

GENSHIN IMPACT GAMES AND ITS POSSIBILITY TO BE USED AS ONE OF TEACHING MEDIA IN TEACHING VOCABULARY

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Abstract

The purpose of the study is to analyze the possibility of using Genshin Impact game as teaching media in teaching vocabulary. In Indonesia, it is frequently noted that students commonly encounter feeling of apprehension when considering enrollment in English language courses as a foreign language, due to their classification as English Foreign Language (EFL) learners. Video games are instrumental in facilitating the integration of global educational practices within the learning process. *Genshin Impact* is an online action role-playing game (RPG) that is available for free and utilizes a free-to-play business model. Numerous empirical investigations have provided evidence supporting the notion that the incorporation of the Genshin Impact game holds promise for augmenting students' aptitude in the English language. This conceptual study analyzed the possibility of using Genshin Impact game as teaching media in teaching vocabulary by doing observation and library research using publication from 2019 to 2024. According to previous researches regarding various teaching media, Genshin Impact is a suitable media for vocabulary learning due to the content that have a similar presentation of several teaching medias researched, however, further research suggested for the application of Genshin Impact as a teaching media.

Keywords –game, Genshin Impact, teaching media, vocabulary

Introduction

In today's world, English language fluency is widely recognized as a necessary prerequisite at all educational levels, from primary school to university. English is extensively spoken and understood internationally, including countries other than the United States of America and the United Kingdom (Ilyosovna, 2020). However, the practical application of English language training has been regarded as unsatisfactory. Several elements contribute to students' low English language ability. According to Getie (2020), learners' attitudes about studying EFL are affected by a multitude of elements, including social life, educational, and student personality characteristics. The process of achieving competency in the use of English resembles the development of other abilities. Language abilities are comprised of four main components that are essential for comprehension. These components are

listening, speaking, writing, and reading. When learning English, pupils must master four competencies. They are hearing, speaking, reading, and writing; every one of these are necessary and interconnected (Riadil, 2020). To better grasp those four talents, you need to improve your vocabulary skills. According to Schmitt (2020), vocabulary mastery plays an important part in the process of language acquisition. Language skills are implemented in a variety of fields, including listening, speaking, reading, and writing.

In Indonesia, students frequently express worry about enrolling in English language classes as a foreign language because they are classified as English Foreign Language (EFL) students. Individuals may demonstrate decreased desire and a predisposition to succumb to despair. According to Borah (2021), motivation is an emotional condition or force that drives people to take action, pursue goals, and

achieve desired outcomes; it is a fundamental aspect of human activity. Despite the expected future requirement of English language ability, a significant minority of pupils lack motivation to achieve mastery in this subject. Individuals' prevalent perception is that learning a foreign language is a difficult undertaking, owing mostly to their lack of prior knowledge or experience with the topic matter. Generally, students have a limited ability to adequately articulate their intended thoughts.

Students' lack of passion for engaging in English conversations often undermines their motivation to enhance their language abilities, thereby stifling their progress toward achieving English proficiency. This disengagement from practical language use creates a significant barrier to language acquisition, as active participation in conversations is crucial for developing fluency, confidence, and a deeper understanding of linguistic nuances. To overcome these negative circumstances and foster a more engaging learning environment, educators must develop and apply innovative instructional techniques that encourage students to actively participate in English conversations.

These techniques should not only aim to improve language skills but also to make learning enjoyable and relevant to students' interests and real-life contexts. By integrating interactive and contextually rich activities into the curriculum, such as role-playing, debates, and discussion-based tasks, educators can help students build their conversational skills more dynamically and engagingly. This approach not only promotes active learning but also helps students see the practical benefits of mastering English, thereby reigniting their passion for language learning and driving their progress toward proficiency.

Educators must be knowledgeable about several types of learning media to deliver courses successfully and swiftly, as well as create an interesting learning environment that will pique students' interest. Teaching media is a teaching and learning tool that includes anything that might engage students' minds, feelings, attention, and aptitude or skill to assist the learning process. It also helps the educator to teach successfully, particularly to accomplish targets in a teaching-learning environment (Prabawati, 2021).

In this digital age, educators must also grasp the use of modern technology in the classroom. This condition advances computer and phone-based education applications that give rapidly expanding resources for the acquisition of languages. Vocabulary acquisition has been established to make use of technological advances in the classroom. As learning media, innovative teaching strategies, and student motivation are all important components of successful educational tasks a game is one way to solve these issues. The game inspires, entertains, educates, and increases fluency. It places genuine native languages in a relevant context (Rahman, 2020).

Video games are effective for incorporating global educational techniques within the learning process. Genshin Impact is an online action role-playing game that operates on a free-to-play concept. Genshin Impact is available on multiple platforms, including Windows (PC), PlayStation 4, Android, and iOS-powered smartphones. Furthermore, the game is easily available on the most recent gaming platforms, namely the PlayStation 5 and Nintendo Switch. Genshin Impact is currently experiencing a surge in popularity.

The study sought to investigate the possibilities of using innovative and engaging approaches as a compelling and

successful approach to developing English language skills, with a focus on EFL learners. Traditional educational approaches, which are typically characterized by repetition and monotony, have long been a source of worry for both educators and students. These traditional ways might result in disinterest and a lack of excitement for language learning, impeding the development of a strong English vocabulary as well as overall language ability. In light of these challenges, the study sought to investigate whether incorporating contemporary, interactive activities, such as playing the popular game Genshin Impact, could serve as a refreshing alternative to traditional methods. The game, known for its rich narrative and immersive environment, offers players a dynamic platform for encountering and practicing English in a context that is both entertaining and educational. The study sought to assess whether combining language acquisition with gameplay may not only preserve but also increase learners' enthusiasm and drive in learning English.

Furthermore, the importance of building a strong vocabulary for those who are learning English cannot be stressed. A solid vocabulary foundation is critical for efficient communication, comprehension, and academic performance. The study stressed the necessity to comprehend the positive benefits of activities such as Genshin Impact because it offers a variety of language inputs and situations that can help with vocabulary learning and retention. This comprehensive and interactive experience exposes students to a wide range of linguistic patterns and processes, including conversational phrases to complicated story frameworks, which can considerably improve their language skills.

Furthermore, the study found that the game setting encourages realistic language use and allows students to develop and

strengthen their proficiency in a low-stress, pleasurable setting. This technique is consistent with communicative language education concepts, which emphasize meaningful engagement and language use in real-world circumstances. Students who actively participate in the game learn new words and grammar rules while simultaneously improving problem-solving and critical-thinking skills, both of which are necessary for language mastery. The study's findings have important consequences for the teaching of languages, particularly in settings where English is taught as a foreign language. It argues that combining interesting and interactive activities such as gaming can help to overcome the repetition and shortage of motivation associated with standard language learning methods. This method can improve students' learning experiences by making them more interesting and effective. Embracing such creative techniques allows educators to create a more engaging and welcoming atmosphere for learning that promotes language development and lifelong learning.

Finally, the study emphasizes the significance of investigating alternate techniques for learning a language that goes beyond traditional classroom procedures. Using the engaging and participatory nature of exercises such as Genshin Impact, educators may provide a more appealing and effective pathway for students to build their proficiency in the English language. This technique not only tackles the limitations of traditional methods, but also improves learners' involvement, inspiration, and overall language competency, adding to their personal and academic growth.

Methodology

In this research, the researcher employed a combination of observation and library research to explore the educational

potential of the game Genshin Impact for vocabulary acquisition among English as a Foreign Language (EFL) learners. The observation began with a thorough analysis of the game's main menu and extended to various accessible options. Key features observed included archives, character voice lines, character storylines, artifact descriptions, reading items, tutorials, main tales, side stories, cut scenes, and gameplay. Each feature was examined for its ability to introduce and reinforce new vocabulary in a meaningful context. The study focused on identifying parts of the game that could significantly impact vocabulary learning, highlighting the immersive and interactive elements that engage learners and provide rich linguistic input. Complementing the observation, library research was conducted to review the literature on gamified language learning and vocabulary acquisition. This combined approach aimed to assess how Genshin Impact can serve as an effective and engaging tool for enhancing English language skills in EFL contexts.

The library study's research was chosen from studies published between 2019 and 2024 on 'teaching media'. The observation's conclusion was noted and projected into an earlier study. There are various definitions for library research. Mirzaqon. T and Purwoko (2017) cited numerous experts' definitions of library research, including:

1. Library research is research that collects information and data using library resources such as books, papers, journals, historical stories, and so on (Mardalis: 1999).
2. Library research is research that examines many books, references, and previous research results to obtain a theoretical foundation for the subject to be explored (Sarwono, 2006).
3. Library research is a data collection approach that involves

reviewing books, literature, notes, and many associated reports about the topic you wish to address (Nazir: 1988).

4. Library research includes theoretical studies, references, and other scientific material about culture, values, and norms that emerged in the social setting under investigation (Sugiyono: 2012).

Meanwhile, Khatibah (2011) defined library research as a procedure carried out on a regular and systematic basis to collect, process, and conclude data using methods/techniques designed expressly to find solutions to problems encountered during library research. Meanwhile, Danandjaja (2014) defined library research as a systematic approach to conducting scientific bibliographic research that comprises the acquisition of bibliographic resources relevant to study objectives, collecting procedures employing library methods, and data organization and presentation. According to Sari (2020), library research is a research activity that involves collecting information and data using a variety of library materials which include textbooks for reference, outcomes from prior comparable studies, articles, written notes, and different publications related to the issues you want to solve. Activities are carried out systematically to gather, process, and evaluate data utilizing certain methods/techniques to identify solutions to the challenges encountered.

According to Sari (2020), library research activities include gathering, reading, and recording literature/books. Aside from that, you should pay attention to:

1. Steps for investigating literature,
2. Describe research procedures, including data collection, library materials, and necessary equipment,
3. The findings makes it less difficult for researchers to collect data.

Finding and Discussion

Teaching media is an instrument that can be used to increase students' attention and interest. Teaching media includes any instruments or aids used by students or educators to achieve certain educational goals (Andriani, 2022). Mahajan (2012) classified teaching media into seven categories such as graphic media (books, images, photographs, maps, charts, posters, graphs, and diagrams), display media (chalkboard, bulletin board, flannel board), three-dimensional media (models, items, specimens, and puppets), projected media (slides, filmstrips, transparencies, films, video cassettes, gramophones, and records), audio media (radio, audio cassettes, gramophones, and records), video media (television, videocassettes, CDs, and computers) and activity media (field trips, dramatization, presentation, and role-playing).

According to Widya's (2021) research, flashcards may assist teachers in introducing new language to students. They are typically used by teachers in oral work to prompt responses to questions, or in open-ended communicative work to stimulate discourse, story-telling, and so on.

According to Siregar et al. (2021), software that uses vivid motion visuals helps students master their language. The study's findings revealed that pupils can quickly recognize the supplied words since they learn through animated films. As students watch the animation more frequently, they will be able to better memorize the words and understand their meanings. According to the findings of this study, the multimedia setting for learning has a direct impact on learning and personal development. The effect is unique and is unlikely to be easily replicated with typical teaching tools. According to Zhang and Graham (2020), listening proficiency has a greater influence on vocabulary development

through aural input. At the pedagogical level, learners' knowledge of vocabulary as well as listening competence should be considered when designing activities to improve the acquisition of vocabulary through listening.

Hestiana (2022) investigated the influence of watching movies with subtitles on the student's vocabulary through interviews. The results were positive, with an increase in language mastery. When we view movie subtitles, we are unknowingly learning the exact target languages utilized in the film. Movie subtitles are especially appealing to kids studying English since they help them expand their vocabulary. When learners watch English movies and don't understand what the performers or actresses are saying in the storyline, they will look up the meaning using the projected English texts. Students will translate challenging phrases and words into Indonesian.

Rahman's (2020) quasi-experimental study found that, statistically, the RPG was adequate to enhance students' ability to master language. According to Clausen (2023), games that rely significantly on techniques and a meta are more inclined to encourage players to participate in English media giving hints and advice, as well as displaying the gamer "how the game is intended to be played". RPGs typically include wide universes and a large cast of characters, which drives players to seek new series that extend to that specific realm. The story development of an RPG can be comparable to that of some series, which could explain why there is a positive association between RPGs and series. The usage of games inside as well as outside of the learning environment can have a significant impact on students' English vocabulary acquisition. This does not imply that all games may or should be employed, but instead that more studies on video games and their utility in the classroom should be prioritized.

Genshin Impact is a digital role-playing game in which participants can manage their characters. The game was developed by the Chinese video game production studio Mihoyo (Blake, 2020). Exploring artificial characteristics in a game might boost students' creativity and inspire them to recreate it in real life since video game art is compelling (Sainio, 2022). Genshin Impact is available in numerous languages, including English, and it is possible to learn new vocabulary through various components of the game. The tale, gameplay instructions, and player-to-player contact are all available from the basic menu. The game's visuals and movement help pupils understand more words. According to Vnucko and Klimova (2023), Digital Game-Based Vocabulary Learning (DGBVL) might generate a positive learning environment in which students experience mostly positive emotions, potentially increasing vocabulary retention. The review also reveals that DGBVL is effective for vocabulary development and may even outperform traditional teaching approaches in a classroom setting with English.

The past research on what types of media could promote students' vocabulary knowledge and the Genshin Impact element could be represented in the table below.

Table 1. Vocabulary Teaching Media Researched Presented in Genshin Impact

Type of Vocabulary Teaching Researched	Media Presented in Genshin Impact
RPG Game (Rahman in 2020 and Clausen in 2023)	Game type
Flashcards – Picture (Widya in 2021)	Menu and archives
Lively motion pictures/animation (Siregar et. al in 2021)	Graphics and game play

Listening (Zhang and Graham in 2020)	Dubbing (available in story and character's voice line)
Movie and subtitle (Hestiana in 2022)	Cut-scene and subtitles

The Genshin Impact game is an example of a game type that includes all of the qualities required for learning. The majority of EFL students think that the video game Genshin Impact requires players to read multiple components. From a main menu with access to specific parts of the game, item descriptions, gameplay instructions, and instructions, to dialogues and storylines written in a variety of styles. The game provides a wealth of knowledge for the game-playing expertise, which in this particular instance may assist players in improving their vocabulary.

Genshin Impact's main menu features a connected icon that reminds us of a pictorial dictionary. According to Lado (in Susanti, 1996, p.421), a picture dictionary is a dictionary that allows students and teachers to directly learn new words by linking their meanings with pictures in context. A menu is an arrangement of primary options that is typically displayed upon the initial launch of an online game. In Genshin Impact, each option is represented by a basic icon and a word or a brief sentence. There are "Party Setup", "Inventory", "Quests", and so on. Aside from the menu, the item details in the Genshin Impact game are nearly identical to the menu, except for minor details and descriptions of related products. This section could be found in the archives menu; the game included a summary of the game's resources, equipment, and living things. A portion of it was motivated by real-life things, such as iron chunks, mushrooms, and crystal chunks. The

image in this menu shows how the products used in the game assist the player grasp the text better. The description also includes valuable information.

According to Saleh (in 1997, p.18), when teaching verbs using a picture dictionary, the instructor should create a basic and engaging picture connected to the theme to capture students' attention. Pictures are a versatile resource for introducing new terms to pupils; when real-life things are unable to be utilized in the learning environment, a picture often suffices and saves much painstaking explanation (McCarthy, 1990). Genshin Impact already provides the three signs indicated above; the images are simple, and what makes it fascinating is how detailed the developer presents the item. The more genuine it appears, the easier it is for pupils to locate a suitable description in real life. Video games with both visual and audio components can engage various senses in the process of learning (Clark & Mayer, 2011). Although the students are still not acquainted with certain phrases, as they play the game and click on the words for which they do not know the meaning, the outcome of the click will explain it to them more clearly than a dictionary, and it will allow them to define the words they have only encountered with their understanding.

Genshin Impact is an MMORPG that includes additional mini-game features that are often available during special events. Players can follow a variety of lessons, beginning with how the battle gameplay operates through elemental responses, progressing to how to solve riddles and explaining mini-games. The interactive element gives pupils firsthand experience with the term's definition, making it easier to understand. The use of graphics, animations, and videos in English instruction has been proposed as a method of boosting learning outcomes. Video, especially, presents a rich semantic

and pragmatic framework to which lexical words can be linked when teaching foreign languages (Andra, 2020).

It is practically impossible to tell the difference between a role-playing game and its tale because the narrative is such an important part of the genre. Genshin Impact, similar to several other role-playing games, has a substantial plot that drives the gameplay experience. Several players are attracted to the game primarily for its story, and they are likely to abandon it if they find nothing about the tale intriguing. Genshin Impact, like any other MMORPG, relies heavily on its storyline. In addition to its primary storyline, Genshin Impact includes several side storylines that expand the game world and enable deeper interaction for players. These include character tales, which focus on the backgrounds and adventures of specific playable characters, as well as folktales that can often be found in collectible 'book' items within the game. The game also features lore, which encompasses stories about weapons, artifacts, and other significant items. These different storylines not only improve the gaming experience but also expose numerous new terms and phrases to gamers, especially non-native English speakers, expanding their range of words engagingly and enjoyably.

Role-playing game presents a depiction of life in which players may interact with themselves as they conduct interactions and experiences in the game. Players also communicate with other artificial characters, performing out natural conversations (Rahman, 2020). Genshin Impact is an action role-playing game where the player controls the main character and interacts with other characters. The debates play an important role in the plot's progress. Genshin Impact provides dialogue options on occasion, which the person playing should select to continue the story. Players must

comprehend what they select; some events require them to select the correct answer, and the player must restart their journey if they select the incorrect option. The correct or wrong choice itself helps the player to comprehend the implications of their alternatives by observing what happens next when they make a selection.

(Cutscene images)

Words can provide spelling challenges as well as phonological challenges, either because they involve uncomfortable (for the student) clusters of sounds or since spelling issues with the perception of the sound. Such words may be successfully learned in all other ways, but pronouncing may remain a long-term challenge, especially if previous habits are ingrained. As a result, aspects of dubbing in the Genshin Impact narrative may encourage children to learn new words by listening to them. As the story progresses, Genshin Impact presents the subtitles and dubs, which may also provide opportunities for players or learners who are unfamiliar with English pronunciation.

Genshin Impact promotes vocabulary acquisition by introducing players to new phrases and words that are rarely used in ordinary discourse. Using technology, particularly MMORPGs in language learning, learners may utilize the Genshin Impact game to increase vocabulary abilities more pleasantly and flexibly (Nuriyah, 2024). Learners' curiosity could be piqued by fascinating learning content, triggering motivation to learn new terminology. Learners can no longer depend on their teachers all of the time. Finding novel information without the assistance of others is part of the acquisition process, which differs from learning anything (Rahman, 2020).

Genshin Impact can also increase students' engagement, passion, and motivation to participate in educational events, ensuring that the knowledge presented is fully

retained. As a result, the Genshin Impact as an educational game has a considerable impact on students' word comprehension and recall (Dien, 2023).

Conclusions

As English teachers, one of our key objectives is to teach students the four fundamental language competencies: listening, speaking, reading, and writing. Mastering each of the above abilities is critical for improving students' general grasp of English and the ability to communicate successfully with others who speak the language. Strengthening vocabulary skills is critical for understanding and succeeding in all four domains, as a strong lexicon facilitates improved listening, improved speaking, increased reading comprehension, and successful writing. In Indonesia, where English as a Foreign Language (EFL) is commonly taught, students regularly show worry about participating in English classes due to their concerns about learning a new language. This classification as EFL learners sometimes results in decreased motivation and a predisposition to feelings of discouragement.

A significant challenge is that students' lack of passion for engaging in English conversations can severely undermine their motivation to improve their language skills, thereby stifling their progress toward achieving English proficiency. To overcome these negative circumstances, educators must develop and implement innovative instructional techniques that enable pupils to gain English language skills more engagingly and effectively. One effective strategy to address this issue is to use educational resources that can increase students' motivation to learn.

In this digital age, educators must stay current on technological changes and incorporate the most suitable resources for learning into their teaching techniques.

Game-based instruction, for example, can be a fantastic method to make education more engaging and enjoyable. Video games, particularly, are increasingly acknowledged for their ability to help integrate global educational concepts into the learning process. They give a dynamic platform for students to interact with the language in a fun and instructive setting, increasing their motivation and enthusiasm for learning English. Using such technology, instructors can establish an educational setting that is more engaging and promotes active engagement and greater attachment to the language.

The goal of this study is to assess whether or not the Genshin Impact game might be advantageously used as a vocabulary teaching tool.

Genshin Impact is an online action role-playing game (RPG) that operates on a free-to-play commercial basis. It has had a considerable surge in reputation in recent years. The methodology employed in this study was observation and library research. The observation was made after carefully examining the features provided by Genshin Impact and the entire game experience. Indicators that will be emphasized include which components of the game could have a significant impact on vocabulary development. The research papers published between 2019 and 2024 on 'teaching media' were chosen for the library's study. According to Rahman's 2020 research on role-playing games, RPGs are sufficient to develop students' ability to master vocabulary, and Clausen's 2023 research shows that RPGs typically have expanding worlds and a large number of characters, which encourages players to look out sequence that grow on the given universe. Genshin Impact, a role-playing game, can be utilized as a teaching tool. According to a Widya study published in 2021, flashcards (graphics) can assist teachers in introducing a new language to students, which is also featured in multiple

Genshin Impact resources. In 2021, Siregar indicated that software of vivid motion pictures aids students' language mastery, which was also supplied in Genshin Impact. Zhang and Graham (2020) argued that listening competence was a more crucial aspect impacting vocabulary development using aural input from the user, and Genshin Impact included dubbing in their English-language games. Hestiana's 2022 research investigated the influence of seeing movie subtitles on pupils' vocabulary, which Genshin Impact additionally included in their game. As a result, we can conclude that Genshin Impact can be used as a teaching medium for vocabulary learning because the game content is consistent with and capable of delivering vocabulary in the same way as the previously researched teaching media. Further studies advised using Genshin Impact as a teaching medium in the classroom.

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