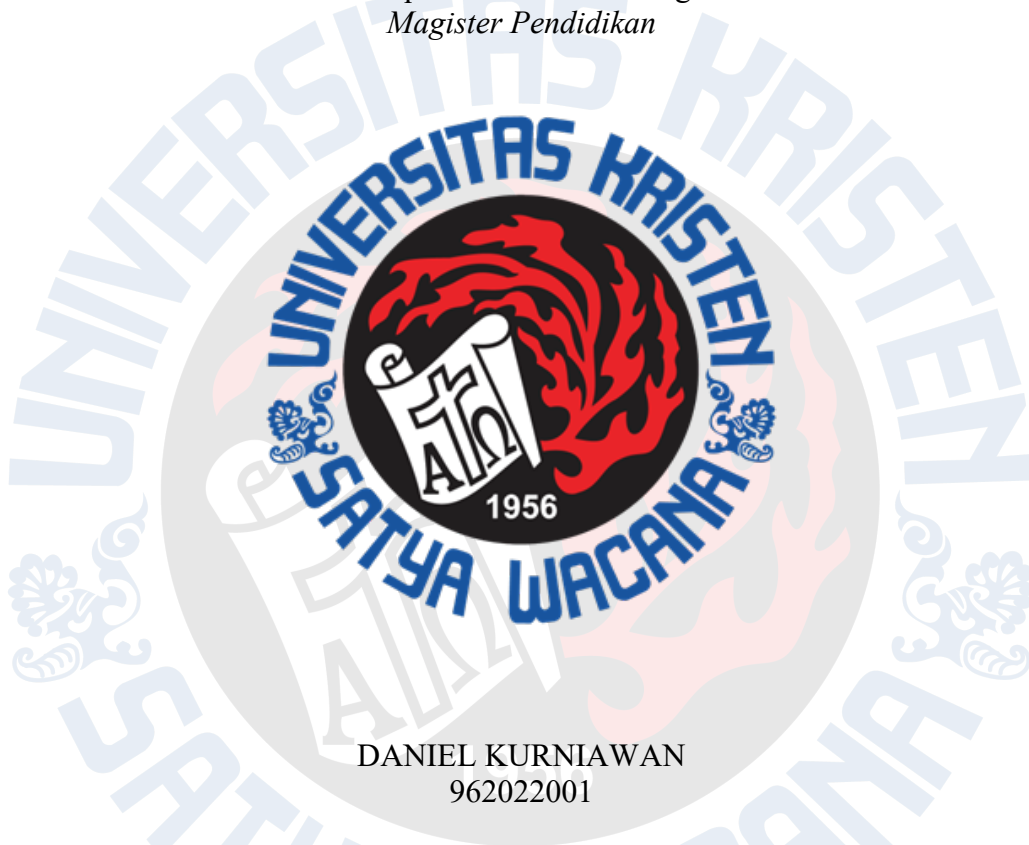


**Leveling Up Game Characters, Leveling Up Language Skills: Investigating Indonesian
Genshin Impact players' Extramural English**

THESIS

Submitted in Partial Fulfillment
of the Requirements for the Degree of
Magister Pendidikan

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DANIEL KURNIAWAN
962022001

**MASTER IN ENGLISH LANGUAGE EDUCATION
FACULTY OF LANGUAGE AND ARTS
UNIVERSITAS KRISTEN SATYA WACANA
SALATIGA
2023**

APPROVAL PAGE

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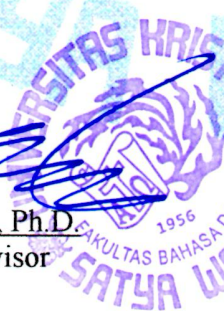

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DANIEL KURNIAWAN
962022001

Approved by:

Repositori Institusi | Universitas Kristen Satya Wacana
repository.uksw.edu



Neny Isharyanti, Ph.D.
Thesis Supervisor



Dian Toar Y. G. Sumakul, S.Pd, M.A.
Thesis Reviewer

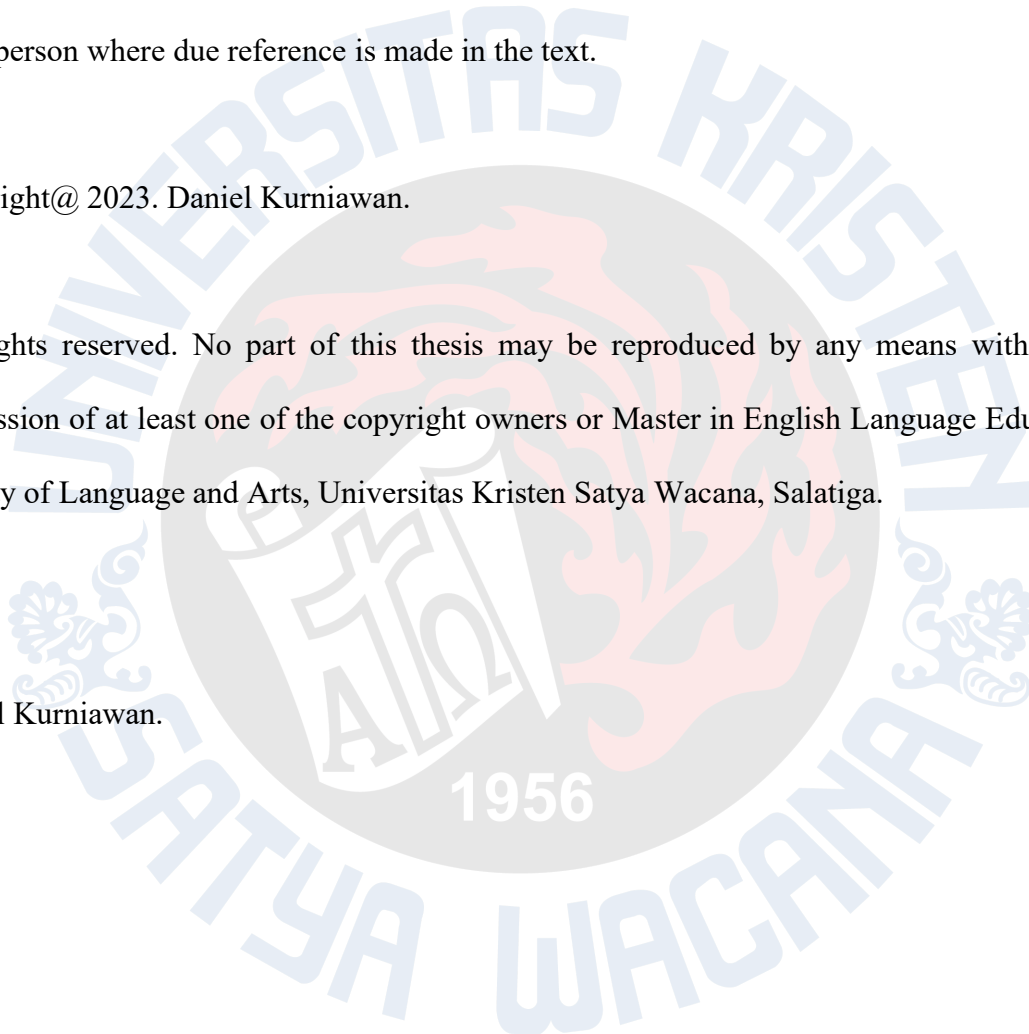
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Daniel Kurniawan.



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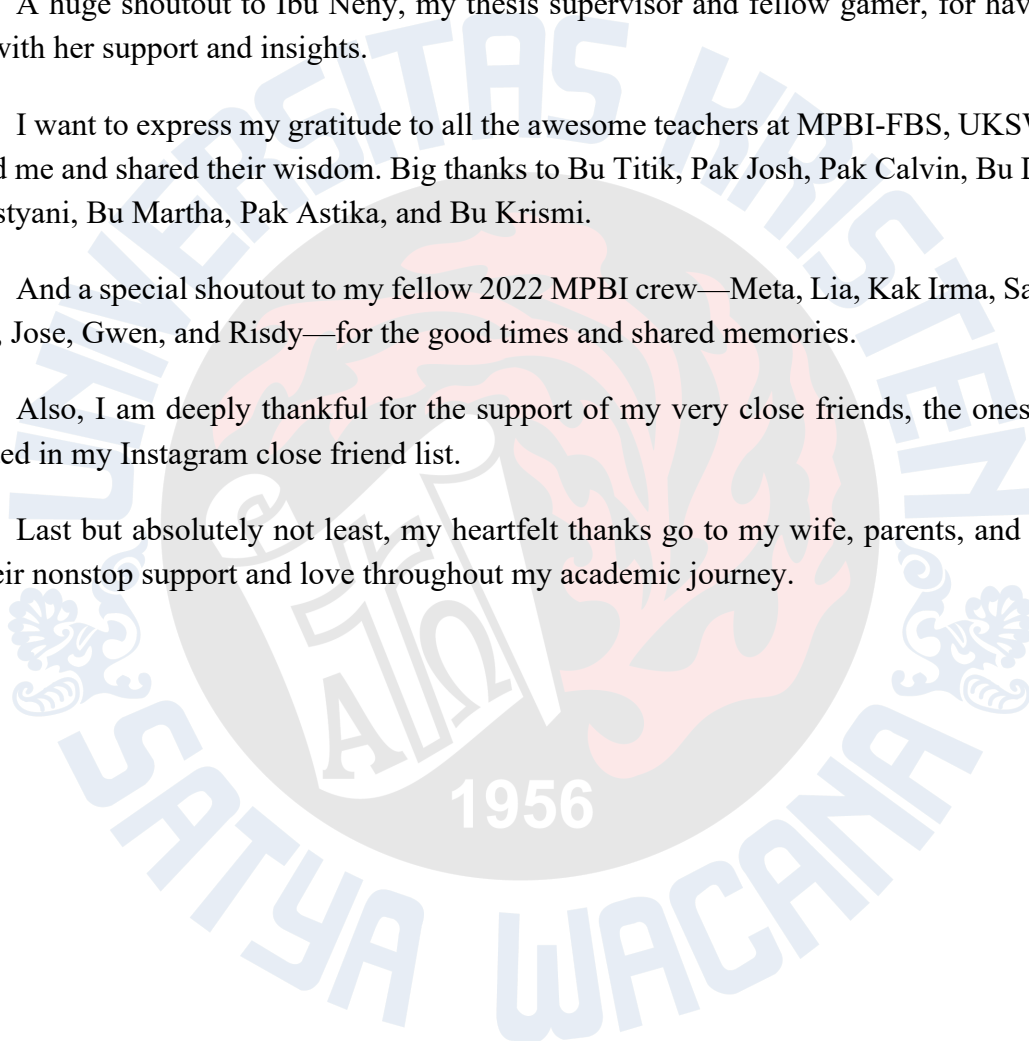


TABLE OF CONTENTS

APPROVAL PAGE.....	i
COPYRIGHT STATEMENT.....	ii
ACKNOWLEDGEMENT.....	iii
TABLE OF CONTENTS.....	iv
LIST OF TABLES.....	v
LIST OF FIGURES.....	vi
ABSTRACT.....	vii
Introduction.....	1
Literature Review.....	2
Extramural English.....	2
Digital games and online role-playing games.....	4
Game-based language learning.....	5
Previous studies on EE and online RPGs.....	7
Research Framework.....	10
Methodology.....	12
Research Contexts.....	12
Research Participants.....	15
Data collection and data analysis.....	16
Findings and Discussions.....	18
Conclusion.....	40
REFERENCES.....	42

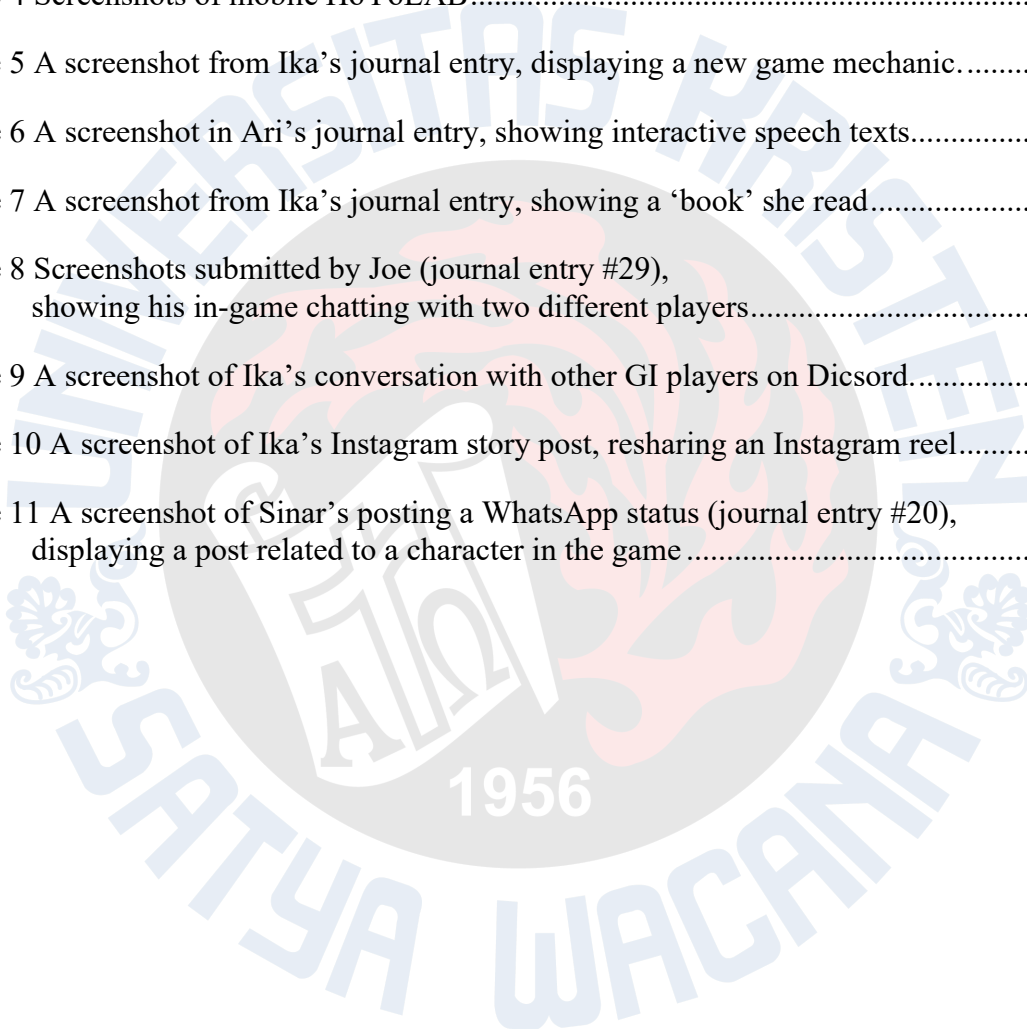
LIST OF TABLES

Table 1 Research participants	16
Table 2 How GI players extramurally learned English.	19
Table 3 What GI players might have extramurally learned.....	32



LIST OF FIGURES

Figure 1 Gaming involvement and informal learning framework developed by Iacovides et al. (2014).	11
Figure 2 The present research framework	12
Figure 3 A screenshot of in-game text narration, part of a character’s speech.....	14
Figure 4 Screenshots of mobile HoYoLAB.....	15
Figure 5 A screenshot from Ika’s journal entry, displaying a new game mechanic.....	20
Figure 6 A screenshot in Ari’s journal entry, showing interactive speech texts.....	21
Figure 7 A screenshot from Ika’s journal entry, showing a ‘book’ she read.....	22
Figure 8 Screenshots submitted by Joe (journal entry #29), showing his in-game chatting with two different players.....	24
Figure 9 A screenshot of Ika’s conversation with other GI players on Dicsord.....	26
Figure 10 A screenshot of Ika’s Instagram story post, resharing an Instagram reel.....	29
Figure 11 A screenshot of Sinar’s posting a WhatsApp status (journal entry #20), displaying a post related to a character in the game	30



ABSTRACT

Digital games have long been used to promote foreign language learning, including in their extramural contexts. One specific game genre is online role-playing games (RPGs). Motivated by my experience playing *Genshin Impact* (GI), an online fantasy RPG, this study investigated how five Indonesian university students extramurally learned English through gameplay engagement and what they might have learned. Data were collected from player journals, interviews, and online artifacts, then thematically analyzed. Four types of gaming interactions and several computer-assisted language learning themes emerged, showing that GI might have encouraged extramural English (EE) learning with informal digital affordances. Limitations of the study and future directions of research in EE and informal digital learning of English were further addressed.

Keywords: Extramural English, digital games, online role-playing games, informal digital learning of English, Genshin Impact

