A Content Analysis of Learning English through Online Games:

A Case Study of Real English for gamers

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ABSTRACT

The purpose of this study was to examine content analysis of learning English through online games. Game Transfer Phenomena (GTP) was used as a valuable tool for ESL learners, when applied to second-language. This study employed a content analysis and deals with a literature review of learning English though video games. Then it discusses the importance of using games in learning vocabulary, grammar and pronunciation. A sample of 30 websites was used for the reviews. The results from the descriptive analyses indicated that playing commercial video games was perceived as useful and helpful for foreign language (English) learning. There are many ways to learn English from online games, including vocabulary, grammar, and pronunciation. General and specialized vocabulary for pronunciation and learning grammar such as present simple tense, past simple, and future tense. Lastly, learning English on how to pronounce with British, American accent and Asian styles.

Keywords: Learning English, Game online, Vocabulary, Grammar, Pronunciation

1. Introduction

Learning English with video games, which are learning by using computer-assisted language learning (CALL) and digital game learning (DGBL), which is a new educational media from outside-the-classroom education. Playing online games provides many benefits, includes entertainment, enjoyment and fun, the practice of thinking, learning skills, and also get a new society, and today games can also be online and play with other players as well. Whatever the game Basic console (PC Games), handheld games (MMOs), the main types of online games are MMO, which stands for Massively Multiplayer Online. Players come in and play in large numbers on the server.

Online games are media used for entertainment. In addition to reducing stress, still learning English through online games by practicing English in communication skills in all four areas: listening, speaking, reading, and writing. Learning languages that include vocabulary, phrases, idioms, grammar, communication skills when there are communication obstacles. It is easier to understand English. It's another way of learning, aside from sitting in a study class. Tererarat Pantaveewingthana (2019) revealed that most of the online game players are 64.66 percent, and the majority of games are the ROV percentage of 51.38. Pub-G mobile 18.21% and 15.53% free fire.

Besides, playing games play an important role, so it is essential to learn English from online games. The researcher is interested in learning English from online games, which have the objective of studying English learning styles through online games Youtube and to develop language learning materials from online games. Using English from online games can increase the potential of English language learners. Learners receive vocabulary, grammar, and other language skills that help learners improve their English language proficiency through online games.

2. Objective of the study

The aim was to this study was to examine content analysis of learning English through online games.

3. Research Methodology

Content analysis of English learning from online games via Real English for gamers is a qualitative research. The researcher selected the research methodology. Content analysis and document survey were used then it will present the analysis descriptive form with details.

3.1 Target group of research

This research is qualitative in content analysis on YouTube with 30 websites that analyze vocabulary, grammar, and pronunciation. From online games, Rov, PubG, and FreeFi and presenting the research results with descriptive analysis.

3.2 Research instrument

The table analysis used to gather data are to study all relevant documents and analyze the data and review the content of video games on YouTube (Content Analysis) to be used in video analysis according to the objectives of the study by using the video content type as a framework for explaining.The research instruments are table of content analysis, vocabulary, grammar and pronunciation.

3.3 Data analysis

3.3.1 The analysis of the content of the gamer presentation by the researcher has already gathered data. It will classify the content into what types of vocabulary, grammar and pronunciation by distribution into frequencies and proposed as a composition table to conduct detailed analysis in each category before concluding how the content looks.

3.3.2 Analysis of vocabulary types for general or specific grammar What kind of time? What is the pronunciation?

3.4 Data collection

Education learning English from online games from YouTube, 30 websites, by choosing to specify by collecting from April to June. The researcher will be responsible for categorizing and content analysis by dividing into vocabulary, grammar and pronunciation groups and take the frequency analysis.

3.5 Presentation of information

This research is a descriptive research which studies the learning styles of English from online games by presenting data analysis results presented both in descriptive form, analysis in a tabular format by vocabulary types, types of grammar and types of English pronunciation.

3.6 Statistics

Statistics used in data analysis by using basic statistics, percentage, and frequency.

4. Results

The content of learning English from online games is grammar and accent which has the following details.

Objective: to examine video games on Youtube to learn English through games online.

4.1 Learn vocabulary through online games

4.1.1 Word for gamers

The words derived from gamers are general terms, hero terms, race room terms, skill challenger terms, and directions terms which has the following details:

Lit: badly hurt (especially in computer war games)

"He's lit, man. One more shot and he's out".

Fig.1 General terms

Table 1.1 Vocabulary

General Terms	Hero Terms	Race room terms	Skill challenger terms	Direction terms
Item	Tank	Grand Battle	Sprint	In front of
Skin	Fighter	Tournament	Execute	Left side
Lottery	Assassin	Skirmish	Punish	Right side
Lobby	Mage	Solo Battle	Roar	Behind

Table 1.1 Vocabulary (Cont.)

General Terms	Hero Terms	Race room terms	Skill challenger terms	Direction terms
Store	Carry	Death Match	Heal	Inside
Magic	Support		Disturb	Outside
Movement			Dazed	
Jungle			Purify	
Win			Endurance	
Loss			Flicker	
Enemy				

4.2 Learn grammar through online games

These are the topics covered in Grammar for Gamers: Introduction, Nouns 1, Nouns 2, Nouns 3, Verbs & verb tenses 1, Verbs & verb tenses 2, Verb forms, The Progressive, Present Perfect, Future, Modals, Active-Passive, Prepositions, Adjectives, Phrasal Verbs, Adverbs, Conditionals, Other Resources

Example 1:

In-game examples of "Going to+Verb."

Here are two examples of video games. The first comes from the game DayZ. Gamer Baby Nades is telling his viewers what he and his teammates plan to do next.

His speech is slower and more relaxed than it would be if he were in a battle, so it should easier for you to understand. Even with this more delayed speech, however, he always uses "gonna"
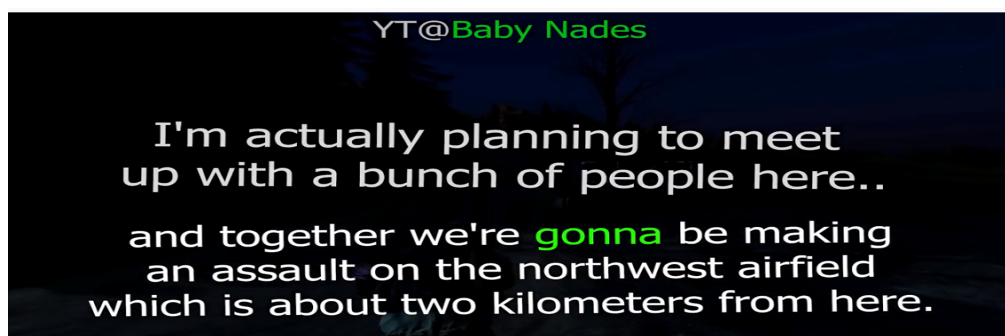

Fig 2. In-game examples of "Going to+Verb"

4.3 Learn pronunciation through online games

We learned English from online games, with gamers of different nationalities and accents. The following accents are American English, British English, Australian English, Scottish English, Canadian English, Southern-American English, Singaporean English, Irish English, and Indian English, and have the gamer listed in the following list.

Gamers introduced so far : Ninja (Tyler Blevins) , Nick Eh 30 , Shroud (Michael Grzesiek), Dr Disrespect (Guy Beahm), Ali-A (Alastair Aiken), PewDiePie, Jacksepticeye, Stonemountain64, Pokimane (Imane Anys), Muselk (Elliott Watkins), Nightblue3 (Rabia Yazbek), Lachlan (Lachlan Ross Power), Dr Lupo (Benjamin Lupo), TmarTna (Trevor Martin), Dan Gheesling, FGTEEV, PrestonPlayz (Preston Blaine Arsement), Nick Bunyun, Jackfrags (Jack Mason), LevelCapGaming (Charlie Goldberg), Matimi0, GamerGirl (Karina Calor), Cizzorz, xFSN Saber (Allen Chen), Aculite, Valkyrae (Rachel Marie Hofsetter), Alexia Raye, ChocoTaco, (Jack Throop) , Slogoman, Operator Drewski, One-shot Girl, Cowsep (Joseph Osceola Hursey), James Turner, WackyJacky101, Iggy Fresh, Lululuvely

Fig.3 American English [Leah Ashe]

5. Discussions

The finding that there is an increase in the level of vocabulary of gamers is confirmed by Cobb and Horst (2011) and by Reinhardt and Sykes (2012). The outcomes appeared above demonstrate that players did not just have a more extensive jargon. They additionally utilize a progressively various and rich language by including more grammatical forms like modifiers, descriptors, increasingly multiple things, and more words by and significant in their exploratory writing assignments. The finding found that there is an expansion in the degree of jargon of gamers is affirmed by Cobb and Horst (2011) and by Reinhardt and Sykes (2012). Regardless, studies have found that video games grammatical knowledge through gaming can thus be called incidental L2 learning (Chik, 2014). Lastly, this shows that the game had an impact on the pronunciation of the learners. This further supports the notion of incidental L2 learning determined by Chik. (2014). The study had shown a different accent by the gamers who played online games.

6. Suggestions

In addition, we learn different types of vocabulary, interjection, coarse words, or slang. Practicing more diverse vocabulary or if game players want to practice technical terms such as games like Call of Duty, Battlefield. These games will allow gamers to learn military terminology well and can help at a level that can communicate with foreigners. In addition, there are learning genres of literary forms such as movies, dialogue, documentaries, which gamers must have a foundation in English at a working level and the basic vocabulary must not be too difficult. Practice in reading and interpreting the gameplay like RPG games require that gamers must have a foundation in using English for equal communication. Learning methods are practice in reading, speaking, listening and translation especially the bioware games, for example, Dragon Age, Mass Effect. This is a good language training, especially for listening for the Telltale games that are walking dead, wolf among us. English learners should practice games which is their servers located from foreign countries because it helps to communicate and interact with each other all the time and the discussion topics will be diverse. In addition, gamers should use language learning tools such as Online Dictionary, grammar books, and training course and should understand every word, phrase, and every sentence that gamers use by opening dictionary such as http://www.thefreedictionary.com/online. Gamer shoud open a dictionary often because English dictionaries are a source of vocabulary, phrases such as phrasal verbs and examples of word usage in sentences or reading novels, cartoons, jokes, news, articles after playing online games by opening English subtitles together, the video helps the learners to listen and read English sentences and phrases at the same time. It is a very good way to learn English like listening and speaking music by watching the sub title while watching the game content. In addition, note down word examples and sentence examples is a must to learning English in online games. By reading cartoons, academic articles and movies, watch news take 3-4 hours to become a knowledge base. Playing online games is the motivation to learn a language by starting from conversation, then playing on content and story by choosing to study games that have many content such as adventure, and entertainment.

7. Conclusions

The conclusion section restates the significant findings and suggests further research as the following:

To summarize the learning results, we learned English from online games by learning vocabulary, grammar, and accent.

The words derived from gamers are general terms, hero terms, race room terms, skill challenger terms, and directions terms which have the following details. We learned English from online games, with gamers of different nationalities and accents. These are the topics covered in Grammar for Gamers: Introduction, Nouns 1, Nouns 2, Nouns 3, Verbs & verb tenses 1, Verbs & verb tenses 2, Verb forms, The Progressive, Present Perfect, Future, Modals, Active-Passive, Prepositions, Adjectives, Phrasal Verbs, Adverbs, Conditionals, Other Resources. The following accents are American English, British English, Australian English, Scottish English, Canadian

English, Southern-American English, Singaporean English, Irish English, and Indian English. They have the gamer listed in the following list. For further studies, a few suggestions could be trying learning with various game-based investigation projects of multiple lengths or conventional showing bolstered with games, with pretty much instructor direction and association. When all is said in done, more investigations testing learning objectives and their outcomes through game-based educating should be possible. All these investigation themes have almost unlimited varieties, as the age and number of the members, the accentuation on free or social gaming and the game itself, with or without adjustments, can generally be fluctuated.

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