

CHAPTER II

REVIEW OF RELATED LITERATURE

1.1. Game For English Learning

A game is a type of play in which players agree on a set of rules that provide social status to their quantifiable results. (Frasca. 2007). Frasca believes that social standing is determined not just by winning and losing, but also by overall player performance. There is no way to opt out of the repercussions of gaming. According to Arif Wibisono (2017), games are the media used to convey a message to the general public in the form a game that can be entertaining. According to Arlita Dwi Sentani et. al (2022) explain if Wordwall games can help students more easily in doing assignments, questions, quizzes, and tests.

Based on this understanding, it can be concluded that games are an entertainment medium that is used to eliminate boredom and improve assignments, questions, quizzes, and tests. where games are usually played independently or by more than one player and games are not only entertainment but have an impact on learning in schools. Pietarinen (2003) stated that the entertainment side of games can motivate students to learn so that there is an increase in students' understanding of the concepts contained in the game.

1.1.1. Type of Game for English Learning

In Game for English learning, there are lots of types of games that can increase language learning such as the multiplayer online battle arena and highly multiplayer online role-playing games. The First Multiplayer online game with the name game Mobile Legends according to Hasan Sadiqin (2022) explains Mobile Legends is an online fighting game that uses mobile phones. This game is played by 10 people divided into 2 teams with 5 players in one team, The goal destroy the main tower for the enemy base. This author explaining learning languages have a positive effect on the learner who can understand lesson using this type of game.

The second high multiplayer online role-playing game, according to Isara Kongmee (2011) high multiplayer online-role playing game that could facilitate collaborative language learning with the name game Zentia. To the author, a high

multiplayer online role-playing game is a complex online game because there are lots of features and can improve language in 4 types such as grammar, listening, reading, and vocabulary (Sandra Rogers, 2013). In Massively multiplayer online games there are a lot so the variety of tasks, developing characters with different specialties, and joining guilds. The benefit of using high multiplayer online playing games is usually for language learning among others in language development reading learners are more agreeable and lenient while perusing English text, spontaneous feedback, and vocabulary chunks. in speaking can increase public speaking because the learners can go together and talk to each other to finish the mission.

The third is simulation games, according to Nika Chitadze (2002). Simulation games are a type of game that is intended to mirror real-world activities. The objective of the game might be to teach you anything. One example of a simulation game is The Sims is a computer-based best-seller game that allows players to build a virtual family figure called Sims, whom they may then assist through ordinary life issues. The player must attend to their Sims' natural and emotional requirements, assist them in finding employment, resolving private and social issues, and beautifying their house furnishings. The Sims disclosure player agrees to a large agreement in written language in the instruction, control, and status bar labels, warning and news updates, and product characterization for game shopping. According to Aldrich (2009:21), the Sims is a game component that includes all prefabricated educational simulations as well as certain serious games and group challenges, serves an abstract world and the players' roles in it, and can move to an appealing environment.

The fourth is shooting games, games that focus on combat in which, from a first-person or third-person perspective, a gun, rifle, bow, or other projectile weapon is put at the disposal of the player to achieve the targets the player needs to aim at by using a mouse or a controller." (Ribbens, 2013). Example of a shooting game is Valorant. Valorant is a tactical hero shooter 5vs5 developed by Riot Games, where players will find a competitive experience and stages. More than just shooting, gamers are also going to find 13 agents with adaptive and lethal abilities. The game's goal is to involve gamers in multiple situations where

they must use their critical thinking to solve problems, plan strategies and execute them to beat the enemy team, and impact valorant to generate motivation in the students' learning process through the interaction with the L2 context. (Andrés Martín Martínez, 2022)

2.1.2. Perceptions of games for learning English

Students' perceptions of online games can vary depending on various factors such as type of game, context of use, and personal experience. Student perception can manifest in various ways:

1. Relevance to learning

Some students perceive online games as valuable learning tools that can complement traditional educational methods. They see games as interactive and engaging ways to acquire knowledge and develop skills in various subjects. According to Florence W. M. Yip. 2007. Online games are considered by students and teachers as an effective vocabulary learning tool and students tend to prefer online games because they are effective for learning where students are motivated and provide a sense of achievement and opportunities to develop.

2. Improve English Language Skills

Many students believe that playing online games helps improve their English language skills. Through constant interaction with in-game text, dialogues, and communication with other players, they can enhance their vocabulary, comprehension, and conversational abilities. According to Adil Dananjaya & Dyah kusumastuti. (2019) explain explained that by playing an online game called Mobile Legend Besides playing for fun, students can also learn about English from this game.

3. Learn to be Independent

Online games often require to make decisions, solve problems, and navigate challenges on their own. This fosters a sense of independence and self-reliance, as students learn to think critically and strategically without immediate external guidance. According to Susana A. Eisenclas et. al. 2015, literacy skills in the home language of bilingual children can be developed in the early years of education through the use of online games, with children playing independently,

4. Motivation

Online games can be highly motivating for students. The excitement of progressing through levels, earning rewards, and achieving in-game goals can translate to increased motivation in academic and personal pursuits. The engaging and immersive nature of games can drive students to apply the same level of dedication to their studies. According to Mutia-Al Jannah et. al. 2023. Explain students' opinions, the use of games, namely Quizizz, can increase learning motivation.

2.1.3. Advantages of the game for English learning

According to Ni Luh Ayu Budi Hari Ningsih (2023) the learning process using games is very important in the English teaching and learning process because it can increase feelings of comfort, make learning fun, increase student interest in learning, make it easier for students to understand the material, and reduce student anxiety. online games and their impact on learning vocabulary have been researched by many experts which conclude that it affect students' ability to memorize vocabulary (Kayaalti, 2018; Tuan, 2012).

Then another researcher from I. Chen, (2005) The benefits of employing games in learning classrooms may be summarized in nine basic aspects, which are as follows: 1. Games are learner-centered (the student is constantly in the spotlight). 2. Games encourage communication skill. 3. Games provide a relevant environment for language usage. 4. Games boost learning motivation. 5. Games alleviate learning anxiety. 6. Games incorporate many different linguistic abilities. 7. Games foster inventiveness and spontaneous language use. 8. Games provide a cooperative learning environment. 9. Games encourage pupils' participation. Learning online games can increase learning to be more dynamic, intelligent, legitimate, invigorating, animating, and all-around organized than the customary approach to learning (Zehua Wang: 2021)

2.2. Roblox

2.2.1. The Roblox

Roblox is a massively popular online platform and game creation system that allows users to design their own games and experiences and share them with others. Roblox is both a platform and a game creation system. It provides users with tools to create games using its proprietary game engine, Roblox Studio.

These games can range from simple obstacle courses to complex simulations and virtual worlds. Social learning and collaboration may be enhanced by social interaction features to allow users to engage with one another through group activities, live chat, and other means. Gamification and active creation give students chances to collaborate with one another. (Jining Han et. al, 2023).

The back end of Roblox is called Roblox Education. Here, educators and learners can utilize complimentary resources to generate boundless prospects for ingenuity and inventiveness. Roblox provides free curriculum and tools to educate computer science, digital citizenship, and other subjects to students of all ages, business, among other things. (Roma U. Long, 2019). According to Roblox Corporation (2019), its lessons are designed to match specific learning objectives in STEAM (science, technology, engineering, art, and mathematics) classrooms and curriculum standards.

The following is an example of a Roblox game and also the owner of the game.

1. Jailbreak (Badimo)



2. Arcane Oddysey (Vetexgames)



2.2.2. Advantages of Roblox

Some Previous researchers found effective digital games in education. One of these is a study done by Khaled al Hasan et al. (2023), which discovered that for chosen participants, there are various potential benefits of adding Roblox into university courses, including increased student engagement and creativity. In another prior study, Vnucko Gregor et al. (2023) found that digital games used in vocabulary learning can boost student motivation and hence engage them in vocabulary learning. Jose Miguel A. Mujar et al. (2024) found positive impacts using Roblox such as Socializing with other players enhanced their moods, feeling less lonely at home after playing online multiplayer games with friends, improved communication and teamwork skills through Roblox games, particularly those that demand collaboration to win. Games with interactive storylines boosted critical thinking and decision-making skills by requiring players to make choices that resulted in winning or losing. They improved their mental clarity, allowing for quick analysis of situations. Then playing Roblox promoted creativity and imagination, with games that really improved players' imagination and creativity. Therefore, Roblox was perceived as a platform that fostered creativity and imagination. Roblox promoted and enhanced these qualities, with specific games playing a particularly beneficial role in developing imaginative thinking, last playing Roblox served as an educational tool through games like Tower of Math and Word Bomb. These games offered opportunities for players to improve their mathematical skills and vocabulary.

2.3. Language Barrier

Learning English might be tough due to language difficulties. The term "language barrier" typically refers to the difficulties or obstacles that arise when people who speak different languages try to communicate with each other. In the context of the English language, a language barrier can manifest in various ways:

1. **Limited Proficiency:** One of the most common language barriers is limited proficiency in English. This can make it challenging for non-native

speakers to express themselves accurately or understand others effectively. Differences in vocabulary, grammar, pronunciation, and expressions can all contribute to this barrier. (Ajisoko, 2022) Without sufficient vocabulary, people cannot communicate and express their feelings both in the form of 70 words spoken and written effectively. Wilkins in Thornbury states that without grammar very little can be conveyed, without vocabulary, nothing can be conveyed. (Thornbury, 2002)

2. **Misunderstandings:** Differences in cultural context and linguistic nuances can lead to misunderstandings between speakers of English. Certain words or phrases may have different meanings or connotations in different cultures, leading to confusion or misinterpretation, according to Jens Allwood & Yanhia Abelar, 1984. Explain the effect of problems of understanding on interaction and language acquisition, they need to interpret, insecurity and uncertainty about interpreting, and the conversational partners- sensitivity to lack of understanding and misunderstanding.
3. **Accent and Pronunciation:** Accents and pronunciation variations in English can pose challenges for communication, especially for individuals who are not accustomed to hearing different accents. This can make it difficult to understand spoken English, particularly in situations where speakers have strong or unfamiliar accents. According to Abbas Pourhossein Gilakjani. 2011 explain factor affecting learning of pronunciation such as accent, Stress, intonation, and rhythm, motivation and exposure, attitude, Instruction, age, personality, and mother language influence.
4. **Technical Language:** English is used widely in various specialized fields such as technology, medicine, and law, each of which has its own technical vocabulary and jargon. Understanding technical language can be challenging even for proficient English speakers, and it can pose an even greater barrier for non-native speakers. According to I.A.S. Abuarqoub 2019 using unfamiliar words may hurt the feelings of the receiver and provoke emotion, For example in the computer jargon, 'to burn a "CD"

means "to copy the data on a CD". To a common man, the word 'burn' may have a very different connotation

5. **Cultural Differences:** Cultural differences can also contribute to language barriers in English communication. Different cultures have distinct communication styles, norms, and customs, which may affect how messages are conveyed and interpreted. Main factor is misunderstandings and delays in decision-making due to cultural differences because the researcher explained that most people use Japanese, in fact, non-Japanese could not even figure out to who the communication was addressed to as even the addressee's name was written in Japanese.

As stated by Mustafa Terzioglu (2022), when discussing language problems in online board games, researchers discovered that participants experience dissatisfaction, nonsense, stress, and shame. Sánchez-Mena and Martí-Parreño (2017) identified three more challenges that may arise during gamification implementation. Those include insufficient resources, subject fit, student indifference, and classroom dynamics. According to Efriana (2021), students struggle to fully comprehend the topic. Students understand the content through their interpretation or point of view. In addition, it may be caused by the status. Indonesian pupils who struggle to understand English. Students may have communicative goals, but their performance in delivering and learning English varies.