



**GEN Z'S EXPERIENCE IN USING
GENSHIN IMPACT VIDEO GAMES AS MEDIA
FOR READING ENGLISH STORIES**



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A THESIS

**Submitted in Partial Fulfillment of the Requirments for the
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Demikian pernyataan ini saya buat dengan sebenar-benarnya.



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Dengan ini saya mohon agar skripsi saudara/i tersebut dapat segera dimunaqasyahkan. Demikian nota pembimbing ini dibuat untuk digunakan sebagaimana mestinya. Atas perhatiannya, saya sampaikan terima kasih.

Wassalamu'alaikum Wr. Wb.

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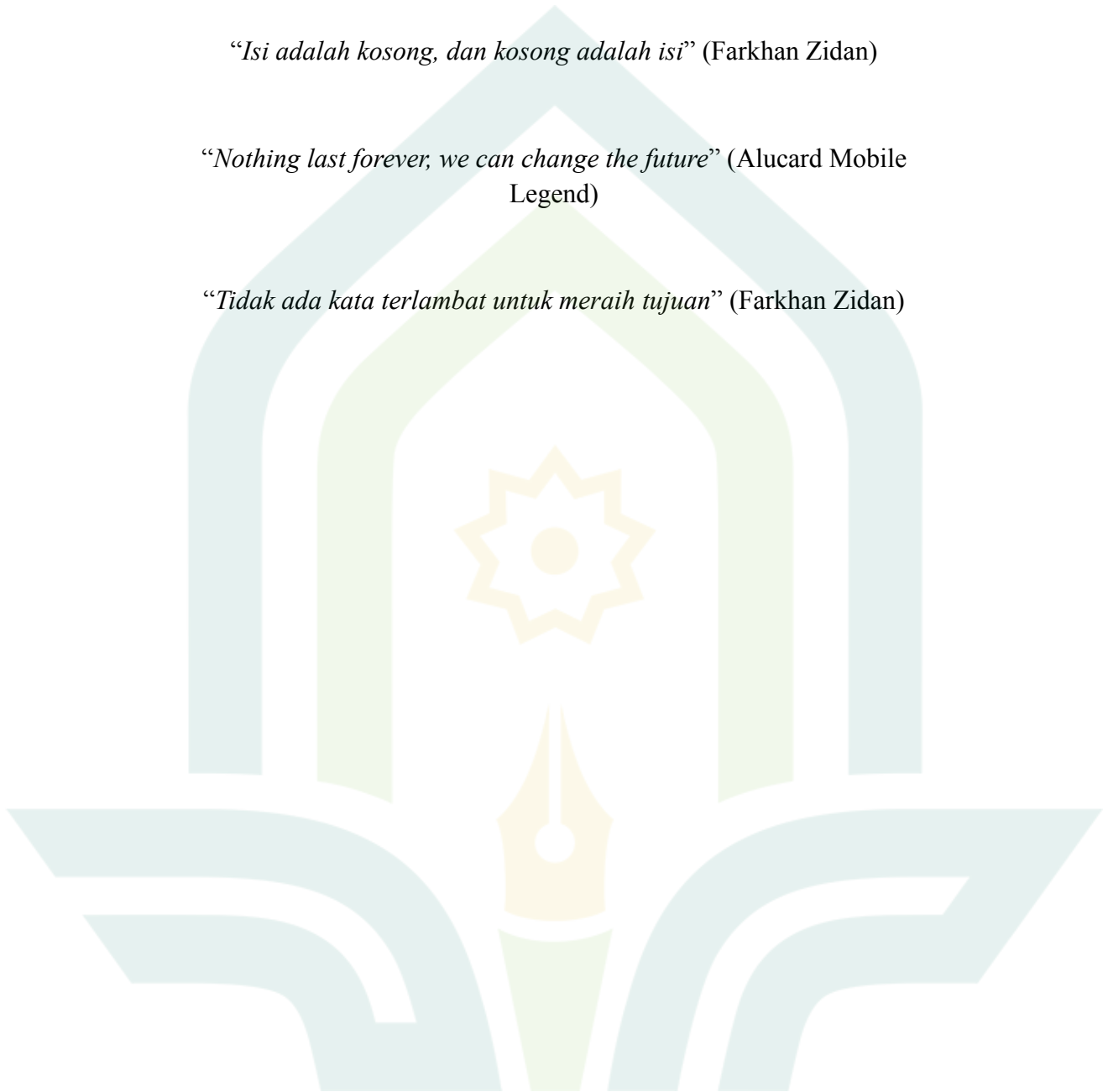
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MOTTO

“Isi adalah kosong, dan kosong adalah isi” (Farkhan Zidan)

“Nothing last forever, we can change the future” (Alucard Mobile Legend)

“Tidak ada kata terlambat untuk meraih tujuan” (Farkhan Zidan)



ABSTRAK

Tujuan dari penelitian ini adalah untuk mengeksplorasi pengalaman Gen Z dalam menggunakan video game Genshin Impact untuk pembelajaran bahasa Inggris melalui cerita sebagai media dengan membaca. Alasan melakukan penelitian ini didasarkan pada kebiasaan Gen Z yang lebih suka membaca daripada cerita video game sebagai cara untuk belajar bahasa Inggris. Ini adalah penelitian kualitatif dan menggunakan wawancara semi terstruktur untuk mengumpulkan data. Penelitian ini menggunakan studi naratif, penelitian ini menggunakan teknik penyelidikan naratif dari Lindsay & Schwind, penelitian ini menggunakan pemetaan ortografi untuk mengeksplorasi pengalaman Gen Z, temuannya adalah selama penggunaan video game Genshin Impact sebagai media untuk pembelajaran bahasa Inggris melalui cerita membaca, Gen Z merasa bahwa Genshin Impact sangat dibutuhkan sebagai media untuk belajar bahasa Inggris karena memiliki beberapa komponen penting yang mendukung pembelajaran bahasa Inggris. Selain itu, Genshin Impact dapat membantu Gen Z untuk mempelajari elemen-elemen dalam membaca, dan beberapa Gen Z terkadang merasa sulit untuk memahami isi cerita karena teks dialog yang panjang, beberapa Gen Z juga merasa bahwa mereka dapat dengan mudah memahami isi cerita video game Genshin Impact.

Kata kunci : Membaca, Genshin Impact, Pengalaman

ABSTRACT

The purpose of this study is to explore Gen Z's experiences in using Genshin Impact video games for English learning through the stories as a media by reading. The reason for conducting this research is based on the Gen Z's habits who prefer reading to video games stories as a way to learn english language. This is a Qualitative study and uses semi structured interviews to collect data. This research uses narrative studies, this study uses narrative inquiry techniques from Lindsay & Schwind, this research use orthographic mapping to explore Gen Z's experience, the findings are that during the use Genshin Impact video games as a media for English learning through the reading stories, Gen Z feels that Genshin Impact is very much needed as a media for learning English because it has several important components that support learning English. In addition, Genshin Impact can help Gen Z to learn elements in reading, and some Gen Z sometimes find it difficult to understand the contents of the story because of the long dialogue text, some Gen Z also feel that they can easily understand the content of the Genshin Impact video game story.

Keywords : Reading, Genshin Impact, Experience

PREFACE

Praise and gratefulness for the presence of Allah who has provided pleasure and opportunity, then made it easier for me to write a thesis entitled **“GEN Z’S EXPERIENCE IN USING GENSHIN IMPACT VIDEO GAMES AS MEDIA FOR READING ENGLISH STORIES”**. With all His favors, it is grateful to be born as the people of our beloved prophet Muhammad SAW who is the greatest person that has guided us to the right and beautiful path. This proposed study can be accomplished because of the support of several people. Therefore, in this occasion, I would like to express my gratitude to:

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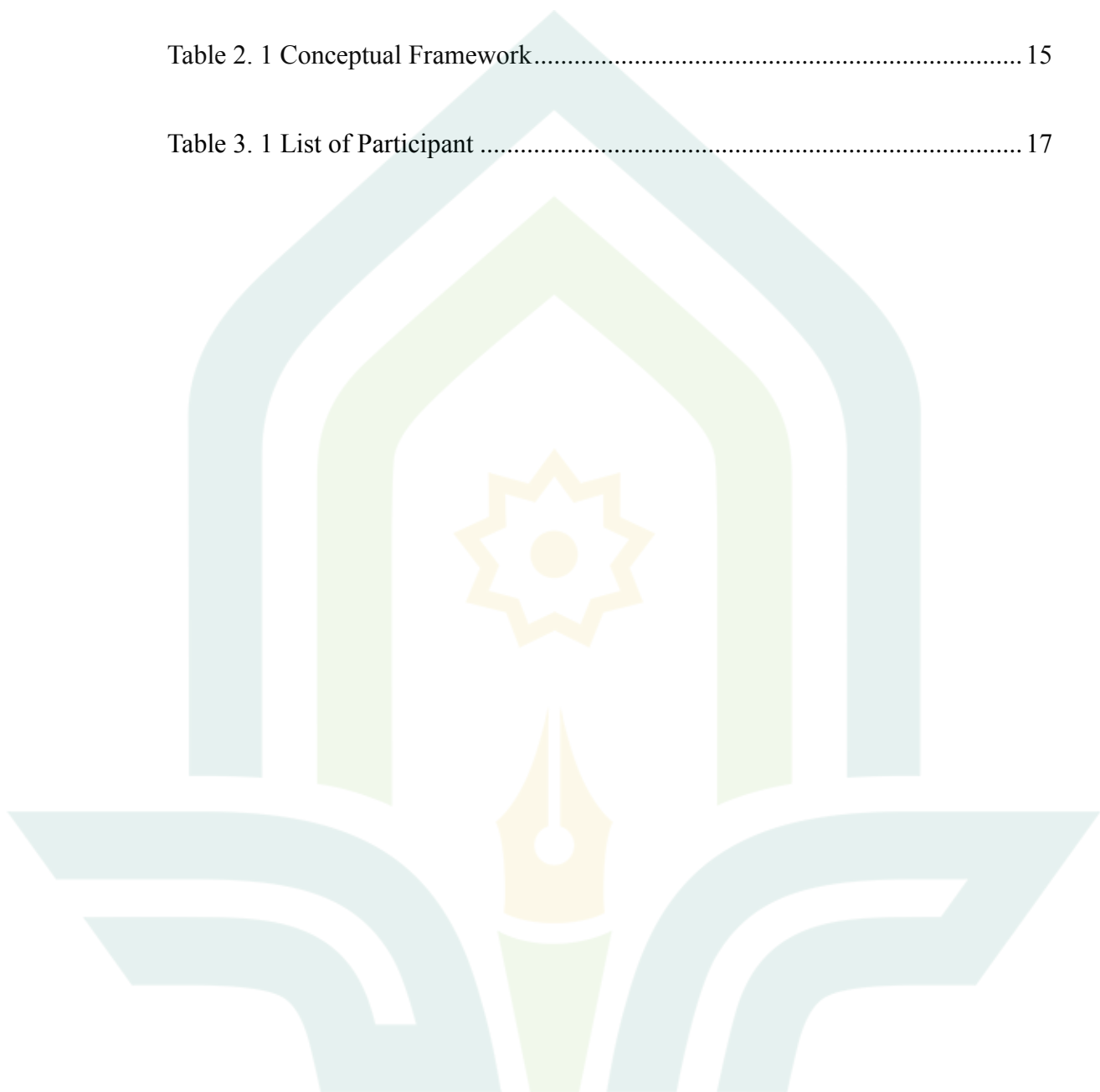
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CHAPTER I

INTRODUCTION

1.1 Background of the Study

Technology increasingly advanced in this era, including the development of video games, today's Gen Z people prefer playing games as a media for learning english, one of which is in the aspect of reading games stories. According to Hodgson (Tarigan, 2008: 7-9), reading is a process carried out and used by readers to obtain the message conveyed by the writer. Technology really helps people in life, especially as a tool for English learning, one of which is The Genshin Impact video games. So most people nowadays have an alternative to reading stories by playing Genshin Impact video games.

Reading stories is a multifaceted activity with various benefits. It's a form of entertainment, a device for learning, and a pathway to enthusiastic and social improvement. It extends vocabulary, progresses comprehension, reinforces cognitive skills, and cultivates compassion. Basically, reading stories is an improving and fulfilling involvement with enduring positive impacts. In short, reading stories is an interactive approach between one person and another person (Harmer, 2007). Genshin Impact is a media that provides story features and can be used to reading stories for many people.

Genshin Impact is an adventure video game that has an interesting storyline, currently Genshin Impact is used as a means of learning English by various groups, especially Gen Z, they often use the Genshin Impact storyline to learn English in everyday life. Reading the storyline in the game and the voices of each character can help Gen Z in learning English. In 2021, Genshin Impact is very popular with many people around the world. In addition to being used as entertainment, Genshin Impact is also used as a media for learning English to this day. (Liu, 2023).

Generation Z is a different generation from the previous generation, where this generation lives side by side with the rapid

development of technology. They are often referred to as digital natives, because they are accustomed to using social media and online platforms. In addition, they are also known as a group that has high ability to adapt to the digital world (Harsen, 2024).

According to the statement above, the author connects the research that has been done before using the same topic, such as Genshin Impact video games as research topics. The one of the studies is “How Genshin Impact Online Game Impacts Player’s English Skill” by I Gusti Ngurah & Octova Seventilofa (2021). The researcher concluded that most of the students found it helpful to Improve their English writing and studying through Genshin Impact game. The difference in previous research, the author uses a Genshin Impact video games focuses on writing and studying, but in this research focused on English learning through reading the stories which has complete features such as dialog and voice character. This study focuses on Gen Z experiences in using the Genshin Impact video games.

1.2 Limitation of The Problem

In this study, the researcher limited the research to Gen Z’s opinions regarding their experiences in English learning through the stories “Genshin Impact” video games.

1.3 Formulation of The Problem

Based on the statement in the background of the study there are statement of the problem formulated below :

“How do Gen Z’s experience in reading English stories through Genshin Impact video games?”.

1.4 Operational Definition

To avoid misunderstanding the terms contained in this study, the researcher provides several definitions related to the research conducted by the researcher as follows:

1. Genshin Impact is a free-to-play open-world action role-playing game (RPG) developed by Hoyoverse and released in

September 2020. The game is known for its stunning anime-style graphics, expansive fantasy world called Teyvat, and a combat system that combines various elements to create a variety of strategies. (I Gusti Ngurah & Octova septilofa, 2022)

2. Gen Z, also known as Zoomers, is the demographic group born after Millennials and before Generation Alpha. There is no exact birth date for Gen Z, but it is generally considered to be those born between the mid-to-late 1990s and early 2010s. The exact birth year range varies by source, with some sources using the range 1997-2012, while others use slightly different ranges (Sauqi & Dimiyati, 2022)

1.5 Aims of The Study

The researcher has main objective, the following are the main objective :

“This study aims to explore on Gen Z’ experiences in using the Genshin Impact video games as media for English Learning”.

1.6 Significances of the Study

Theoretical Significance

This research provides insight into Gen Z’ experiences using the Genshin Impact video games as a media for English Learning.

CHAPTER V

CONCLUSIONS AND SUGGESTION

5.1 Conclusions

In closing, the research results show that Gen Z can learn the elements of reading, namely Phonemic Awareness, Phonics, Fluency, Vocabulary, and Comprehension by playing the Genshin Impact video game. All participants' experiences were that they could learn all the elements of reading. All the participants, there was one who had not mastered fluency well because he could not read quickly and accurately. This indicates that two participants can learn fluency well, but all participants can master the elements of reading well. This proves that playing Genshin Impact can help in learning English, especially for Gen Z who prefer to learn through video games. Not only Gen Z but all groups can learn English by playing Genshin Impact because it has a lot of English text which makes all groups can also learn English by reading dialogue texts and paragraphs in the Genshin Impact storyline.

5.2 Suggestion

In this section, the researcher provides some suggestions for further research on Gen Z's experience in using Genshin Impact video games. For further research, the researcher suggests changing the theory used and the participants. In this study, researchers used the theory of orthographic mapping as the basis for their research. In further research to consider using perception theory and using students in school participants or college student. In addition, the settings can be changed from a university to a school or other place. The second suggestion is that Genshin Impact research can also focus on research on the Listening and Speaking aspects, this is because Genshin Impact has an English voice component that can be heard while playing Genshin Impact.

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