes can give advantages to the reader. Last, the outline of the research.

Chapter two of the research presented about literature review of student`s perception on the use of video games for English language learning. Some theories from previous research will be included in order to support and lead the research. For the literature review will explain several points. First is the explanation about video games which are included in the definition of video games and the platform types of video games. Second is a short explanation of the importance and benefits of learning English. The third is the explanation about video games for language learning that are including the benefits and the skill improvement that can be gain from playing video games. The last is the conceptual framework of chapter two.

Chapter three has six points. First, the design of research explains which the design used by the researcher in this research. Second, the research participant is explaining the criteria of the participant for this research. Third, the research setting explains about the place

and time on collecting the data by the researcher. Fourth, the research instrument explains what tools used by the researcher when collecting the data. Fifth, the data collection method explains the method used by the researcher on conducted the research. Last, the data analysis explained about how the researcher analyzes the data that been collected.

Chapter four of this research is explaining three main points about the finding of the research from the data collected by the researcher. First, the student`s perception on the benefits of playing video games for language learning. Second, English skills that influenced by playing video games and how do video games influence English skills. Third, others finding that researcher get from the interview.

Chapter five of this research is explaining two main points such as the conclusion and recommendation. In chapter five, the researcher provides the conclusion and the recommendation based on the result of the student` perception on playing video games for English language learning.