

ABSTRACT

This thesis is researching about the correlation between role-playing video games and English vocabulary range. This research is done because there are several gamers who claim that they learn English from role-playing video games. There are three problems that are covered in this research: whether learning English by playing role-playing video games are motivating to gamers, how the gamers are able to learn English words from role-playing video games, and in what extent role-playing video games affect gamers' English vocabulary range. The writer uses qualitative approach to find out the answer, making the use of questionnaire and interview. The writer also uses vocabulary tests to measure how broad the vocabulary range of the selected gamers. The results of this research are: (a) most gamers are motivated by learning English vocabulary through playing role-playing video games; (b) there are various ways for gamers to learn English vocabulary, depending on individual and contextual situation in the role-playing video games' text; and (c) playing role-playing video games have some contribution to the gamers' English vocabulary range.

Keywords: gamer, vocabulary learning, motivation, role-playing video game, vocabulary range