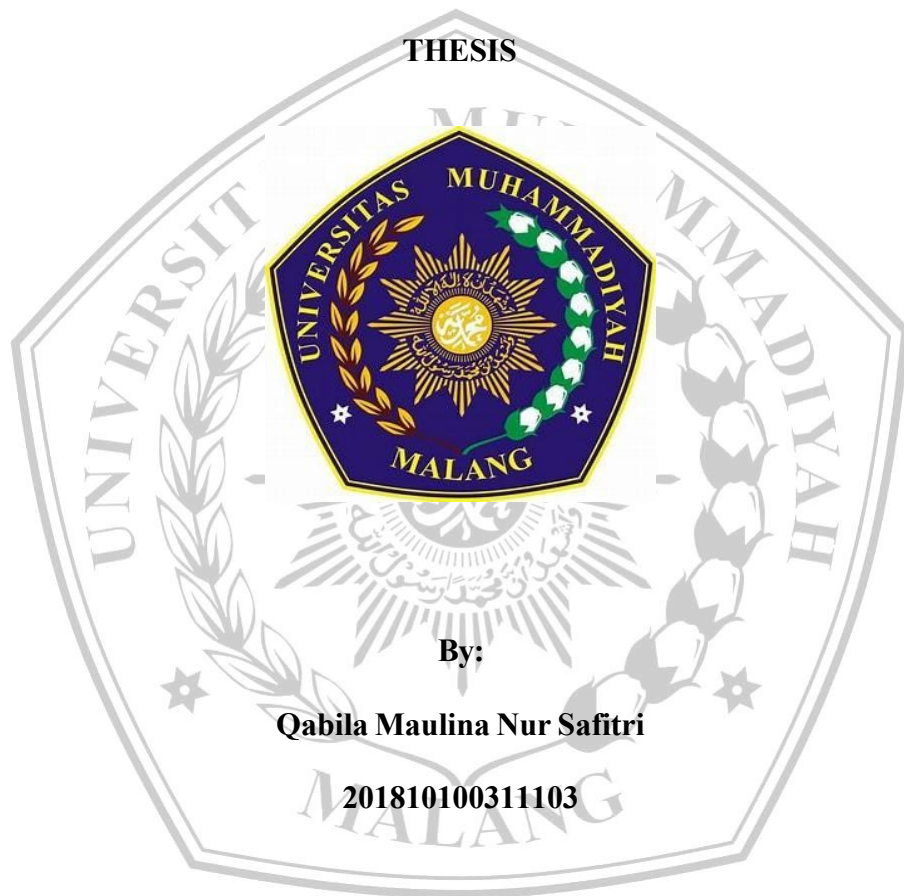


**GAMING FOR ENGLISH: STUDENTS' PERCEPTIONS OF ONLINE
GAMES IN BOOSTING THEIR SPEAKING SKILLS
AT SMAN 1 PESANGGARAN, BANYUWANGI**

THESIS



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2025

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THESIS

**This thesis is submitted to meet one of the requirements to achieve
Sarjana Degree in English Language Education**



**ENGLISH LANGUAGE EDUCATION DEPARTMENT
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MOTTO AND DEDICATIONS

MOTTO

If you're tired, rest. But don't quit.

DEDICATIONS

Gratitude to Allah SWT who gives His Grace and His guidance and Rasulullah SAW who guides to the bright and right path so that the researcher can complete this thesis.

The researcher dedicates this thesis to:

1. My beloved parents, Ayah Andang Fitrianto and Mama Nurlaila Inayah, thank you for your endless love, support, sacrifices, patience, guidance, and your endless prayers for me. Thank you for waiting me.
2. My brother Atilla Shifri Fajruzzaman, and my sister Nixie Orvala, thank you for your love, jokes, critics, and support kept me going the hardest time.
3. My precious daughter, Leonore Alonza Aquene, you're my greatest motivation and my reason to never give up. You inspire me every day to be stronger, your smile gives me strength. You are the light of my life.

AUTHOR'S DECLARATION OF ORIGINALITY

I hereby declare that the intellectual content of this thesis is the product of my own work and has not been submitted to any other University or Institution. I certify that, to the best of my knowledge, my thesis does not infringe upon anyone's copyright nor violate any proprietary rights and that any ideas, techniques, quotations, or any other material from the work of other people included in my thesis, published or otherwise, are fully acknowledged in accordance with the standard referencing practices. I also declare that this is a true copy of my thesis, as approved by my thesis committee and the English Language Education Department office.

Malang, July 10, 2025



Qabila Maulina Nur Safitri

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Hopefully what has been given to researchers will always get a reward from Allah SWT. The researcher hopes that this thesis will be useful for other researchers and for other people who read it now or in the future.

**GAMING FOR ENGLISH: STUDENTS' PERCEPTIONS OF ONLINE
GAMES IN BOOSTING THEIR SPEAKING SKILLS
AT SMAN 1 PESANGGARAN, BANYUWANGI**

ABSTRACT

This study investigates students' perceptions of the impact of online games on enhancing their English-speaking skills, focusing on 10th-grade students at SMA Negeri 1 Pesanggaran, Banyuwangi. The research employed mixed-method design, combining qualitative and quantitative including questionnaires and interviews, to collect data on students' experiences and challenges while using online games for language learning. The findings reveal that a majority of students (78%) perceive online games as a beneficial tool for improving their English-speaking skills, particularly in vocabulary acquisition, pronunciation, and grammar. Students reported that games provide an immersive and engaging environment for practicing English through dialogues, instructions, and interactions with other players. Additionally, the interactive nature of games makes learning less stressful and more enjoyable compared to traditional classroom methods. However, the study also identified several challenges, including difficulty understanding complex game language, limited opportunities for verbal interaction, low confidence in speaking English, and a lack of educational features such as feedback or language support tools. Despite these challenges, students believe that online games are a valuable supplement to language learning. The study concludes that while online games can positively impact English-speaking skills, their full potential is realized when integrated with structured learning environments or enhanced with educational features. The study offers recommendations for students, teachers, and future researchers to optimize the use of online games in language acquisition.

Keywords: English Learning, Learning Media, Online Games, Speaking Skills, Students' Perception

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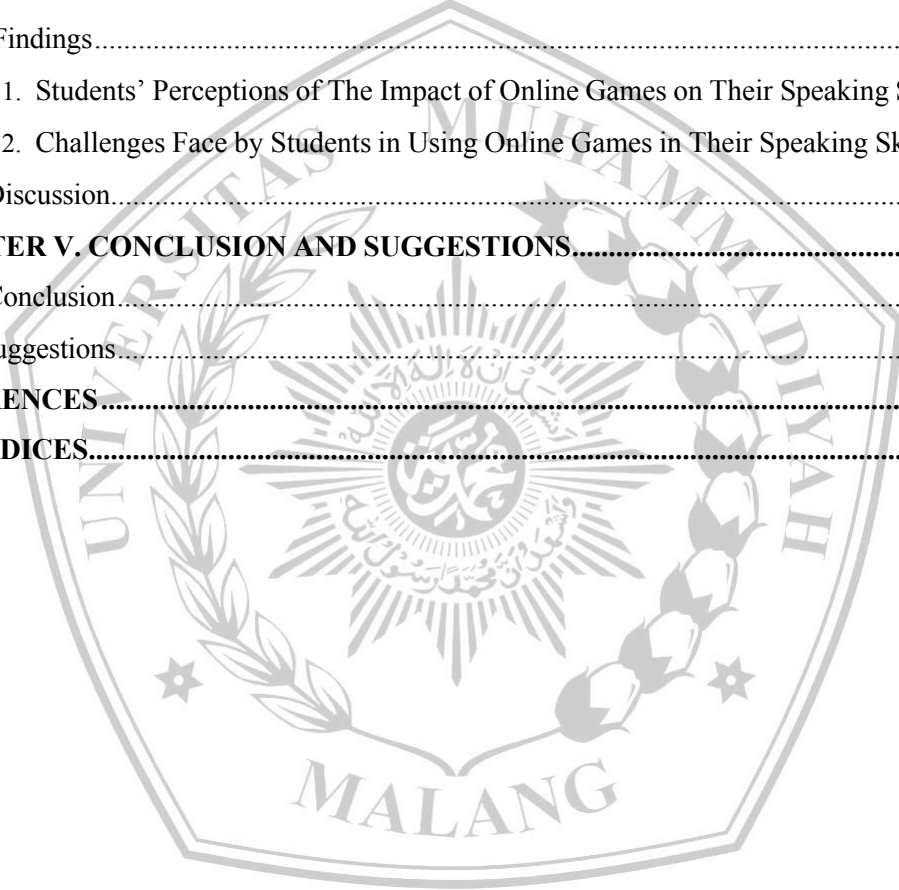


Qabila Maulina Nur Safitri

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