

SKRIPSI



**THE STUDENTS' PERCEPTIONS ON VIDEO GAMES AS LEARNING
MEDIA TO IMPROVE VOCABULARY IN ENGLISH EDUCATION
DEPARTMENT MURIA KUDUS UNIVERSITY**

By

Kuncoro Yoga Aji Pratama

201532020

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY**

2023



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DEPARTMENT MURIA KUDUS UNIVERSITY**

SKRIPSI

**Presented to the University of Muria Kudus
in Partial Fulfillment of the Requirements for Completing
the Sarjana Program in the Department of English Education**

BY

Kuncoro Yoga Aji Pratama

201532020

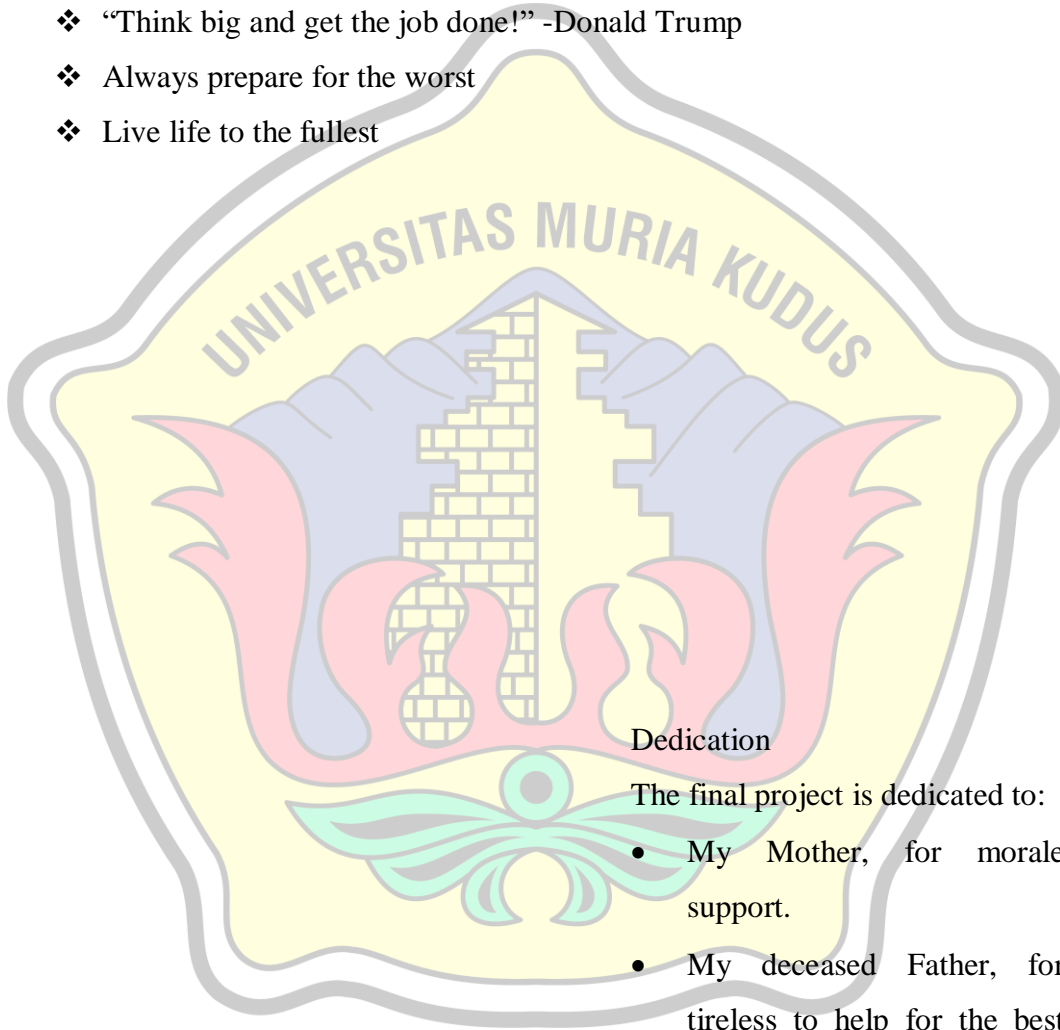
**ENGLISH EDUCATION DEPARTMENT
TEACHING TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY**

2023

MOTTO AND DEDICATION

Motto

- ❖ It is what it is.
- ❖ In God we trust.
- ❖ “Think big and get the job done!” -Donald Trump
- ❖ Always prepare for the worst
- ❖ Live life to the fullest



Dedication

The final project is dedicated to:

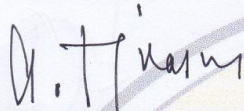
- My Mother, for morale support.
- My deceased Father, for tireless to help for the best result.
- Family, giving best effort to help.
- Himself, who never give up on doing this skripsi research.

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Kuncoro Yoga Aji Pratama (NIM 201532020) has been approved by the *Skripsi* advisors for further approval by the Examining Committee.

Kudus, 24 January 2023

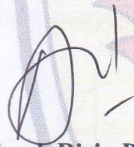
Advisor I



Dr. A. Hilal Madjidi, M.Pd.

NIDN.0603076101

Advisor II



Aisyah Ririn Perwikasih Utari, S.S, M.Pd

NIDN.0628018502

Acknowledged by
Head of English Education Department



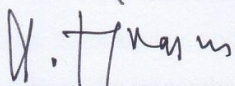
Rusiana, S.Pd, M. Pd


NIDN.0611118301


EXAMINERS APPROVAL

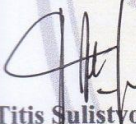
This is to certify that the *Skripsi* of Kuncoro Yoga Aji Pratama (201532020) has been reviewed by the Examining Committee as a requirement for the research.

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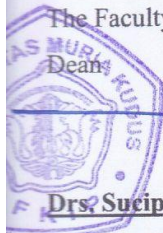

Dr. A. Hilal Madjidi, M.Pd., Chairperson
NIDN.0603076101


Aisyah Ririn Perwikasih Utari, S.S, M.Pd, Member
NIDN. 0628018502


Dr. Atik Rokhayani, M.Pd., Member
NIDN. 0601058402


Titis Sulistyowati, S.S, M.Pd., Member
NIDN. 002048101

Acknowledged by
The Faculty of Teacher Training and Education



Drs. Sucipto, M.Pd., Kons.
NIDN. 0629086302

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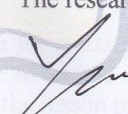
First of all, thanks to Allah who has given the researcher pleasure, so that the researcher can finish his skripsi under titled “The Students’ Perceptions on Video Games as Learning Media to Improve Vocabulary in English Education Department Muria Kudus University”.

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6. All the people involved during the writing of this study.

Kudus, 24 January 2023

The researcher,



Kuncoro Yoga Aji Pratama

201532020

ABSTRACT

Pratama, Kuncoro Yoga Aji. 2023. *The Students' Perceptions on Video Games as Learning Media to Improve Vocabulary in English Education Department Muria Kudus University*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (1) Dr. A. Hilal Madjdi, M.Pd. (2) Aisyah Ririn Perwikasih Utari, S.S., M.Pd.

Keywords: *Students' Perception, Video games as Learning Media*

Video games are electronic games with form of text, graphic, video, animation, and audio. As it can provide both audio and video visual as well as interaction can make language learning process be more enjoyable and motivated the students rather than monotonous and convectional yet traditional method learning process can make the learning process not absorbed optimally. Research has shown video games directly effect to improve student vocabulary as well as listening, speaking, reading skills.

Based on statement of the problem, with the objective to describe the students' perception on video games as learning media to improve vocabulary in English Education Department Muria Kudus University and the reason they choose video games as learning media.

The method of this research is qualitative research. The researcher uses questionnaire and interview to collect data. The participant of this research is 20 students of English Education Department Muria Kudus University in academic year 2022/2023. And to analyze the data, the researcher uses percentage and then descriptive analysis.

The results of this research shows that according to the students, video games can be a valuable tool for learning vocabulary, because it offers a new vocabulary learning experience, repeated word exposure can help students learn vocabulary better, as it provides an opportunity to develop fluency with the familiar words.

To conclude the research, students that video games is good learning media because they find them to be practical and easy to use for learning new vocabulary, also think that video games offer an exciting way to learn new words in a way that is different and more fun than traditional methods.

Hopefully, this research can be recommendation for students to use video games can be used to improve vocabulary learning to create more positive environment for students, motivating them to engage in the lesson process.

ABSTRAK

Pratama, Kuncoro Yoga Aji. 2023. *Persepsi siswa terhadap video games sebagai media belajar untuk meningkatkan kosakata di Pendidikan Bahasa Inggris di Universitas Muria Kudus*. Skripsi. Pendidikan Bahasa Inggris, Fakultas dan Ilmu Pendidikan, Universitas Muria Kudus. Pembimbing: (1) Dr. A. Hilal Madjdi, M.Pd. (2) Aisyah Ririn Perwikasih Utari, S.S., M.Pd.

Kata Kunci: *Persepsi Siswa, Video games sebagai Media Pembelajaran*

Video games adalah games elektronik dengan bentuk teks, grafik, video, animasi, dan audio. Karena dapat memberikan audio dan video visual serta interaksi dapat membuat proses pembelajaran bahasa menjadi lebih menyenangkan dan memotivasi siswa daripada proses pembelajaran metode yang monoton dan konvensional namun tradisional dapat membuat proses pembelajaran tidak terserap secara optimal. Penelitian telah menunjukkan video games secara langsung berpengaruh untuk meningkatkan kosakata siswa serta keterampilan mendengarkan, berbicara, membaca.

Berdasarkan pernyataan permasalahan tersebut, dengan tujuan untuk mendeskripsikan persepsi mahasiswa terhadap video games sebagai media pembelajaran untuk meningkatkan kosa kata di Jurusan Pendidikan Bahasa Inggris Universitas Muria Kudus dan alasan mereka memilih video games sebagai media pembelajaran.

Metode penelitian ini adalah penelitian kualitatif. Peneliti menggunakan kuesioner dan wawancara untuk mengumpulkan data. Peserta penelitian ini adalah 20 mahasiswa Jurusan Pendidikan Bahasa Inggris Universitas Muria Kudus pada tahun akademik 2022/2023. Dan untuk menganalisis data, peneliti menggunakan persentase dan kemudian analisis deskriptif.

Hasil dari penelitian menunjukkan bahwa menurut mahasiswa, video games dapat menjadi alat yang berharga untuk mempelajari kosa kata, karena menawarkan pengalaman belajar kosa kata baru, paparan kata yang berulang dapat membantu mahasiswa belajar kosa kata dengan baik, ini memberikan peluang untuk mengembangkan kefasihan dengan kata kata yang sudah dikenal.

Untuk menyimpulkan penelitian, para mahasiswa setuju bahwa video games adalah media pembelajaran yang baik karena mereka menganggapnya praktis dan mudah di gunakan untuk mempelajari kosa kata baru, juga berpikir bahwa video games menawarkan cara yang menarik untuk mempelajari kata kata baru yang berbeda dan lebih menyenangkan daripada metode tradisional.

Semoga penelitian ini dapat menjadi rekomendasi bagi mahasiswa untuk menggunakan video games yang dapat digunakan untuk meningkatkan pembelajaran kosakata untuk menciptakan lingkungan yang lebih positive bagi siswa dan memotivasi mereka untuk terlibat dalam proses pembelajaran.

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