

THE USE OF DIGITAL GAMES TO ENHANCE STUDENTS' LISTENING SKILL

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ABSTRAK

Penelitian ini bertujuan untuk menganalisis dan mencari tahu apakah penggunaan digital game sebagai salah satu media peningkatan kemampuan mendengarkan itu efektif. Selain itu penelitian ini dilakukan untuk mencari tahu apakah digital game bisa dijadikan sebagai salah satu media pembelajaran baru untuk peningkatan kemampuan berbahasa seseorang, dikarenakan media baru untuk latihan mendengarkan cukup penting agar siswa tidak bosan. Metode penelitian yang digunakan adalah literature review, yaitu mengumpulkan berbagai hasil penelitian dan membandingkannya untuk melihat hasil akhirnya. Hasil akhir menunjukkan bahwa sebagian siswa yang dijelaskan pada jurnal-jurnal ilmiah yang menjadi sumber kajian memang mengalami peningkatan pada kemampuan listening mereka, sebagian merasa pemahaman mereka mengenai kosakata yang diketahui bertambah luas, dan sebagian lagi merasa bahwa kemampuan berbahasa mereka meningkat dari berbagai aspek, menandakan bahwa penggunaan gim digital sebagai salah satu media pembelajaran bahasa memang cukup efektif untuk meningkatkan kemampuan berbahasa, bahkan tidak terbatas pada mendengarkan semata namun juga aspek-aspek berbahasa lain. Kesimpulan yang didapat dari melakukan penelitian ini adalah penggunaan gim digital sebagai salah satu media untuk meningkatkan kemampuan mendengarkan siswa terbukti cukup efektif, bahkan tidak hanya terbatas pada sekedar meningkatkan kemampuan mendengarkan siswa saja, tetapi juga bisa meningkatkan sekiranya seluruh aspek dari kemampuan berbahasa siswa seperti pemahaman kosakata yang semakin meluas, ataupun meningkatkan kemampuan pemahaman siswa dalam pembicaraan berbasis bahasa Inggris.

Kata kunci: kemampuan mendengarkan, gim, media

ABSTRACT

This study aims to analyze and find out whether the use of digital games as a medium for improving listening skills is effective. In addition, this research was conducted to find out whether digital games can be used as one of the new learning media for improving one's language skills, because new media for listening practice is essential so that students do not get bored. The research method used is a literature review, which collects various research results and compares them to see the final result. The final results show that some of the students described in the scientific journals that became the sources of the study did experience an improvement in their listening skills, some felt that their understanding of known vocabulary was broader, and some felt that their language skills improved in various aspects, indicating that the use of digital games as one of the language learning media is indeed quite effective for improving language skills, not even limited to listening alone but also other aspects of language. The conclusion obtained from conducting this research is that the use of digital games as one of the media to improve students' listening skills has proven to be quite effective, even not only limited to just improving students' listening skills but also capable of improving all aspects of students' language skills, such as expanded vocabulary understanding and improved students' comprehension skills in English-based speech.

Keywords: listening' skill, game, media

INTRODUCTION

In the development of English language skills, listening skills are one of the important aspects that

can be trained to improve language skills, especially English. The ability to listen is competent, it is a very important factor for

successful communication (Zhang & Graham, 2020). Learning to improve listening skills in the classroom uses recorded conversations or readings of texts, and it is not uncommon for teachers to use songs as a medium, but there are many students outside of school who are able to improve listening skills using games. In recent years, video games have been proven to have educational benefits in various fields of study, one of which is the medium of foreign language development because the target does not have a limit on the user's language ability and its immersive nature (Hung et al., 2018)

Previous studies have discussed that games can be used as a medium for listening practice, such as dubbing in games that can make students more familiar with foreign languages in a new and innovative way, and about students' listening skills are one of the aspects where students can improve their language skills, but there are still many who view listening as one of the passive language skills so it is not given much attention. According to Hosni (Al Hosni, 2014), learning English as a foreign language means facing more difficulties in listening and speaking than writing and reading. Based on this, it can be said that listening is a skill that must be developed if you want to master a language. With today's technological advancements, the excuse of "it's hard to find suitable media for listening practice" is no longer valid. There are so many media that can be used to practice listening skills, from songs, movies, to games. Games are not only a hobby for some people, but can also be used as a medium to practice developing listening skills, especially a narrative game that makes the player must listening to the conversation to understand the story. According to Aiken (Aiken et al., 2022), in-game interactions that require players to listen carefully to understand the storyline can train focus and improve players' listening skills. The use of games as one of the media to train listening skills can also increase students' motivation and desire to improve their listening skills, especially since most students now like to play games that make them more familiar and not bored with games as learning media. The use of digital games in foreign language learning can create new variations in learning, as well as increase commitment, motivation, and language proficiency (Osman & Abdul Rabu, 2020).

This study aims to find out that it is effective the use of games is in the development of

a student's listening skills, how far they can develop their listening skills with game media that is already familiar in their daily lives. Moreover, there are many students who do not know or even realize that their listening skills can also improve slowly with the games they play. Also so answer some following question:

1. Can digital games really be used as one of the new media in listening learning?
2. How rapid is the improvement in students' listening skills before and after playing digital games as a listening learning media?
3. Are there any side effects or disadvantages in using digital games as a medium for listening learning?

METHOD

The research method carried out by the author uses literature review methods collected from scientific journals that have been researched previously with broadly the same topic, namely finding out whether the use of digital games as one of the listening media is effective for improving one's listening skills. This research does not involve field observations, direct experiments, or interviews with respondents, this research collects data through scientific journals and compares and sees the results which are then included in the final results or conclusions at the end.

ANALYSIS OF PROBLEM SOLVING

The problem identified is to find out if digital games can be used as a new medium for improving listening learning. The use of audio conversation is often considered boring and lack of variety in learning. One solution that can be used is to use digital games. Digital games can be played while listening to the dubbing of the characters provided in the game, which is effective enough to improve students' listening skills while playing digital games.

RESULT AND DISCUSSION

Table 1. Investigation of The Relationship between Digital Game Addiction and English Listening Skills among University Students by (Agaoglu & sad, 2020).

No	Keywords	Research Question	Research Methodology	Findings
1	Digital games, English Listening Skill, Educational Game, Gamification.	Is there a correlation between how long students play games and the improvement of students' listening skills?	Quantitative Associational Model.	Students who play games frequently have an improvement in listening skills compared to those who don't, although this could risk increasing addiction to games.

Table 2. The Impact of Adventure Video Games on Foreign Language Learning and the Perceptions of Learners by (Chen & Yang, 2013)

No	Keywords	Research Question	Research Methodology	Findings
2	Adventure Video Games, Language Learning, Game Design, English as a Foreign Language, Learner Perception.	Based on students' perceptions, what other language skills and knowledge can be improved via playing adventure video games?	Qualitative and Quantitative.	The games used are proven to improve students' language skills, not only listening, but also reading and vocabulary addition.

Table 3. Video Games: the Interface Between Language Learning and Storytelling by (Parsayi & Soyoof, 2018)

No	Keywords	Research Question	Research Methodology	Findings
3	EFL pedagogy, English literature, English teaching, Language learning, Meaningful learning, Narrative and video, Second language acquisition, Storytelling, Video games.	Can narrative games help students' foreign language skills?	Qualitative.	The game improved several aspects of students' language. One of them is listening, students who are used as research subjects admit that playing games can gradually improve their listening skills.

Table 4. "There's a sniper on that hill!": Gaming in English as a Global Language Environment by (Peake & Reynolds, 2020)

No	Keywords	Research Question	Research Methodology	Findings
4	English language learning, Games, Motivation, Online Gaming, Video games, Virtual learning environment.	Analyzing whether it is true that the use of video games can significantly improve students' listening skills?	Qualitative.	Most students admit that their language skills have improved, including listening. To be precise, 84% of all students who were the subject of this study.

Table 5. Enhancing Listening Skill Through Narrative Text in Video Games by (Jimmi et al., 2024)

No	Keywords	Research Question	Research Methodology	Findings
5	Listening, Narrative Text, Video Games.	How listening skills can be enhanced using digital games?	Descriptive Qualitative.	Students finds an effective and fun way for individuals to practice and improve their listening skills with digital game.

Table 6. Digital Game-Based Language Learning: The Impact of Story-Driven Game Life Is Strange on Language Learners' Listening Skills by (Moniza Ray & Ajit, 2024)

No	Keywords	Research Question	Research Methodology	Findings
6	English as a second language (ESL), Digital game-based language learning (DGBLL), Listening skills.	How does the story-driven game Life is Strange 1: Episode 1 impact the listening skills of the participants?	Quantitative.	The use of digital games as a medium for learning listening skills is favored by students; 87.5% of students agree that using digital games as a learning medium is new and interesting. Moreover, their listening skills indeed showed improvement.

Discussion

Digital Games as A New Media in Listening

Based on the data results from the journals that have been collected, it can be said that digital games can be used as one of the new listening learning media because the use of dubbing in games brings a new atmosphere for students so that students who use digital games as learning media do not feel bored (Jaelani & Adung (2022)). It is also explained that those who play more often or are addicted to games generally have better listening skills than those who do not, this is because those who are addicted to playing games are indirectly accustomed to listening to dubbing conversations in games, so that when in listening learning they are used to listening to conversations in the foreign language.

Improvement in Listening Skills Before and After Playing Digital Games

Based on the data from the journals that have been collected and analyzed, there are enough differences in students' listening skills before and after playing games. On average, the results of the study stated that the improvement in students'

listening skills increased between 30-50% after using digital games as one of the listening learning media. This explains that the use of digital games as one of the media for listening learning can indeed be applied, but with supervision from the teacher concerned, especially for students who are not used to playing games.

Side Effects and Disadvantages of Using Digital Games

The use of digital games as one of the media for learning to listen is certainly not free from certain side effects or shortcomings, as well as other media. In some articles that have been researched mention that there is a possibility that students become too addicted to games, which is not good because it can have an effect on students' overall grades and become too frequent in playing games. There are also disadvantages of using games as a listening learning media is that students or schools must provide sufficient facilities to use digital games such as computers or laptops, and qualified headsets so that the sound of conversations heard by students can be clearer.

CONCLUSION

In modern times like this, there are many people who play digital games from various circles, from school students to adults. That makes digital games more recognized and attached to today's society, including today's students. Along with the development of technology in games, technology that is used for learning is also developing, so that now the learning that is carried out is increasingly diverse and unique. One of them is the use of digital games for listening learning media.

Based on the research results from the journals that have been collected, it is said that digital games can indeed be used for new media in the world of education, as well as improving students' language skills including listening skills. The results of the journal research said that most students claimed to have experienced a significant increase of around 30-50% from before after using digital games as their listening learning media. The students also admitted that they liked this new media because they felt it was not boring and interesting, because it not only improved their listening skills, but other aspects of language skills as well. But there is also a side effect of using digital games as a medium of listening learning, namely the possibility of students becoming addicted to games. Students who are too addicted to games can certainly affect how they learn and manage their times. Therefore the role of the teacher is needed here so that students are not too addicted to games to a severe level. There are also disadvantages in using digital games as learning media, which must be provided with supporting facilities or tools such as the latest laptop or computer, and a headset to listen to dubbing more clearly. Moreover, there are still many games with good dubbing, but are required to pay in advance to be accessed, not so many games with good dubbing but free and free to play.

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