

CHAPTER II

LITERATURE REVIEW

This section clarifies two ideas that sit the discussion of this study. Both of them are supported by proven research results from some experts, also linked to my voices.

A. The Nature of Self-efficacy

Some of students struggle with some obstacles in facing their education life and they need self-efficacy to make it feels lighter, also me. Self-efficacy comes from several sources. In his study, Bandura (1994) mentioned that self-efficacy is activated through four processes such as cognitive processes, motivational processes, affective processes, and selection processes. As I experienced, I recognized that my self-efficacy occurred when I thought that I can do the stuffs confidently with my inner encouragement. Furthermore, self-efficacy derives from Bandura's concept (1994; 1997) is about a person who has a large scope for being able to explore himself with the aim to overcome his ongoing tightrope. Bandura thought that every single one can choose any way to go through the obstacle. Conceive it like living in lands, forests, desert, and/or oceans, we must change the way we live when we are not in our most comfortable area. For instance, Iroegbu (2015) stated that self-efficacy is related to specific situations and tasks, than personality trait, this is because it is rather a temporary characteristic, because individuals sometimes identify behaviours that they would like to change and activities in

which they would like to participate; however, most people do realize that a gap exists between their desire to make a change and their ability to actually put that desire into action.

Tabernerero and Hernandez (2011) uttered that self-efficacy shed changes of individuals in motivating one self. In this case, I shift learning behaviours in Digital Storytelling using applications, and there I am not only able to accomplish my project but also improving skill in technology. Teachers can also promote 21st century skills and multiple literacy skills, such as the ability to learn core subjects with application of information and communication technology (ICT) by letting students create digital stories of their own, individually or in groups (Heo, 2009). Besides, my personality fitted into activities where I can make a visualization product. Subsequently, I tent to feel satisfy about my own product I could re-watch, moreover if people do so too. Thus, Baldwin (2006) declared that the decision to maintain a successfully enacted change is thought to be guided by people's perceived satisfaction with the outcomes afforded by the change.

Practically, last time, I exemplified self-efficacy to accomplish Digital Storytelling project with a game. Self-efficacy also affects employees' level of effort and persistence when learning difficult tasks (Lunenburg, 2011). Whereas, my other mates used the various applications which our lecturer recommended to us, such as PowToon, Zimmer Twins, Story Jumper, Go Animate!, ToonTastic, etc. Instead of using those applications, I chose The Sims, Filmora, and BandiCam as the tools. Hence, I feel that self-efficacy is a

belief I use to survive, a fortress for me to keep driving forward. Past firsthand success is generally a good reason to believe that one can again succeed (Schonfeld, 2011). For any kind of subjects I got in my 6th semester, this one certain subject 'Digital Storytelling' focusing when I completed the tasks, a simulation game became a channel to my self-efficacy.

B. Life Simulation Game Series: The Sims 4

The Sims is a life simulation game series that was developed by Maxis and The Sims Studio. They started to release the first version of The Sims in February 4th on 2000 and gained a lot of attention especially from gamers, and The Sims 4 which is the latest version of The Sims was released on November 15th, 2015.

“The Sims is just a game. It is a game where the player controls the actions and behaviour of individual characters (Sims) within a community” (cited in Nutt, 2003, p. 577). Nutt in the same study proposed more the bustles come about in the game, life circulations as follows having a job, make friends and close interpersonal relationship with people, getting married, having babies, and those all have to meet or else the players die, or at least fail to thrive. There are expansion packs for them enjoying life, serve the opportunities to go on vacation, having pets, going out on dates and other activities. We can surf to websites too where it offers the chance to download different items to expand the playability of the game.

The player only plays to click at one Sim and object, for example, the player has one Sim and he or she clicks on a bed to control the Sim whether to sleep, taking a nap, or only sitting. Players must attend to their Sims' physical and emotional needs, help them find jobs and resolve domestic and interpersonal problems, and decorate their homes with furniture and appliances (Ranalli, 2008). The players, basically are called 'Simmer', make the Sim's own story life and they should give a good care over the Sim(s).