

**STUDENTS' PERCEPTIONS OF *VALKRIYA CHRONICLES*
GAME EFFECT ON THEIR READING COMPREHENSION**

THESIS



By:

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FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF MUHAMMADIYAH MALANG**

2025

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This thesis is submitted to meet one of the requirements to achieve

Sarjana Degree in English Language Education



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APPROVAL PAGE

This thesis was written by Muhammad Daffa Fadhiila Adjie and was
approved on 10 April 2025



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LEGALIZATION PAGE

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1. 
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MOTTO AND DEDICATION

MOTTO

Until the very end.

DEDICATIONS

This thesis is dedicated to:

1. To my parents, to my advisor Mrs. Kharisma, for your invaluable guidance and knowledge, which have shaped my academic growth, and whose love, support, and sacrifices have been my greatest motivation.
2. To my friends, for your laughter, companionship, and support during difficult times.
3. To myself, for staying persistent and resilient through the challenges and growing stronger along the way.

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AUTHOR'S DECLARATION OF ORIGINALITY

I declare that this content thesis is unique since it is entirely my own work and hasn't been submitted to any other university or institution. I certify that my thesis does not infringe upon anyone's copyright and is founded on the finest knowledge I have researched. The APA citation standards are followed throughout the references for all of the concepts, information, methods, quotes, and other items used in my thesis. In addition, I affirm that this is an authentic copy of my thesis, as authorized by both the English Language Education Department office and my thesis committee.

Malang, 10 April 2025



Muhammad Daffa Fadhiila Adjie

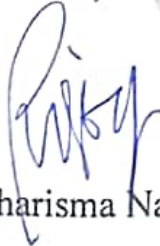
STUDENTS' PERCEPTIONS OF VALKRIYA CHRONICLES GAME EFFECT ON THEIR READING COMPREHENSION

ABSTRACT

This study explores students' perceptions of Valkyria Chronicles, a tactical role-playing game, and its impact on their English reading comprehension skills. The research investigates how students' perception on this digital game, with its story-driven content and interactive mechanics and its potential on influencing students' engagement and ability to comprehend English texts and serves as an alternative to learn English in the classroom. A mixed-methods approach was used, combining quantitative data from surveys and qualitative insights from interviews with students from the English Learning and Education Department (ELED) class 2021. The findings reveal that students perceive Valkyria Chronicles as a highly engaging and motivating tool for enhancing their reading comprehension. Most participants reported that the game's narrative and gameplay mechanics helped them better understand English vocabulary, sentence structure, and context, making learning more enjoyable than traditional reading methods. However, challenges such as unfamiliar vocabulary were noted, though these were often overcome through repeated exposure and contextual clues. The study also suggests the game's interactive and immersive nature provides a dynamic learning environment that fosters critical thinking and vocabulary acquisition. These results indicate that digital games like Valkyria Chronicles can serve as valuable educational tools, complementing traditional language learning methods and offering an innovative approach to improving English language skills.

Keywords: *Reading Comprehension, Video Games, Valkyria Chronicles*

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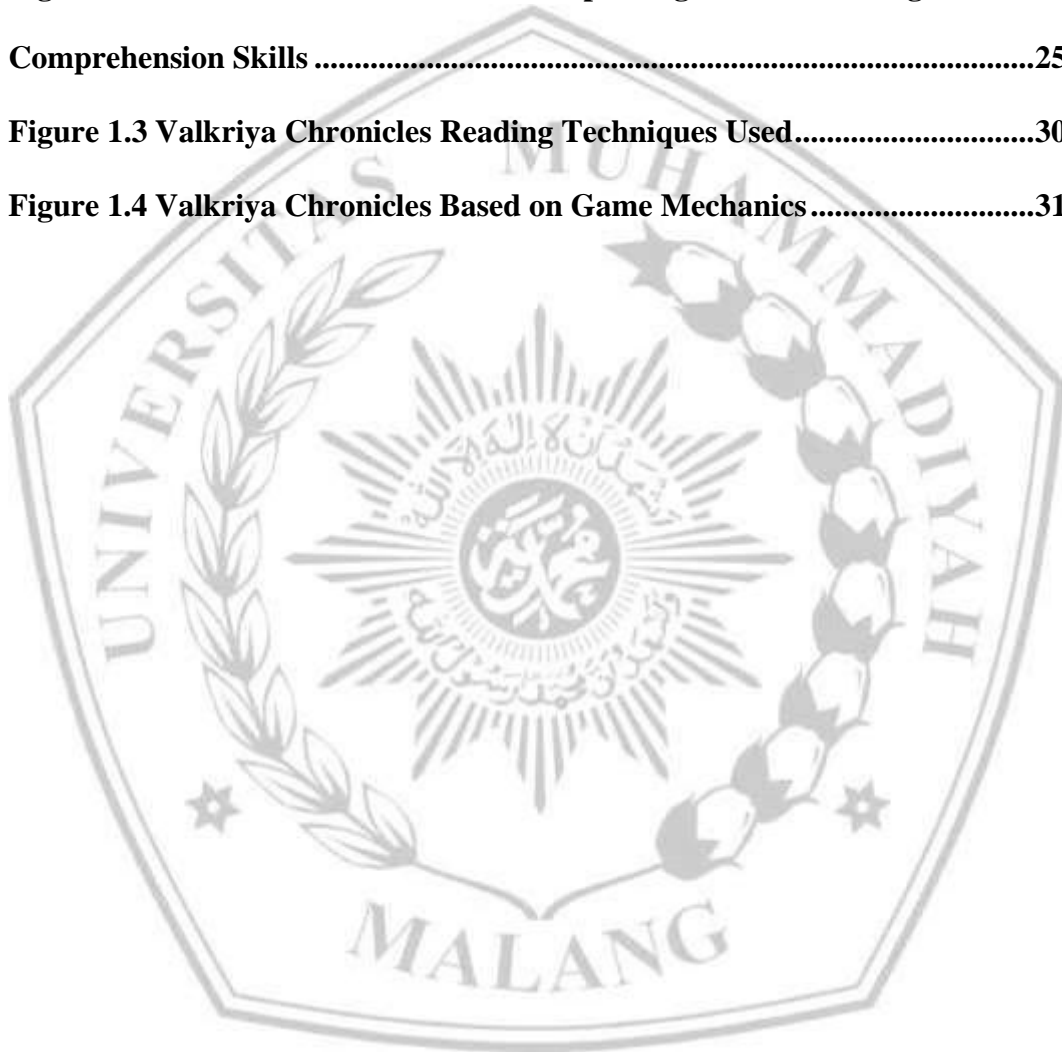
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