

Chapter Two

Literature review

In this chapter, the researcher reviews some literature related to the research. The literature review of this research will discuss the video games including the definition and type of video games platform. Then, English language learning, video games for language learning, the benefit of video games for language learning, English skill improvement on playing video games, related studies and the last is the conceptual framework.

Video games

For the video games it is already mentioned before, the video game is medium that is used to entertain and can be played individually or in a group. In addition, video games are quite popular for all ages such as children, teenager, and adults. The video game once can only be played in the game console. However, currently, video games can be played on electronic media such as Smartphone and laptop. Also for the video games, there is some information that explains the definition of video games, classification purpose, and types of video games device.

Definition. The video game quoted from two words, “video”, and “game”. First is video, according to Sasmia, Widodo, and Sulistyorini (2012), the video is some display of ideas or films that put on a digital screen. Second is game, a game is something that can be played with some roles, opponent, and an achievement. According to Crawford as cited in Martono (2015), “Games are interactive activities centered on achievements, active actors, and opponents.” (p.23). Based on the definition above, the video game is one of the digital media that can be played using audio-visual such as television, personal computer and etc. (Esposito, 2015).

Video games classification purpose. Furthermore, there are some classifications based on game purpose. According to Martono (2015) first, the game as the game is a game

that made to entertain or have fun. Second, the game as media is a game that made to convey messages to players from game makers. Third, game beyond game or gamification. Gamification is a game designed by game maker based on their need and for example, is a game designed for studies or surveys to reduce user saturation.

Type of video games device. In order to play video games, the users need some tool as an operating device. The devices that used to operate and play video games, according to Martono (2015) the types of games device are Personal Computer (PC), console games and mobile games. The PC game is a video game that is played using Personal Computers and for the games, the player can download it on the internet, buy a game program, or copy file from other PC. The Console game is video games that can be played using a specific console such as PlayStation 2, PlayStation 3, XBOX 360, and Nintendo Wii. Commonly console game is using a disk as the program to start the game and one disk only for one game, also to get the game disk player need to buy it in the game's store. The mobile game is a game that can be played using a Smartphone and to get some games application the user needs to download at the application store.

English language learning

Nowadays, English is a language that used by a lot of people as the first and second language, according to Mehu (2012), there are 380 million native speakers, 300 million use English as a second language and 100 million use English as a foreign language. In addition, English in Indonesia commonly used as learning material at the schools and it is can give some benefits for the learners. According to Mehu (2012), the benefits that learners get from English language learning helps on traveling, discover the foreign entertainment media, help on a professional career, etc.

Four basic skills. Before the learners learn about English language learning, they need to understand the four basic skills that have a vital role in English language learning. According to Xhuvani (2015), there are four necessities on a language known as four skills such as reading, listening, speaking, and writing. There are some explanations about the four skills:

Reading skill. Reading skill is an ability reader's comprehension of understanding written text from what they read. According to Bojovic (2010), reading skill is a cognitive ability of the reader on reading written text. In addition, according to Davies as cited by Bojovic (2010) reading skill are involving on identifying word meaning, drawing inferences, identifying writer's technique, recognizing mood of passage, and finding answers to questions.

Writing skill. Writing skills are the ability to construct correct sentences and can be understood by the reader (Javed, Juan, and Nazli, 2013). Writing is more complicated than other language skill because there are many aspects that must be considered when writing. According to Hedge as quoted by Alves (2008), the writer should be considering about the ideas or the information, writing accuracy, grammatical error, selecting the vocabulary and the structure of the sentence.

Speaking skill. According to Huebner as cited by Hendrawan (2012), speaking is a skill used by people to communicate in society. For the student, there are many strategies that student can use to improve the student speaking skill and one of the strategies is using Task-based learning. According to Al-Eiadah et al (2016), task-based learning can enhance learner's communication ability through problem-solving activities.

Listening skill. According to Rost, as quoted by Gilakjani and Sabouri (2016), listening is a process of interpretation that listeners hear and understand what they hear. In this case, according to Nadjah (2013), there are two types of listening such as extensive and

intensive listening. First, extensive listening refers to the listening for pleasure or some other reasons and for the example are music, movie etc. Second, intensive listening refers to identifying the details and focus on every piece of information of a text that delivers to the speaker.

Video games for language learning

In video games for language learning, present some literature about the benefits of video games for language learning and the influence of video games on improving the English language skill. First, the benefits of video games for language learning, it explains the possible benefits that student get form playing video games. Second, the influence of video games on improving the English language skill, it is explained about the possible language skill that can be influenced by playing video games to improve.

The benefit of video games for language learning. As well as media to entertain, the video games can be a learning tool that gives some benefits for the student in English language learning. Video games have advantages in term of feature which is cannot be found in other media and might give a chance for the player to learn in new ways. According to Rudis and Postic (2016), the video games use audio-visual and words to show some hint or clue on the game, which is not something can be found in another medium such as a movie or a book. In addition, there are benefits that can a player get from playing video games for English language learning:

Motivate the students. In order to increase the student`s motivation in English language learning, video games can be an option for the teacher to motivate students on learning. 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. Therefore, the use of video games as a learning tool can be the best way to motivate students.

Vocabulary acquiring. The use of video games on English language learning might be the best way to help the students on acquiring new vocabulary and playing video games is enjoyable for the students so it can motivate the students on language learning. According to Vahdet and Bahbehani (2013), stated, video games have great value in learning vocabulary than traditional ways.

Facilitating English language acquisition. Video games might give a chance for students to improve their skill in language without they realize, according to Genevieve Roth as cited by Petrovic (2014) “games are a very useful tool for fluency in a language since learners tend to forget that they are learning and so they use their language abilities in a more spontaneous way” (p.13).

The influence of video games on improving English language skill. Playing video games might give some benefits and potentials that can be used as a tool for language learning, communication, and other essential skills. There are some benefits that video games can be used in developing the language skills, according to Da Silva as cited by Rubis and Postic (2017) “two particular types of skills that video games help cultivate: receptive skills (reading and listening) and expressive skills (writing and speaking)” (p.116). The possible language skill that might be improved from video games influence:

Reading skill. Playing video games required the player to read more because video games use some instructions to give the hint and what should the player do in video games. The video games that use the reading principle can improve the reading rate (Thanyawatpokin, 2017). In addition, according to Eskelinen (2012) stated, the use of video games can help the user to learn skimming skills without having to know every word in the text. So, playing video games may help the player to pursue practicing and developing their reading comprehension.

Listening skill. The video games that use a lot of dialogue with speaking virtual actors might a chance for the player to improve their listening skill because the player should listen to what virtual actors say. According to Valencia (2015),“The fact that this happens with non-teaching-designed video games points at the fact that students improving listening comprehension is inherent to the video game, as long as the video game contains the proper input.”(p.19).

Speaking skill. The online video game is requiring interaction with other players. Online video games that use chat or voice chat feature can be used as a communication tool to interact with other player and it can be a great way to develop speaking skill. According to Dewi, Kultsum, and Armadi (2016) “The study revealed that using a communicative game as means of instruction improved the students’ achievement and results of speaking skill”(p.62). Through video games, the expression of thought and articulation in conversation are some skills that may be improved.

Related studies

In the related studies, there are two studies that have been conducted by previous researchers which is discusses video games as an educational tool that use on language learning. First, the study by Sedigheh Vahdat and Amin Rasti Behbahani (2013) aims at finding the effectiveness learning vocabulary of English foreign language through video games as a new educational tool. To collect the data, the researchers use the experimental method that has tested on 40 Iran students that are 20 students on traditional vocabulary learning and 20 students in video games. For the finding of the study, those researchers found if the students who learn vocabulary using video games have great value on acquiring new vocabulary then using traditional way for learning vocabulary. Based on this research

and the study was conducted by Sedigheh Vahdat and Amin Rasti Behbahani, the researcher found similarity if the video games have great potential for increasing vocabulary and also, the researcher would like to adopt the ideas on the use of video games for language learning.

Second, the study by Satu Eskelinen (2012) aims of the research was conducted by Eskelinen are to find out student`s perspective on the use of entertaining video games for language learning and teaching. In addition, to know wheatear video games it can be used or not for language learning. The experiment methodology used by Eskelinen to collect the data, also the participant of the study is a Finnish high school student who has studied formal English foreign language. The findings of the research have 4 points. First, the participants learn about the new common vocabulary and special vocabulary in the game. Second, participants understood different sentences. Third, the participants practice skimming skills without having to know every word in the text, and the last is the participants have learned about literacy from different games (Eskelin, 2012). By comparing the study between the researcher and Eskelinen studies. the researcher found similarly on the objective of the research, which is to know student`s perception about the use of video games for learning. Also, the researcher would like to use Eskelinen`s findings which are related to the language skills as a comparison between these research findings.

Based on those related studies above between this research that conducted by the researcher, the researcher found some differences. First, the studies conducted by Vahdat and Behbahani are focused on finding the potential of video games for vocabulary acquisitions. Second, the studies conducted by Eskelinen finding are focused on vocabulary acquisitions and the reading skill. However, the differences this research between those researches is the researcher focused on finding the benefits and what English language skills that influenced from playing video games.

Conceptual framework

It has been explained before if, the video game is one of the entertainment media and popular for all ages. Because of the development of technology, video games may have the potential to be used as educational tools that can help the user with language learning. The use of video games for language learning might give some benefits, and might be an effective learning strategy for the user on English language learning.

The aim of this research is to know student`s perception on the use of video games for language learning at English language education department in private university Yogyakarta. This study focused on the benefit and video games influence on improving the student`s language skills by using video games as a learning tool. First, this research tries to find out the benefit of playing video games. Based on the literature above, players can obtain some benefits from playing video games such as learning new vocabulary, improved player language skill and help player using new learning strategies for language learning. Second, the use of the video game gives some chance for the player to improve their language skill. The language skill that has the potential to improve from playing video games are speaking, reading, and listening. The conceptual framework of this research explained below:

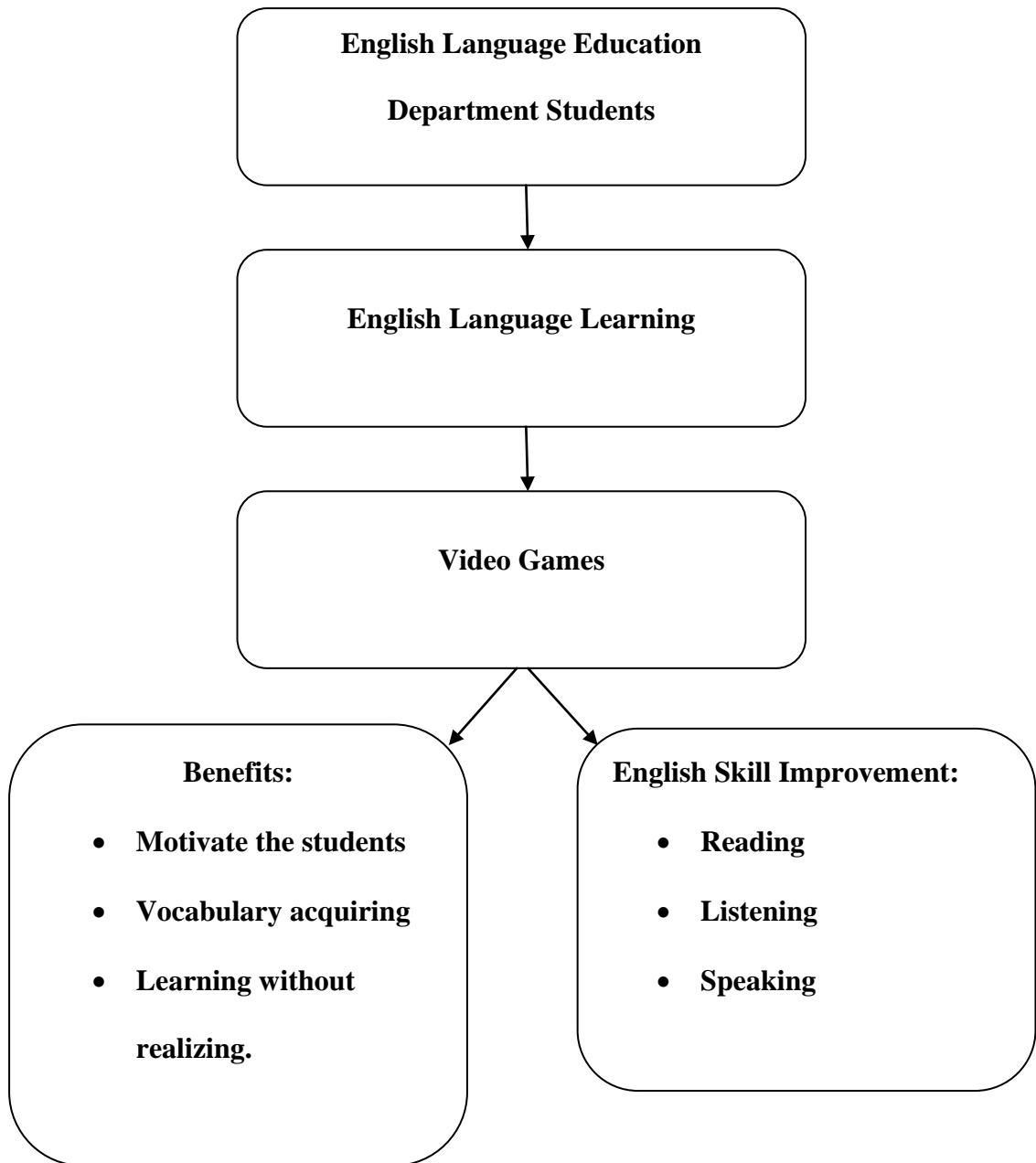


Figure 1.0 Conceptual Frameworks