

CHAPTER 1

INTRODUCTION

1.1 Background of the Study

Three years ago, AL (participant) found an advertisement for an online game called Genshin Impact. AL always loved playing that game. She would spend hours immersed in the vibrant world of "Genshin Impact," a popular online game that captivated her with its rich storytelling and engaging missions. But beyond the entertainment, AL found something unexpected: a new way to learn English vocabulary. Vocabulary is the foundation for those who want to learn a foreign language, including English. Grammar is important, but vocabulary is one step further (Kayaalti, 2018). For AL, this meant that expanding her English vocabulary was the first step towards mastering the four skills of English learning. This is reinforced by a quote from Zaelani et al. (2022), stating that a strong vocabulary owned by students enables them to master English and its four skills.

However, in reality, not all students are able to learn vocabulary efficiently. There are those who have difficulty learning vocabulary; for example, when remembering a word and its function, they easily forget because they only memorize it but do not use the word in context. This was AL's struggle. She often found herself forgetting new words shortly after learning them because she hadn't used them in meaningful contexts. Research by Raximovna et al. (2020) supports this, finding that participants who memorized new words daily often forgot them and couldn't use them effectively. This obstacle, especially when faced with academic demands, could be demotivating.

In the midst of these challenges, AL noticed the potential of technology in education. The rapid technological advancements have significantly influenced the field of education. Technology and education are inseparable in this modern era (Dien, 2023). Teachers use technology to teach, and students use technology to learn. Beyond the classroom, learning can now occur anytime and anywhere because of technological tools. One such tool is online

games, like "Genshin Impact," which can be accessed via mobile phones or computers. According to Dien (2023), mobile games can ideally promote education due to their convenience and efficiency. AL began to see "Genshin Impact" not just as a game but as a media that can help her learning.

There are some points of AL using Genshin Impact to help her learning vocabulary. During the Alchemical Ascension Event, she checked the "market news" menu for current news. She searched for information on the potion wanted by the buyer. One of the news found was "Fontainian divers are salvaging a batch of cultural relics. They wish to move more swiftly underwater so that their work can proceed more efficiently." Based on news, the buyer wanted the effects of "salvaging" and "more swiftly," then she created a potion with the effects that make divers more swiftly. After she crafted the potion, she went to the shop, selected the potion to be sold, pressed "stock potions," and then "end operation cycle," where the potion was sold automatically due to timeskip. Finally, the "financial report" appeared to show the "revenue details". In this event, AL learned vocabulary by reading, understanding the context and gaining knowledge about how to write of several words such as "stock potions" and "revenue details". She also identified the keywords "salvaging" and "more swiftly", and looked up the meanings and synonyms of these words to understand the desires of potion buyers. This process repeated with different news and needs, reinforcing her understanding and memory of the learned vocabulary. Thus, players gradually expand their vocabulary while engaging in the challenges and interactions provided by events in the game. This experiential learning helped her retain words better than traditional memorization. She directly applied the vocabulary from the game's instructions, finding that the direct usage solidified her understanding. Additionally, AL found that seeing the vocabulary in context through the game's visuals helped her comprehension more than just reading text. Dien (2023) posits that students can acquire vocabulary through knowledge related to communication, environment, and social science by participating in such games. This aligns with AL's experience.

Furthermore, previous research by Azizah and Warni (2023) highlighted that the chat feature in "Genshin Impact" positively impacts students' motivation to improve their English communication skills. However, most studies have focused on vocabulary acquisition through the chat feature alone, neglecting other valuable features of the game. This study focuses on investigating the role of using online games, especially "Genshin Impact," in learning English vocabulary through experience. Thus, this study aims to identify whether the role of the game can contribute to learning English vocabulary.

1.2 Formulation of the Problem

From the background of study described above, the researcher's question is: "What are the Genshin Impact roles on learning vocabulary?"

1.3 Operational Definitions

1.3.1. The Use of Online Game

Online games are indeed an entertainment medium that is loved by many people. Even so, its use is not limited to that. The use of online games can also be applied in an educational environment.

1.3.2. Online Game

Online games can be a means to acquire new vocabulary. Online games provide extensive interaction without walls to interact with the outside world. So that makes the player absorb new vocabulary from his online friends.

1.3.3. Genshin Impact

Genshin is a game used in this study as a means by which participants learn English vocabulary. There are many features that can be used in this game to support vocabulary learning.

1.3.4. Learning Vocabulary

Learning vocabulary is crucial for building a strong foundation in English. It involves acquiring, mastering, and using new words through various activities. Outside classroom, students can now use technology to

learn anywhere. Online games, serve as effective learning tools. For instance, a participant learned daily vocabulary, such as "delivery" during a food delivery mission in the game.

1.3.5. Narrative inquiry

Narrative inquiry is the research method chosen in this study to explore participants' experiences using narrative. This method is suitable for discovering participants' experiences, such as vocabulary learning strategies with Genshin Impact, participants' motivation, and others.

1.4 Aim of the Study

The aim of this study is to identify whether the role of "Genshin Impact" can be a contribution to learning English vocabulary.

1.5 Significances of the Study

1.5.1 Theoretical Significance

This research enriches theoretical understanding by showing how "Genshin Impact" enhances vocabulary learning through visual and interactive elements, increasing motivation and engagement. It supports multimodal and contextual learning theories, demonstrating the effectiveness of game features in improving memory and comprehension.

1.5.2 Practical Significance

This research demonstrates that playing "Genshin Impact" helps students learn vocabulary through fun, engaging methods outside of school. It shows that the game boosts motivation and offers practical strategies, such as repetition and translation, to improve vocabulary retention and comprehension.

1.5.3 Empirical Significance

This study provides evidence that "Genshin Impact" effectively improves English vocabulary learning by increasing student motivation and engagement. The research shows that game features such as repetition and translation can improve memory and comprehension. It also offers practical strategies for teachers to integrate into language learning curricula.