

# Student's Perception Roblox and Language Barrier in ESL

## THESIS

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## PREFACE

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## ABSTRACT

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This study explores students' perceptions of Roblox to study English as a Second Language (ESL). Roblox provides a dynamic platform where players learn English through chat interactions, game instructions, and teamwork, fostering global connections that make language practice and cultural exchange easier. A mixed-method approach was employed, combining questionnaires and interviews. Questionnaire data were analyzed for validity and reliability, while interview data were examined using inductive, deductive, and comparative analysis techniques. Findings reveal that students perceive Roblox positively regarding its impact on English competence. Participants reported vocabulary improvement through exposure to new words and phrases during gameplay. However, challenges persist, particularly in grammar, as limited proficiency often hinders the clarity and precision of communication. Students highlighted the importance of grammar in ensuring that listeners effectively convey and understand messages. This study underscores the potential of online gaming platforms like Roblox as innovative tools for ESL learning, while also identifying areas for improvement to address language barriers more comprehensively.

Keyword: Roblox, English Second Language, Game

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