

Chapter five

Conclusion and Recommendation

In chapter five, the researcher presents the conclusion of this research. The conclusion of this research is based on several main points from the background, the research question, how to manage the data and the results obtained by the researcher. In addition, this chapter also provides recommendations based on the result of this research.

Conclusion

The aims of this research are to know the student's perception on playing video games for English language learning based on the student point of view. In this research, the researcher formulates two research questions. First, what is the student's perception on the benefits of playing video games for language learning? What are the English skills that influenced through playing video games and how video games influence language skill? In this research, the researcher used a qualitative research design. To collect the data, the researcher used the Interview. Based on the data which have been collected by the researcher, Playing video games can give some benefits and improved the student's language skills.

From the result of the data that been collected by the researcher, the researcher found the answer of the research question. For the answer, the researcher concludes into two points and the answer is based on the participant's perception and experience in playing video games. First, video games can give some benefits, the benefit which might student get from playing video games are increasing the student's vocabulary, increasing the student's motivation in learning, having exposure to English conversation, and facilitating English language acquisition. Second, the researcher found if video games influence the English skill on improving the student English skill such as reading, speaking and listening skill by

playing video games which are use instruction/subtitle, voice chat, games chat, virtual character conversation, and narrator.

Recommendation

Based on the result of this research, the researcher purposes some recommendation related to playing video games for English language learning among the Student who loves playing video games. The recommendations are present as follows:

The student. Based on the result of the student`s perception on the use of video games for English language learning, the researcher would like to recommend the student to play the English video games. However, there are three opinions that student needs to know about playing video games. First is try to read and understand the video games instructions/subtitle while playing video games, by reading and understanding the video games instruction might help improve the reading skill and get some benefits. Second is try to practice speaking skill or writing skill by communicating with the foreign player through voice chat or games chat on online games. By practicing on communicating with foreign player trough chat or voice chat, might help to be more confident in using English in speaking. Last, try to listen to what foreign player say in-game voice chat or games virtual character conversation in order to improve listening skill and listening comprehension.

The teacher. Based on the result of the student`s perception on the use of video games for English language learning, shows if video games give benefits and improved participant`s language skills. In this case, the researcher would like to recommend the teacher to consider using video games as supporting tools that might help the teacher on teaching language learning and make fun classroom for the student. There are some criteria of the

video games that the teacher needs to know if the teacher wants to use video games for teaching language learning. The criteria of the video games are the video games that use a lot of instruction, communication tool, and good conversation material between virtual characters for English language learning. However, the teacher needs to monitor and give specific purpose to students why they have to play video games.