Chapter One

Introduction

In this chapter the researcher provides the background of study, identification of problem, delimitation of the problems, research questions, purpose of study, and significance of research, and outline of the research. The background of the study discusses some issues related to the topic that becomes the foundation of the study. The identification of the problems reveals various aspects that are related to the research problems. The delimitation of the problem provides focus of the study. Then there are research questions, which are the questions that a study or research effort is attempting to answer. Significance of research analyzes the impact of the study - practical Significance how to measure the effects of this study for other studies, students and teachers. Then outline of research briefly explain the chapters of this study research.

Background of the Study

Video games are one of the digital tools that continues to evolve over time, whether played individually or in a group. The development of video games is now very rapid (Guttenbrunner et al., 2010; Kelly et al., 2020). In the past, video games could only be played in the computer. Then, in the development process, video games can be played in consoles. In current development, they can be played in smartphones by everyone. The development of video games in this modern era shows many game companies make games that are not only concerned

with visual and audio but also provide life simulation and relate to everyday life, for example like 'The Sims' video game.

The purpose of playing games for some people is no longer merely entertainment, but also a medium for learning a language. According to Gentile and Gentile (2007), video games show several hallmarks of a perfect learning surroundings. These embody establishing clear objectives, giving multiple problem levels, and consistent feedback. It proves that video games can be one of the media for learning languages, especially English. Considering the vast number of children of various ages who play video games, the following analysis of the literature is intended to recognize potential obstacles, as well as the advantages that video games can bring in the classroom.

Some studies also indicate that video games can be educational resources. Firstly, according to Colzato et al. (2010), in a task-switching model operation, video game players can demonstrate better executive management abilities. Having good management skills shows that they possess better metacognitive skills that support the students to be successful in their study. Secondly, Ranalli (2008) offered that video games can supply supplementary content for pupils, such as a compilation of target vocabulary, community notes and weekly quizzes.

In addition to having advantages, video games also have some drawbacks to use as a learning medium. According to Chiong (2009), besides being addicted, playing video games also makes a person more sensitive and more overaction. Gaming addiction is described by the World Health Organization (2018) as a

mental illness integrated into the International Classification of Diseases (ICD-11). This is defined more than any other behavior by impaired control over the game with growing priorities provided to the game. People who plays video games are easily irritated when something happens does not suit his/her emotion. In this case his/her sensitivity toward emotional stimulus is increased. Consequently, the person become overacting. He/she react overly that may cause inconvenient situation. Beside that, the person who play video games also become asocial. A lot will be spent on the addiction to gaming faced by adolescents. Teenagers spend more than two hours a day playing games, or more than 14 hours a week (Rudhiati et al., 2015), 55 hours a week (van Rooij, et al.,, 2011), or 20-25 hours a week on average (Chou et al., 2005). Due to playing with a very long amount of time, he/she could be an asocial person.

The results of the study above explain the benefits of using video games as a learning tool. However, there are negative points in victimization video games within the learning method and limitations that build attention to negative aspects of video games, like addiction (Bushman & Anderson, 2002). From the analysis findings conducted by Bushman and Anderson, the researcher concludes if the video games have limitation supported addiction. However, from the investigator purpose of read, the game may provide some edges for the sport user on learning particularly English video games.

One of the video games that can facilitate English learning is " The Sims". 'The Sims' has several features that support the players to learn English. Among them are creating player characters and also scenarios that can help players

complete the game until the goal is achieved. some of these scenarios are New in Town which requires new players to adapt to their environment. Then there is Making Money which requires players to get a job inside the game. Then there's also the Parenting Medicament scenario that requires players to manage their families.

As elaborated above, The Sims constitutes English video games that can facilitate learnings or hamper the players. The researcher has seen interesting features in the games for learning English and the study of this game in the researcher context is still limited. These reasons encourage the researcher to conduct as a study on this topic entitled Students' Perception on Learning English Through Video Games 'The Sims'

Identification of The Problem

The use of video games in learning needs to be researched, and the authors want to research the application of the use of video games in learning activities. In this case the author took sample games 'The Sims' to be the object of this study. The researcher sees several issues related to the uses of 'The Sims' in learning English. The first issue deals with the implementation of the sim in the processes. Not all teachers and students are aware of the existence The Sims as a game that can facilitate their learning. This condition can hamper people to use this game in learning process. The second issues deal with teachers' and students' understanding with technological development. Many of them do not keep abreast

with the development of technology including the gaming technology. They may face big barrier when they would use the game. The third issue relating to the washback of playing video games. Playing video games may raise negative washback to health and mental condition. The action of playing video games for an extended period of time might be harmful to one's health. Mental impact may arise when the game genres or types are played by inappropriate ages of the players. Game types of adult player can affect mental development if they are played by children. The fourth issues are related to addiction. The addiction can cause the emergence of the sense of dependence in will that make players will feel empty and always drive them to keep playing the video games. According to Masiero et al., (2015) Addicts are defined by self-control issues and cognitive biases when evaluating factors such as time and consumption; indeed, addicted people are characterized by self-control issues and cognitive biases when considering aspects such as time and consumption.

Delimitation of The Problem

In this study the researcher focuses on what are the perception of using video games 'The Sims' for skills in English for students? And what are the advantages and disadvantages of using 'The Sims' video games to develop students' English skills at the Private University of Yogyakarta. So the benefits and perception of using 'The Sims' video games will be further explored.

Research Question

5

The researcher has proposed the research questions for this research. There will be two research questions as a research guideline. The questions are:

1. What are the advantages of using video games 'The Sims' in learning English?

2. What are disadvantages of playing video games 'The Sims' in learning English?

Purpose of Research

Based on the research question above, the purposes of the research can be:

1. To discover the advantages of using video games to enhance students' English skills based on the students' perception

2. To discover the disadvantages of using video games on learning English based on the students' perception

Significance of Research

The analysis is predicted to serve the advantages and smart impacts. This analysis of the students' perception on learning English through video games is predicted to be more references for people who wish to conduct research from the other views and functions. The participants on this analysis are the students of English Language Department of Education. There are some parts of practical significance as explained in the following paragraphs.

The students

After students read this research, students will understand the benefits of playing video games for language learning. This research will inform students the

alternative tool to learn English in a fun way by playing video games. Then, students must also be able to sort out what video games are appropriate for their age categories.

The teacher

This analysis can understand some information for scholars regarding the benefits of using video games especially 'The Sims' in learning English. Moreover, this analysis can facilitate teachers in creating a fun space by utilizing video games to inspire students' learning which will be used by instructors outside or inside the classroom. Then, teachers can have a preference whether or not they use video games to teach English.

Other researcher

For alternative researcher, this analysis may provide some info that can be used as a reference on creating analysis or thesis that involving the utilization of video games or electronic games for learning and teaching purpose.

Organization of the Chapters

This research contains five chapters. Chapter one introduces the background of the research, identification of the problem, delimitation of the problem, research questions, purpose of research, significance of the research, practical significance and outline of research.

Chapter two is the literature review. It provides the definition of video games, types, its advantages and disadvantages based on the expert's statement. It

also provides the conceptual framework as a simple map of advantages and disadvantages of video games. This chapter explains the theory related to the overview of video games in learning English.

Chapter three is methodology. This chapter explains about how the research will be carried out by researcher. This chapter discusses methods, instruments, participants, settings and data collection techniques. In this chapter, researcher also explain how to analyze data.

Chapter four contains findings and discussion. This chapter presents the results of the data analysis. There are two main things discussed in this chapter, namely the advantages and disadvantages of using 'The Sims' to learn English for students of the English Education Department of a private university.

Chapter five contains conclusion and recommendation. This chapter discusses the general responses to the research questions and the researcher's recommendations. Teachers, students, and other researchers are provided with these suggestions.