Improving English Language Skills on Genshin Impact Online Games

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ABSTRACT

Genshin Impact is one of the most popular online games today. Through Co-Op mode, a number of Genshin Impact features allow players to interact with each other. The purpose of this study is to find out whether the conversational elements in the online game Genshin Impact motivate students to become better at communicating in English. The approach used in this study was descriptive qualitative. Furthermore, descriptive analysis was conducted to answer the research problem. Ten respondents from various backgrounds were selected according to the required standards. Based on the results of the data analysis, the students believed that using Genshin Impact's chat function could increase their drive to become better at communicating in English. In addition, the results showed that the students significantly agreed and agreed that playing online games can increase their drive to learn English. The consequences of the results of this study encourage educators to consider the advantages of using games in the classroom.

KEYWORDS: *language skills, education, motivation, online game.*

1.0   INTRODUCTION

English learners are those who are defined as someone who cannot speak English as a native language and is in the learning period to be able to achieve English proficiency (Brooks & Thurston, 2010; Horowitz, 2019; Azizah, N., & Warni, S. (2024). The accessibility of social media and online video gaming has also made it easier than ever to interact with those from other cultures using other languages (Brooks & Thurston, 2010; Horowitz, 2019). Humans are social beings. Therefore, it is necessary to interact socially. Language has been developed rapidly, and the communication system is verbal and non-verbal. More and more innovative inventions have made the industrialized world globally competitive in its products. With the advancement of the era, the development of the world of communication can already be through digital through an internet connection. Online video gaming is an innovative invention requiring an internet connection (Risnawati et al., 2021; Agassy et al., 2020)

Genshin Impact is an RPG (Role Playing Game) game where the players play as the main character (Aether) in the game's storyline, and players usually call it "Lore Genshin Impact". The main character (Aether) in the Genshin Impact lore is told to be on an adventure exploring the world of 'Teyvat' in search of his missing twin sister (Lumine), accompanied by a little fairy named Paimon. Aether is often referred to as a traveler. In his adventures, Aether encounters many friends who participate as part of the Genshin Impact lore. Aether adventures to 8 nations in sequence, starting from Mondstat, Liyue, Inazuma, Sumeru, Fontaine, Natlan, Snezhnaya, and Khaenri'ah. Aether goes on adventures while players play story quests, world quests, daily quests,

hidden quests, and side quests that differ for each nation. The lore of this game is still ongoing, and Aether has just arrived, adventuring in the nation of Fontaine. Players not only play as Aether but can also play as other characters they want through the Gacha system. As an RPG game, Genshin Impact presents a battle where players strategize to arrange 4 characters in a team. Each of these characters has 7 different elements, i.e., Pyro (fire), Hydro (water), Cryo (ice), Electro (electric), Dendro (plants), Anemo (wind), and Geo (stone). (Azizah, N., & Warni, S. (2024).

The stunning graphic quality of the game also makes the main attraction of this game. Genshin Impact is touted as the game with the best graphic quality. The graphics presented are similar to Japanese cartoons (anime). The visual graphics of this game are dynamic, and players can play while enjoying the satisfying scenery of this game. This game presents cityscapes, ruins, rivers, caves, grasses, and more (Damayanti et al., 2024). These scenes are not only decorative objects but can also be explored by the player. Not only spoiling the eyes, but the graphics of this game also present accurate time visualization where players can cut down trees, swaying grass in the wind, object shadows, rain, and others. With this real-time visualization, players can feel the groove of time changes from morning, afternoon, evening, and night (Azizah, N., & Warni, S. 2024; Sains et al., 2024).

This game is an open-world RPG game. In this game, the open world is often called Co-Op (Cooperation) Mode feature, where players can play with other players according to the server. Players can enter other players' worlds and interact with each other through the chat feature in the game. Players can enter Co-Op mode when they reach adventure rank 16 or level 16 in the Genshin Impact game.

Another gap indicator from the thesis "Students Perception Towards Usage of Online Games "Genshin Impact" for Vocabulary Acquisition" with the author by Farhan (2022) examines students' perceptions in terms of elements of increasing students' vocabulary through the online game Genshin Impact. This study creates a new indicator by examining students' perceptions of the psychological elements of motivation to learn English using Genshin Impact's chat feature.

2.0 METHODOLOGY

This research uses a descriptive qualitative method. Hidayatullah et al., (2022) stated that qualitative research observes human behavior to produce descriptive data consisting of written, spoken, and pictorial words. The research design used is a survey with research instruments, the questionnaire. For qualitative research, designing a well-designed questionnaire needs much thought and planning, effective organizational strategies, and critical review and reflection. This study uses a survey as a research design (Maghfiroh & Asiyah, 2024). While specific restrictions exist on the type of qualitative data that may be gathered via questionnaires, they have several benefits. They can provide perspectives on society's processes, assumptions, attitudes, and interpretations. They can also be economically advantageous, enabling thorough research on a large or geographically dispersed population, making them one of the most beneficial research tools (Azizah, N., & Warni, S. (2024). In particular, online questionnaire surveys can save money on printing and shipping costs (Sue & Ritter, 2012; McGuirk & O'Neill, 2016). For academic or marketing research, surveys are frequently used to collect data (Taherdoost, 2019: Ayu et al., 2024). Surveys are valuable methods for gathering data (Regmi et al., 2016).

This data samples are taken through 10 respondents who have met the criteria. The research instrument used is a questionnaire. In many situations the use of a research interview rather than, say, a questionnaire can be an indicator of the greater importance attached to the research topic (Birmingham, P., & Wilkinson, D. 2003; Ayu et al., 2024). creation of a data collection form using Google Forms (Wiemken, T. L., Furmanek, S. P., Mattingly, W. A., Haas, J., Ramirez, J. A., & Carrico, R. M. (2018). The questionnaire used is an adaptation of the article of (Halim et al, 2020; Indriastuti et al., n.d.) titled "Pupils' Motivation and Perception on ESL Lessons through Online

Quiz-Games" (Azizah, N., & Warni, S. (2024). The questionnaire was created according to the researcher's requirements and provided with the Likert scale, with a total of ten items divided into two sessions: Section A: Participants' motivation to learn English through Genshin Impact, Section B: Can students improve their English by using various features in genshin impact? The Likert scale is a group of statements used to study a real or hypothetical situation (Singh Yk, 2006; Joshi et al., 2015). The researcher will offer a questionnaire to be completed, which will include questions with answers on a Likert scale and the option of agree or disagree.

Descriptive analysis is undoubtedly one of the most sophisticated, flexible and widely used tools in the field of sensory analysis (Kemp, S. E., Ng, M., Hollowood, T., & Hort, J. (2018). The data findings are described accurately and systematically to clarify the facts in the field. The result of the questionnaire is to find out how much influence the online game Genshin Impact has on ESL students' English communication skills.

3.0   RESULTS AND DISCUSSION

The questionnaire consisted of two sessions with a total of 10 items. The questionnaire was distributed to 10 participants who met the criteria of this research namely anyone who played online games Genshin Impact and has used every feature in those game. The questionnaire was distributed using a Likert scale with 10 items divided into two sessions: Section A: Participants' motivation to learn English through Genshin Impact, Section B: Can participants improve their English by using various features in genshin impact? The questionnaire data findings are evaluated and reported descriptively in Table 1 and Table 2.

Table 1: Participants' motivation to learn English through Genshin Impact.
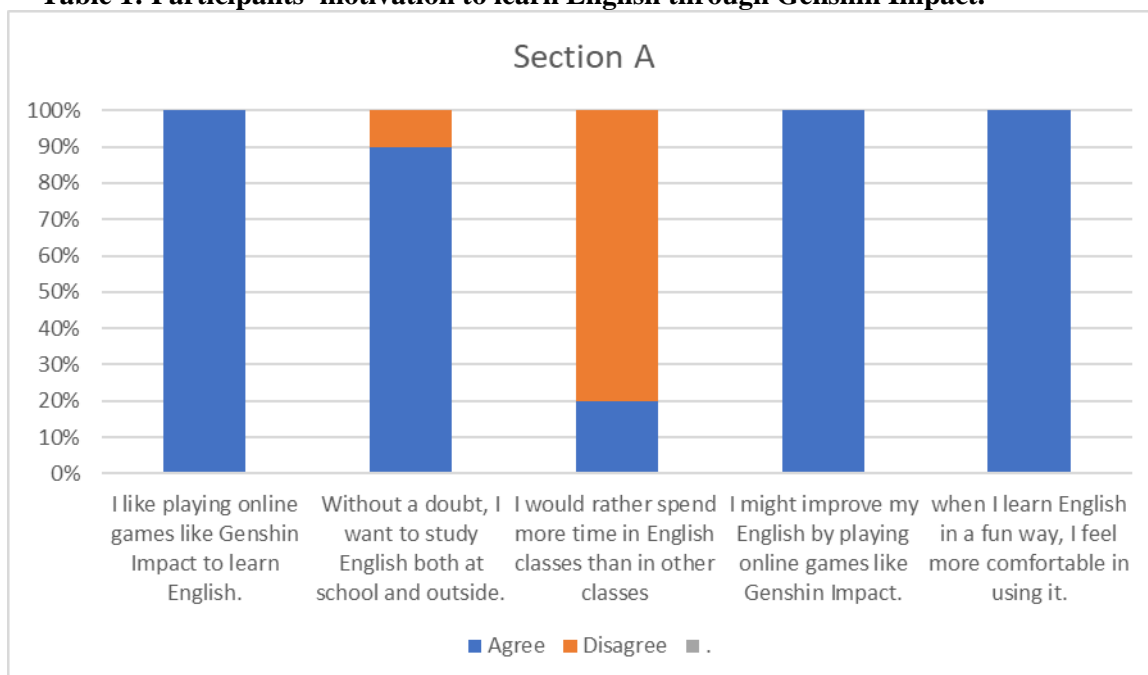
Based on Table 1, it was found that

Item A1 *(I like playing online games like Genshin Impact to learn English),* all of participants agree with the answered 10 agree and 0 disagree.

Item A2 *(Without a doubt, I want to study English both at school and outside),* participants mostly agree with the answered 9 agree and 1 disagree.

Item A3 *(I would rather spend more time in English classes than in other classes),* participants mostly disagree with the answered 2 agree and 8 disagree.

Item A4 *(I might improve my English by playing online games like Genshin Impact),* all of participants agree with the answered 10 agree and 0 disagree.

Item A5 *(when I learn English in a fun way, I feel more comfortable in using it),* all of participants agree with the answered 10 agree and 0 disagree.

Table 2. Improving students English by using various features in genshin impact?
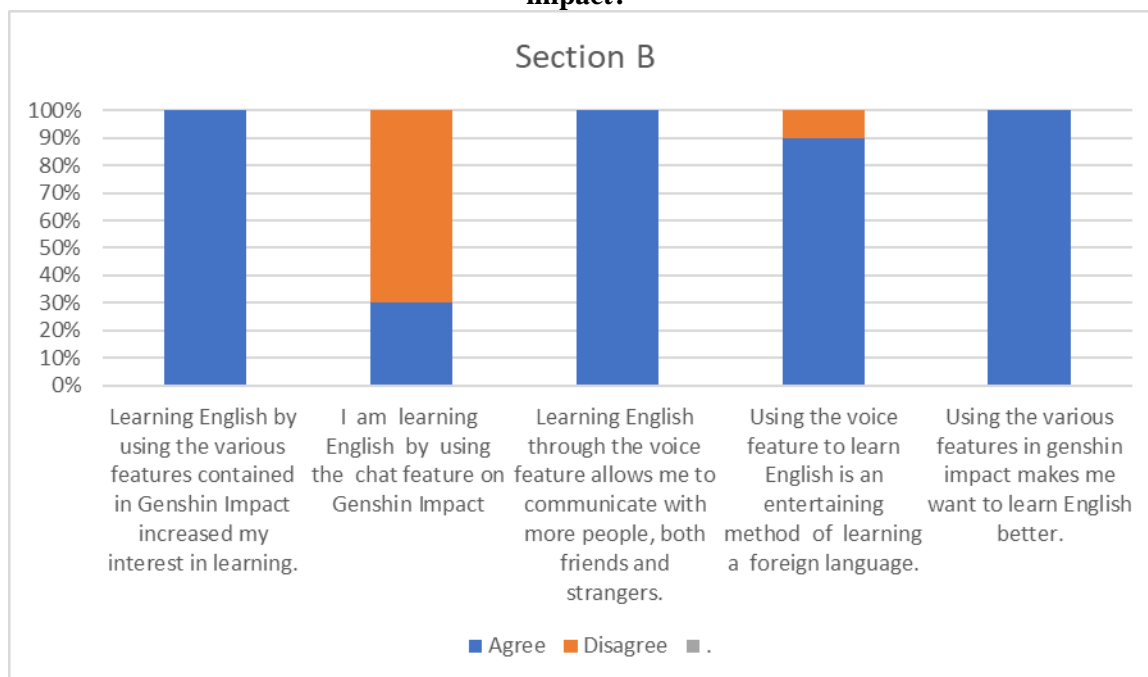
Based on Table 2, it was found that

Item B1 *(Learning English by using the various features contained in Genshin Impact increased my interest in learning)*, all of participants agree with the answered 10 agree and 0 disagree.

Item B2 (*I am learning English by using the chat feature on Genshin Impact*), participants mostly disagree with the answered 3 agree and 7 disagree.

Item B3 *(Learning English through the voice feature allows me to communicate with more people, both friends and strangers)*, all of participants agree with the answered 10 agree and 0 disagree.

Item B4 *(Using the voice feature to learn English is an entertaining method of learning a foreign language)*, participants mostly agree with the answered 9 agree and 1 disagree.

The last question is item B5 *(Using the various features in genshin impact makes me want to learn English better),* all of participants agree with the answered 10 agree and 0 disagree.

Based on Table 1. Section A: Participants' motivation to learn English through Genshin Impact. All of participants agreed regarding their motivation to learn English through Genshin Impact online game. According to the item A1 (I like playing online games like Genshin Impact to learn English), An online game is a potential resource for students to pique what they are interested in learning English (Godwin-jones, 2014).

Item A3 (I would rather spend more time in English classes than in other classes), many participants answered disagree, which means that students spend less time in English classes and more time in other classes. Students feel uncomfortable being in English classes too often and look for other ways of learning English elsewhere, such as playing English online games and feel

happier. This result is relevant to the statement that online games can be another way of learning English that can create comfort not found in the classroom, such as creating an environment of competition, challenge, collaboration, and fun (Natalia & Iaremenko 2017).

Item A4 (I might improve my English by playing online games like Genshin Impact), all of participants answered agree. Here we can conclude that the online game Genshin Impact positively impacts students' English skills. Genshin Impact can motivate them to learn English. Motivation for students is the key to mastery in their learning (Ibatova, 2022).

On item A5 (when I learn English in a fun way, I feel more comfortable in using it), all of participants answered agree. it states that participants feel more comfortable and also interested in learning English in a more enjoyable way than just learning at school. This is related to the previous study that online video gaming, of course, can improve the learning process and affect the motivation and achievement of learning English for students (Risnawati et al., 2021).

With the above results in Table 1, this study aims to determine whether genshin impact can have a positive impact and also increase participants' motivation to learn English through online games. This is related to Using online games to motivate students in learning language can be a new alternative in this era education (Hadi, M. S., Izzah, L., & Adipradana, S. C. (2022).

Based on Table 2. Section B: Can Participants improve their English by using various features in genshin impact? Most participants agreed that various features in genshin impact can increases their English. Item B1 (Learning English by using the various features contained in Genshin Impact increased my interest in learning), all of participants answered agree that Genshin Impact's feature can also enhance their interest in learning. It can attract students' interest in learning to improve their English communication skills (Freiermuth & Jarrell, 2015).

According to item B3 (Learning English through the voice feature allows me to communicate with more people, both friends and strangers), all of participants answered agree that Learning English through the voice feature allows me to communicate with more people, this review emphasizes the need to relate voice features to the specific context where the writing occurs (Stock, I., & Eik-Nes, N. L.,2016; Maghfiroh et al., 2024).

Item B4 (Using the voice feature to learn English is an entertaining method of learning a foreign language), many participants answered agree using voice features to learn English. This result is in line with the previous study (Moiinvaziri, M., 2014; Setyaningrum et al., 2023) which stated that in general it seems that students have the necessary attitude and motivation to learn English as a foreign language.

From the discussion above, the researcher states that both sections have a positive impact on English language skills. As explained, Genshin Impact provides benefits to English language skills. Through Genshin Impact, they can more easily interact and make new friends through various features contained in the genshin impact game. The researchers stated that Genshin Impact has a positive impact on the development and motivation to learn English. The Mean and Standard Deviation results show a significant improvement in students' speaking skills after participating in the program. This improvement was seen in all aspects of speaking skills measured: speaking fluency, vocabulary, grammar, and self-confidence.

4.0   CONCLUSION

Genshin Impact is an online based game. This game has various features in it, including the Co-Op mode feature. In this mode, chat and voice functions allow players to interact with each other. By playing Genshin Impact, players can be more motivated to improve their English communication skills. They are more motivated because they are learning while playing. Chatting through the chat feature and also verbally through the voice feature can have a positive impact on students in communicating using English, especially students who have better oral communication

skills.

Based on the researcher's acquisition, the questionnaire results stated that students agreed and strongly agreed to use Genshin Impact as their learning media in a fun way. Students agree and strongly agree that using the chat feature in Genshin Impact can improve their English communication skills. This innovation states that learning does not have to be through school and books. Sometimes learning like that can lead to boredom and lack of motivation to learn. Learning can be done anywhere and anytime. However, games can sometimes have a negative impact. Through this study, the researcher states that games positively motivate students to learn.

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