

CHAPTER II

LITERATURE REVIEW

2.1 Theoretical Framework

2.1.1 Vocabulary learning

In learning language vocabulary, it can be learned in many forms, whether from formal or non-formal education, written or verbal. The more interesting or new words one finds, the more curious they become about them. According to Jenkins & Dixon (1983), vocabulary can be learnt in 4 ways, which; (1) involve explicit reference to a meaning, such as when another person directly provides information, such as through a dictionary or through oral instruction. (2) through example, as when an object (e.g., a piano) or an event (e.g., an argument) alongside with label. (3) through verbal context, oral or written. (4) through morphological analysis of individual words. In addition, Schmitt and Schmitt (2020) on their work identified that learning vocabulary can be done in several ways, in which; (1) incidental learning, (2) intentional learning, (3) contextualized learning, (4) engagement and motivation, (5) repetition, and (6) social interaction. Incidental learning takes place when the individual learns or acquires vocabulary unintentionally during activities. Intentional learning, on the other hand, involves learners focus on specific objectives to learn and acquire new vocabulary, typically through structured activities like studying. Contextualized learning prioritizes comprehending vocabulary within its context, taking advantage of phrases or actual situations to illustrate word meanings. Engagement and motivation refer to learners' participation during the learning process and how it motivates them. Repetition covers the frequent review of vocabulary over a period of duration. Social interaction in vocabulary learning could take places when interacting with peers, sharing the newly encountered word meaning and provides opportunities for social interaction. On top of that, students can also enrich their vocabularies through indirect learning, in which new words are learned unconsciously while reading or reading (Nation. I. P., 1982). Means it proves that learning a language is not exclusive to mentoring or

teaching-based methods; rather, the individual has the freedom to choose their own method of learning.

2. 1. 2 Digital online games

Digital online games are an interactive and modern type of video game that are played over the internet or a computer network. Online games provide players with the opportunity to connect and engage with other players from around the world, creating a virtual community or multiplayer environment in real-time (Chan & Vorderer, 2006). These games can be accessed through various platforms, such as personal computers (PC), gaming consoles, smartphones, or tablets. Online games have become one of the most popular lifestyles among youngsters in recent years due to their wide and appealing features (Zandi & Mirzaeidoostan, 2019).

Online games offer a wide range of genres, including role-playing games (RPG), first-person shooters (FPS), real-time strategy (RTS) games, multiplayer online battle arenas (MOBA), and many more. Each genre has its own gameplay mechanics, objectives, and social dynamics, appealing to different types of players. Along with that, online games have attracted players of a variety of ages, nationalities, and occupations. Due to online game growing popular, it has an impact in internet slang, people who plays game often or known as gamer usually use that slang when interacting with others while in-game. The example of these slang such GL HF means “good luck and have fun” to encourage them before starting matches, GG or GG WP means “good game” or “good game well played” to congratulate each other, and so on. However, online games sometimes face criticism that being promote cyberbullying, violence, and xenophobia. Some also concerned about getting gaming addiction or social stigma. Besides those criticism, from the brighter side online games could be act as language learning tool because of their content. Mostly online game comes with English subtitles and audio dubbed, from its content the player or gamer can learn and enriching their

vocabularies, improving reading, listening, and speaking skill as well as learning digital literacy unknowingly.

2.1.3 Honkai Star Rail

With the online games being very popular, the use of online games among players is rapidly increasing, and it begins to be part of daily routine. One of the online games that is currently popular is called Honkai Star Rail, developed by Cognosphere Pte., Ltd., also known as Hoyoverse, which is played by millions of people around the world. On the day of its release, it had been downloaded by 20 million people (Cao & Yang, 2024).

Honkai Star Rail is an online game that focused on storytelling to grasp the game lore with a galactic sci-fi theme. The game itself is packed with good storytelling and rich in the game lore. Along with that, the data from PlayerAuction shows the active Honkai Star Rail players in 2023 are 24,872,568 people. In Indonesia itself, many people are playing Honkai Star Rail, and some of them might use the game as their medium in learning new vocabulary.

2.2 Study of Relevant Research

This study will expand on how student, especially EFL learner could enrich their vocabulary by playing online game. But unfortunately, there is none of these studies using Honkai Star Rail as their research subject. However, there are several studies that examined online games as learning mediums. The study conducted by Yudha & Utami (2022) about how an online game named Dota 2 can affect learner vocabulary development. They claim that online games nowadays could help students in improving their English vocabulary. Dota 2 is one kind of MOBA (Multiplayer Online Battle Arena) game, also known as Action Real-Time Strategy (ARTS) game, which is not a serious game designed to learn English, but at some point, it can be used to learn English indirectly. The result of the study found that the learner who played Dota 2 not only gained vocabulary mastery improvement but also

boosted their motivation to learn English more, because most of the features in the game itself are based on English.

The other study conducted by Jabbari & Peterson (2023) by pairing the EFL gamers with native speakers found that the EFL gamers could improve their speaking ability along with fluency and new vocabularies. The WOW (World of Warcraft) facilitates them to communicate with each other by activating voice chat channels. By doing voice chat between team to team, the WOW's players might improve their speaking ability and gain new vocabularies even it's not related to English only. Jabbari & Peterson (2023) in their article also stated that WOW's player is more prioritizing the meaning rather than seeking new vocabularies consciously.

The study conducted by Azizah and Warni (2023) examined the influence of Genshin Impact as a motivation to improve English communication skills through the chat feature in the game. The results demonstrated that the chat feature in the game had a positive influence on motivation to improve their English communication skills. In addition, the participants strongly agreed that Genshin Impact can be used as a learning medium in a fun way.