ABSTRACT

Putra, Dhafa Bima Wijaya. 2023.. Exploring the Non-ELT Students' Gaming Experience in Acquiring the English Vocabulary *Undergraduate Thesis.* English Language Department. Faculty of Social Sciences and Humanities. Universitas PGRI Adi Buana Surabaya. Advisor: Dr. Endah Yulia Rahayu S.pd., M.Pd.

Keywords: *Non-ELT student, video games, gaming experience, acquiring vocabularies*

Different digital technologies, especially video games, which are used to assist students in acquiring language have been examined by researchers. However, studies exploring non-ELT students' gaming experience in acquiring a second language (L2) vocabulary is sparsely investigated. For that reason, this study aims at exploring how non-ELT students' gaming experience assists the students in acquiring their second language (L2) vocabulary. The data of this study were gained from non-ELT students' experience. Four non-ELT students were interviewed, and the data from the interview were analyzed through thematic analysis. Several of the initial questions given to the non-ELT students were used to tell their experience in playing games. The results of this study indicated that the games, particularly Multiplayer Online Battle Arena (MOBA), First Person Shooter (FPS), Role Playing Game (RPG), have the potential to assist non-ELT students in acquiring second language (L2) vocabulary. Several principal reasons related to how gaming experience help the students in acquiring new vocabulary emerged in this study.

ABSTRACT

Putra, Dhafa Bima Wijaya. 2023.. Exploring the Non-ELT Students' Gaming Experience in Acquiring the English Vocabulary *Undergraduate Thesis.* English Language Department. Faculty of Social Sciences and Humanities. Universitas PGRI Adi Buana Surabaya. Advisor: Dr. Endah Yulia Rahayu S.pd., M.Pd.

Keywords: *Non-ELT student, video games, gaming experience, acquiring vocabularies*

Berbagai teknologi digital, terutama video game, yang digunakan untuk membantu siswa dalam memperoleh bahasa telah diteliti oleh para peneliti. Namun, penelitian yang mengeksplorasi pengalaman bermain game siswa non-ELT dalam memperoleh kosakata bahasa kedua (L2) masih jarang diteliti. Oleh karena itu, penelitian ini bertujuan untuk mengeksplorasi bagaimana pengalaman bermain game siswa non-ELT membantu siswa dalam memperoleh kosakata bahasa kedua (L2). Data penelitian ini diperoleh dari pengalaman siswa non-ELT. Empat siswa Non-ELT diwawancarai, dan data dari wawancara tersebut dianalisis melalui analisis tematik. Beberapa pertanyaan awal yang diberikan kepada siswa non-ELT digunakan untuk menceritakan pengalaman mereka dalam bermain game. Hasil dari penelitian ini menunjukkan bahwa game, khususnya Multiplayer Online Battle Arena (MOBA), First Person Shooter (FPS), Role Playing Game (RPG), memiliki potensi untuk membantu siswa non-ELT dalam memperoleh kosakata bahasa kedua (L2). Beberapa alasan utama yang berkaitan dengan bagaimana pengalaman bermain game membantu siswa dalam memperoleh kosakata baru muncul dalam penelitian ini.