

Students' Perception Of The *Genshin Impact* Game In Their Vocabulary Mastery And 21st-Century Skills: A Descriptive Qualitative Study

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Abstract

This paper presents students' perception of the *Genshin Impact* game in their vocabulary mastery and 21st-century skills. The aim of the study was to describe how the *Genshin Impact* game contributes to 5th-semester students' English vocabulary mastery in the English Education Major at the State Islamic University of Syarif Hidayatullah Jakarta and improves their 21st-century skills. Through a descriptive qualitative method, the study aimed to inform students that there are other alternatives to learning English vocabulary in a more interesting way, such as playing the *Genshin Impact* game. Based on the result of the data analysis, the researchers found that playing the *Genshin Impact* game contributes to students' vocabulary mastery and allows them to apply the vocabulary they have learned from the game according to the context. Additionally, the participants' 21st-century skills, such as critical thinking, creativity, and collaboration, increased after playing the *Genshin Impact* game. The researchers suggest that students can choose the *Genshin Impact* game as a medium to improve their vocabulary mastery and 21st-century skills.

Keywords: *Vocabulary, Media, Online Game, Genshin Impact*

Introduction

English's huge role as the International language that should be mastered in today's world makes its vocabulary crucial, especially for second and foreign-language students since their English proficiency depends on the words they master (Ibrahim et al., 2016). However, students at any level, especially college students, sometimes face many obstacles in acquiring vocabulary. One of the most common difficulties faced by the students is their boredom in learning vocabulary using traditional methods such as writing a word from the dictionary and then making examples with it as practice or memorizing a word using flashcards and then guessing its meaning (Omar & Rias, 2013). Another difficulty that is usually faced by students is the large number of words with their complexity since knowing a word involves more than knowing the definition, which they need to acquire in a merely short time (Rohmatillah, 2014).

This situation, where developing English vocabulary proficiency becomes complex, makes the students more aware of choosing the most effective medium to increase their vocabulary mastery wherever they are to reach the goal of being a fluent English speaker (Sudiran, 2014). The boredom that is usually faced by students also leads them

to seek innovative and engaging ways to improve their vocabulary, such as using fun media. Therefore, this innovation can be reached by playing a Role-Playing Game since it offers an enjoyable environment in learning a language rather than theoretically learning a set of rules (Nadia et al., 2021).

Recent studies show that the fun and interesting media that recently became popular among college students is the *Genshin Impact* game, which is categorized as a Massive Multiplayer Online Role-Playing Game or MMORPG (Seventilofa, 2022). Research conducted by Lee and Kim (2019) found that an MMORPG like the *Genshin Impact* game presents its players with a various and rich linguistic environment in which the players will encounter a large number of new terms and phrases in particular contexts and themes, such as chemistry, fantasy, geography, and history. Quantitative research conducted by Farhan (2022) also revealed that students' vocabulary acquisition could be developed by playing MMORPG like the *Genshin Impact* game.

Besides helping students with their vocabulary, MMORPG also offers opportunities for students to practice and develop 21st-century skills in various contexts and domains. For example, MMORPG can enhance students' creativity, collaboration, communication, and problem-solving skills by immersing them in a fictional world where they must create their own characters, interact with other players, and overcome challenges (Qian & Clark, 2016). A review by Liu et al (2011) also found that MMORPG positively impacted students' problem-solving, critical thinking, and digital literacy because MMORPG poses several detailed challenges written on the screen, and they need to critically analyze new situations.

The unique features of the *Genshin Impact* game provide many benefits for the players. Furthermore, the variety of challenges presented in an MMORPG, such as the *Genshin Impact* game, is also beneficial for the players' English and 21st-century skills. However, there is still lack of research investigating the contribution of the *Genshin Impact* game to the players' 21st-century skills since some researchers only focus on a specific skill when exploring an MMORPG such as the *Genshin Impact* game.

This study focuses on whether playing an MMORPG, including the *Genshin Impact* game, positively contributes to students' English vocabulary mastery and influences their 21st-century skills, such as solving clues, finishing missions, and following storylines, creativity in making weapons, and collaboration in building strategies to win against the battle with other players in the group. This study also explores the influence of the vocabulary that the players have gotten from the *Genshin Impact* game on their English skills. Because the players should feel several positive effects after playing this game, researchers want to see students' perception of the *Genshin Impact* game in contributing to their vocabulary mastery and their 21st-century skills.

Method

In collecting the data, the researchers chose five English Education students at State Islamic University of Syarif Hidayatullah Jakarta in the 5th semester who have already played the *Genshin Impact* game. The instrument used to find out their perception of the contribution of the *Genshin Impact* game to their vocabulary and 21st-century skills was an open-ended questionnaire that was delivered through *Google Forms*.

The questionnaire consisted of thirteen questions were categorized into five themes: the students' perception toward their vocabulary improvement after playing the *Genshin Impact* game and the example of the terms they have got from the game, the implementation of the vocabulary on their communication in real-life setting, the effect

of the vocabulary they have got from the game in boosting their confidence when integrating other language skills, their engagement with digital media in improving vocabulary, and their perception toward their 21st-century skills improvement after playing the *Genshin Impact* game.

The questionnaire asked the participants to express their perception of the *Genshin Impact* game in their English vocabulary mastery and 21st-century skills. The data gathered was analyzed using a thematic analysis technique.

Results

The *Genshin Impact* Game's Contribution to Vocabulary

Most participants pointed out that playing the *Genshin Impact* game contributes to their vocabulary mastery, as they are exposed to new words and phrases in the *Genshin Impact* game. This finding is reinforced by the evidence that the participants mentioned some of the terms that are contained in the *Genshin Impact* game and categorized them such as constellation, shrouded, lore, abyss, versatile, embark, realms, reminiscing, and scorching. Thus, the participants also categorized the kind of vocabulary they got from the *Genshin Impact* game, such as history, chemistry, and the seven elements.

Implementing Vocabulary in Real-life Communication

From the data analyzed, most participants stated that they could implement the vocabulary they got from the *Genshin Impact* game in real-life communication. A participant argued that the vocabulary they got from the *Genshin Impact* game might be able to be implemented in real-life communication depending on the context. Another participant also stated that the vocabulary is useful for conversation in online gaming communities.

Boosting Four Aspects of Students' English Skills

Since many words and phrases are presented in the *Genshin Impact* game, some participants stated that the vocabulary in the game can boost their confidence in delivering ideas when speaking. Those diverse terms also claimed to improve their writing products for the participants. Regarding reading, some participants pointed out that the *Genshin Impact* game positively affects their reading skills because it requires the players to read and understand the rules in completing the missions and quests. In this game, the players also engaged with in-game conversations, dialogue, and storytelling. Because of the variety of reading materials supplied in the *Genshin Impact* game, most participants claimed they felt more confident when reading other materials. On the other hand, stories and dialogues presented in the *Genshin Impact* game also affect the confidence of the participants' listening skills because the voice-over person speaks the words with very clear pronunciation and good quality. This incredible and helpful feature makes it easier for the participants to understand the terms individually and be used to listening to English stories and conversations.

The *Genshin Impact* Game's Efficiency

Although the *Genshin Impact* game offers a lot of unique and interesting features, which can be a medium to get more vocabulary, some of the participants stated that this game is not recommended for students when they want to focus on their vocabulary improvement since it requires a big space of memory in their smartphones or PCs. Other participants also stated that although the *Genshin Impact* game is fun to play, it is not a

specified game focused on vocabulary learning, making them more engaged in solving missions rather than memorizing vocabulary, so playing this game is inefficient.

Fostering Students' 21st-Century Skills

Most participants stated that playing *Genshin Impact* can boost their critical thinking because they are required to make a strategy to win the battle and make decisions over some choices. When playing the game, the players are also asked to find clues and items and solve some quests, missions, and puzzles. Furthermore, the participants claimed that playing the *Genshin Impact* can also increase their creativity since there are exclusive sections where the players should design, build, and decorate their house, *serenitia* pot, and weapon. Another participant also pointed out that eye-pleasing cutscenes, event arts, landscapes, various stories, and game events can motivate some people to create masterpieces. The participants' collaboration skills are claimed to be enhanced by playing the *Genshin Impact* game since a feature called "co-op" requires the players to collaborate with another player to solve a mission on the same map.

Discussion

The combination of visual and aural components in multimedia, such as games, engages multiple senses in the learning process (Clark & Mayer, 2011). The *Genshin Impact* game contributes to the players' vocabulary skills. This finding aligns with a study conducted by Lin and Guo (2021) which shows that in a classroom setting, an online game approach, including Massive Multiplayer Online Role-Playing Games or MMORPGs, effectively works on EFL adolescent students' vocabulary proficiency. Sung et al. (2017) and Suh et al. (2010) also argued that MMORPGs could be an efficient form of English language teaching activity. The utilization of MMORPGs in a classroom setting also increased students' success in their vocabulary mastery, especially EFL students, because the environment presented by the game makes the players feel safe. They can learn a lot of foreign vocabulary from MMORPGs because some games are created by people from different countries, and the majority of the games use English as their display language (Peterson, 2010).

Since vocabulary is an essential part of learning English, it is impossible for students to understand a language and deliver their ideas by communicating with each other when they lack vocabulary (Lessard-Clouston, 2013). The *Genshin Impact* games proved to be able to make players implement the vocabulary they got from the game in real-life communication settings, depending on the context. MMORPG players enjoy and are interested in learning some daily used words and phrases by speaking or chatting with other players from different countries while playing the game (Bakan et al., 2022). Furthermore, players can understand and memorize the meanings of a new term or phrase presented by the game and an unfamiliar vocabulary associated with the missions or tasks in the game (Rankin et al., 2009).

Vocabulary is the major component in a language that affects other areas of learning English, such as the four macro skills (Richards & Renandya, 2002). The vocabulary from *Genshin Impact* can boost players' confidence in integrating other English skills, such as listening, reading, speaking, and writing. Activities conducted on a particular platform, such as playing games, surfing the internet, listening to music, watching movies, and reading news, are superior to individuals' receptive behaviors, including listening and reading (Sundqvist, 2009). MMORPGs have positive effects on players' listening, reading, speaking, and writing skills depending on the players' gaming experiences, gender,

goals, and second language proficiency (Yudintseva, 2015), and MMORPGs can also be integrated to enhance language instruction (Ferguson et al., 2008)

The technology, when it is used effectively, can be a medium to enable students to enhance their innovative skills related to recent or futuristic information (Saxena & Yadav, 2013). The *Genshin Impact* game can be used to enhance the players' 21st-century skills, such as critical thinking, creativity, and collaboration. Hence, a platform that allows individuals to understand and discover different ways of thinking, like an MMORPG, can improve an individual's critical thinking by contributing ideas without being influenced by others and exploring different ways to solve a problem (Tang et al., 2020). Well-designed MMORPGs that pose various challenges also allow individuals to develop collaboration and critical thinking skills (Qian & Clark, 2016). Playing games that provide a feature where players can collaborate with others through open communication can also enhance collaboration skills because they can share their experiences and ideas (Tang et al., 2020). Players' creativity can also be enhanced by exploring artificial features in the game since it can inspire them to reduplicate it in real life because the art in video games is fascinating (Sainio, 2022).

Those advantages of MMORPG align with the benefits of the *Genshin Impact* game presented in the findings. By exploring today's technology, such as utilizing MMORPG in learning language, the students can use the *Genshin Impact* game to improve vocabulary skills in a more fun and flexible way. Since the students in the current era are required to master 21st-century skills, the *Genshin Impact* game can be an alternative platform where they will be trained to think critically, enhance their creativity, and collaborate well.

Conclusion

According to the results of the data analysis, it can be concluded that the *Genshin Impact* game positively contributes to students' vocabulary mastery because the game presents much vocabulary that may not be gotten by them in their daily conversation. The vocabulary that the students got from the *Genshin Impact* game is claimed to be useful for real-life communication and boosts their confidence in integrating their English skills, such as listening, reading, speaking, and writing. However, students claimed that developing their vocabulary using the *Genshin Impact* game is not recommended because the game requires ample space for storage. Furthermore, the *Genshin Impact* game also positively contributes to the students' 21st-century skills, such as critical thinking, creativity, and collaboration skills. After conducting this research in a short time, the researchers agree that some of the data obtained from the research are limited. Hence, a recommendation is provided for the next researcher who wants to carry out this study to use a quantitative method to determine vocabulary improvement, as well as the 21st-century skills of the students who have not used the *Genshin Impact* game at all. Moreover, using quantitative data in research will make the data analysis and results more objective and accurate.

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