HOW GENSHIN IMPACT ONLINE GAME IMPACTS PLAYER'S ENGLISH SKILL

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ABSTRAK

Penelitian ini adalah penelitian kualitatif yang bertujuan untuk mengetahui pengaruh game *Genshin Impact* terhadap kemampuan Bahasa inggris para pemainnya. Kemampuan yang dimaksud dalam penelitian ini terbatas pada kemampuan menulis dan membaca. Koresponden di dalam penelitian ini adalah para pemain game *Genshin Impact* yang berusia antara 16 – 36 tahun sebanyak 20 orang yang terdiri dari 19 pemain laki-laki dan 1 orang pemain wanita. Cara pengumpulan data dilakukan dengan menggunakan metode wawancara tertutup. Kemudian, informasi yang terkumpul akan kemudian dianalisa secara mendalam dan detail menggunakan pendekatan fenomenologi guna melihat adanya hubungan antara bermain *Genshin Impact* dan kemampuan (membaca dan menulis) Bahasa inggris para pemainnya. Hasil dari penelitian ini adalah benar bahwa *Genshin Impact* memiliki pengaruh terhadap kemampuan Bahasa inggris para pemainnya walaupun tidak signifikan.

Kata kunci: game online, Genshin Impact, English skill

ABSTRACT

This study is qualitative research that aims to determine the effect of the game Genshin Impact on the English skills of the players. The ability referred to in this study is limited to the ability to write and read. Correspondents in this study were 20 players of the Genshin Impact game between the ages of 16 – 36 years consisting of 19 male players and 1 female player. The method of data collection was done by using a closed interview method. Then, the information collected will then be analyzed in depth and detail using a grounded theory approach to see the relationship between playing Genshin Impact and the players' English (reading and writing) abilities. The results of this study are true that Genshin Impact has an influence on the English skills of the players although it is not significant.

Keywords: game online, Genshin Impact, English skill

INTRODUCTION

At this time a quality internet network; gigantic bandwidth, high speed, and low price, have become the primary needs of modern humans. The internet is for many things and is almost limitless. For example, among others; The internet is used to support office activities, daily social activities, trade, security *(CCTV)*, and entertainment. Especially for entertainment, high speed internet is indispensable for accessing pay tv *(e.g., Netflix, USeeTv, Disney Hotstar, etc.)*, and playing online games. There are so many online games that we can play for free that can be downloaded freely on the *PlayStore (Android)* and *AppStore (iOS)*, one of which is currently on the rise is the game *Genshin Impact*.

Genshin Impact is an online game with the *MMROPG* genre which stands for *Massively Multiplayer Online Role-Playing Game*, which means an online game that is played by many organic (non-computer/AI) players simultaneously. This game has just turned 1 year old in September 2021. This game itself has been downloaded by more than 10 million players from all over the world and was chosen as the best game in the *MMROPG* genre in October 2021.

Playing online games has two opposing effects; positive and negative. Some of the negative impacts of playing games include; 1. The emergence of violence impacts the community. Children will behave badly because they imitate what they see in the online game which features violent scenes like in fighter game. 2. Online games can also inhibit children from learning or do not like to read due to excessive addiction

obtained from the game. Excessive addiction can make children sometimes bring up undesirable traits such as violence against parents or against others (Al-Munajjid, 2016).

The positive impacts of playing games, namely; for someone who plays online games is to get pleasure and inner satisfaction as well as stress relief entertainment after a daily activity. Even now, many gamers (as gamers) have used these online games for business ventures, such as selling the highest coins obtained by gamers to other gamers at a predetermined price (Kautsar, 2019).

Formulation of The Problem

There are several problem formulations that can be drawn from the explanations in the previous paragraphs, including; 1. Does playing *Genshin Impact* have a significant impact on the development of the players' English skills? 2. What are the important things that can be learned from the *Genshin Impact* game to help hone the players' English skills?

Objectives And Benefits of The Research

Seeing the above study between the positive and negative impacts of playing online games, it will be interesting if this research is aimed at finding the impact of playing the *Genshin Impact* game on the players' English skills

METHODS

This research is a type of qualitative research, where the purpose of this research is to reveal, answer, and explain interesting phenomena or cases that occur in people's lives (Sugiyono, 2012).

The approach used in this research is a phenomenological approach. The qualitative research method with a phenomenological approach according to Creswell (in Sugiyono, 2014) is one type of qualitative approach where in this type of approach the researcher conducts an observation on participants to find out the phenomena that occur in the participants' lives. This is done as a form of data collection by researchers which is then processed to find the meaning of what has been stated by the participants. Furthermore, Daymon (2008) in his book reveals that there are several kinds of studies conducted in qualitative research methods with a phenomenological approach. The first is social phenomenology, namely social phenomenological research where researchers conduct research that focuses on social action and group experiences. The second is transcendental phenomenology which explains that this research emphasizes the individual experience of a person and the third is hermeneutical phenomenology, namely in this study the researcher interprets the text according to the cultural context, situation and history in which a phenomenon occurs. In this study, a more appropriate approach to answer the formulation of the problem above is the social phenomenological approach.

Data are collected by means of interviews. The research subjects are asked the same questions about the *Genshin Impact* game they played, personal experiences when playing the game, and what things they got from playing the game that were directly related to their English skills. Interviews were conducted using direct and indirect interview methods. Direct interviews were conducted with research subjects who were in one area or a radius of 5-7 km from the researcher's house. Then, indirect interviews are conducted online to research subjects who are not included in the above conditions. The data collected after conducting the interview will be analyzed comprehensively, then data that is not related to the English language ability of the research subjects will be given a different label and will be analyzed separately, or if not needed the data can be directly eliminated.

FINDINGS AND DISCUSSIONS

The term online game comes from the term *MMORPG (Massively Multiplayer Online Role-Playing Game)*, which is an extension of the type of role-playing game that has multiplayer facilities, a player can connect a computer to a server, through the server, can play simultaneously with thousands of players. around the world. This game is the same as the type of Role-Playing Game, namely the players in the game. *MMORPGs* will be faced with various challenges and opportunities to improve the abilities of the characters they play (Hermawan, 2009). Online games can also be interpreted as games that can train a person's intellectual agility in taking action decisions in games by achieving certain targets (Alam, 2010).

The negative impacts of online games according to Yee (2002) include; 1. Addicted to playing, 2. Only focus on games, 3. Indifference to the surrounding environment, 4. Conflict occurs between game

addicts and the people in their environment, 5. Has little social interaction in the real world, 6. Feeling dissatisfied if not playing games. Then the positive impact of playing online games, namely; 1. Train complex skills and higher dexterity, 2. Improve concentration, 3. Improve hand and eye coordination, 4. Improve reading skills, 5. Improve English skills, 6. Improve typing skills (Poetoe, 2012).

The definition of skill according to Dunette (1976) is the required capacity to carry out several tasks which are the development of the results of training and experience gained. The term skilled is usually used to describe the level of varying abilities of a person. Skills are the ability to operate work easily and carefully (Widiastuti and Muktiani, 2010: 49). Meanwhile, according to Hari Amirullah (2003:17) the term skilled is also defined as an act or task, and as an indicator of a proficiency level. Based on this description, it can be concluded that *English skill* is the level of a person's ability to master English which includes reading, writing, listening, speaking, and vocabulary skills.

From the explanation above, a connection can be drawn based on data obtained from interviews, that most agree with the positive and negative effects of playing the game *Genshin Impact*. Some of them even have their own filters or tips to reduce the negative effects of playing online games. For example; 1. Limiting the volume and intensity of playing games, 2. Choosing a certain time to play games - usually when the time for daily activities is still loose, 3. Making an appointment to play with other players in advance due to busy office activities for players who work full-time.

Poetoe's opinion (2012) confirms that playing the *Genshin Impact* game which is included in online games has an influence on the players' English skills, but it is not known how significant the effect is. Most of them admitted that their English skills were increasing but not rapidly. This is because not all research subjects use English as the default language in the *Genshin Impact* game. Game developers even provide the game's default language feature which is practically complete, starting from Russian, English, Mandarin, Japanese, Korean, there is even an option to use Indonesian as the game's default language. Not a few of the research subjects use Indonesian as their game's default language, the reason is that it makes it easier for them to understand the instructions in the game better than using English where they feel a little bothered to translate when they find words that are difficult to understand.

Important things that can be learned from playing the game *Genshin Impact* according to the data collected, namely; 1. Improve team collaboration and coordination, 2. Increase tolerance between players, 3. Teach players to be better at time management, 4. Increase creativity, 5. Help the critical thinking process, and 6. Playing games can be an option to find additional income for game content creators. These things are not significantly related to English skills, this is because new things related to English are not found in the game.

CLOSING

Conclusion

Poetoe's opinion (2012) confirms that playing the *Genshin Impact* game which is included in online games has an influence on the players' English skills, but it is not known how significant the effect is. This is because not all research subjects use English as the default language in the *Genshin Impact* game. Game developers even provide the game's default language feature which is practically complete, starting from Russian, English, Mandarin, Japanese, Korean, there is even an option to use Indonesian as the game's default language. Not a few of the research subjects use Indonesian as their game's default language, the reason is that it makes it easier for them to understand the instructions in the game better than using English where they feel a little bothered to translate when they find words that are difficult to understand.

Suggestion

This research cannot be said to be satisfactory, because the research time is short and the data obtained are also very limited. To determine the magnitude of the influence of playing the game *Genshin Impact* on the English skills of the players, it is necessary to carry out further research using quantitative methods.

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