

Interview Protocol

Student`s Perception on the use of Video Games for English language

Learning

Purpose	Theory	Interview Question
		Bagaimana pendapat anda mengenai penggunaan video games untuk pembelajaran bahasa inggris?
Benefits	<p>- Rudis and Postic (2016) said that video games use audio-visual and words to show some hint or clue on the game, which is not something one can find in a movie or a book</p> <p>- Vahdet and Bahbehani (2013) stated video games have great value on learning vocabulary than traditional ways</p> <p>-according to Genevieve Roth as cited by Petrovic (2014) “games are a very useful tool for fluency in a language since learners tend</p>	Setelah bermain video game, apa manfaat yang anda dapatkan untuk pembelajaran Bahasa Inggris?

	<p>to forget that they are learning and so they use their language abilities in a more spontaneous way” (p.13).</p>	
<p>English Skill</p>	<ul style="list-style-type: none"> - according to Da Silva as cited by Rubis and Postic (2017) “two particular types of skills that video games help cultivate: receptive skills (reading and listening) and expressive skills (writing and speaking)” (p.116) - The video games that use the reading principle can improve the reading rate (Thanyawatpokin, 2017). - Eskelinen (2012) stated the use of video games can help the user to learn skimming skills without having to know every word in the text - Valencia (2015) “The fact that this happens with non-teaching-designed 	<p>Menurut anda skill bahasa inggris apa saja yang dapat di pengaruhi dari bermain video games? Dan jelaskan bagaimana video games tersebut mempengaruhi skill berbahsa inggris anda?</p>

	<p>videogames points at the fact that students improving listening comprehension is inherent to the videogame, as long as the videogame contains the proper input.”(p.19)</p> <p>- Dewi, Kultsum, and Armadi (2016) “The study revealed that using the communicative game as means of instruction improved the students’ achievement and results of peaking skill”(p.62).</p>	
--	---	--