

**THE IMPACT OF VIDEO GAMES COUNTER STRIKE: GLOBAL  
OFFENSIVE TOWARD SPEAKING SKILLS**

**THESIS**

Submitted as Partial Requirement for the Degree of Education (S.Pd) In Teaching  
English

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**ENGLISH EDUCATION STUDY PROGRAM  
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**1446 H/2024 M**

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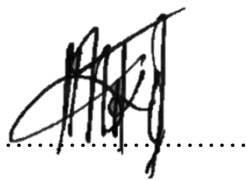
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## ACKNOWLEDGEMENT

الرَّحِيمِ الرَّحْمَنِ اللَّهُ بِسْمِ

Praise and gratitude are endlessly given to Allah SWT who has bestowed Its Grace and Gifts because it is with the permission of Allah that the researcher can complete the thesis entitled "The Impact of Video Games Counter Strike: Global Offensive Toward Speaking Skills". The preparation of this thesis is intended to fulfill one of the requirements to obtain a Bachelor of Education degree in English Education Study Program, Faculty of Tarbiyah and Teachers Training, Manado State Institute of Islamic Studies.

The researcher never been tire to grant his gratitude toward the researcher parents, especially the researcher foster mother, Fartin Minggu, who always gave her attention, affection, and supports from the researcher still pupil until adult. This thesis will never be completed without her prayer and supports that sometimes cannot be expressed with utter words. A steep hill of thanks also granted to the researcher biological parents, Kristina Pidal and Muhammad Risman and also to the researcher little brother, Dodik Darmawan. Without their supports and attention, this thesis would never be stand out on to the academical surface.

When constructing this thesis, the researcher drove many speedbumps and steep hills. This thesis is far from perfect, and I hope it will be perfected. However, time is not a luxury that the researcher had. Nevertheless, the researcher guaranteed that this thesis would revolutionize the education system, especially in language teaching and learning.

Thanks to the Ma'am Nur Halimah M.Hum, who is the head of Department. With her assist, guidance, and insight, this thesis would just an utter catastrophe without any future. Also huge thanks to the all of the department lecturer and staff who always encourages the researcher, specifically to the researcher's advisor, Ma'am Dr. Andi Mukarammah Nagauleng, M.Pd, Sir Fadhlan Saini, M.Pd, Dr.

Ahmad Mustamir Waris, M.Pd, and Ma'am Nikmala Nemin Kaharuddin, M.Hum. The knowledge and assistance they share would always be a reminder to the researcher about hard work and consistent.

Furthermore, the researcher extent his gratitude to all the individuals listed below who participating and encouraging the researcher thesis in order for completing the researcher educational adventure:

1. Prof. Dr. Ahmad Rajafi, M.HI, as the Rector of Manado State Institute of Islamic Studies.
2. Dr. Arhanuddin, M.Pd.I, as the Dean of Tarbiyah and Teacher Training Faculty of Manado State Institute of Islamic Studies.
3. Nur Halimah, M.Hum, as the Head of English Education Study Program and also as my academic advisor who provided guidance, motivation, direction, and valuable suggestions to the author during the preparation of this thesis.
4. Dr. Andi Mukarramah Nagauleng, M.Pd, as the researcher's academic advisor who always provides support and motivation to the researcher.
5. Fadhlán Saini, M.Pd, as the second Advisor also The Secretary of the Department who has patiently guided the researcher and always provided advice and assistance for the researcher.
6. Dr. Ahmad Mustamir Waris, M.Pd, as the first Examiner who always give valuable suggestions and moral supports.
7. Nikmala Nemin Kaharuddin M.Hum, as the second Examiner who always patiently bear with the researcher stubborn attitude and gave the researcher many chances to redeem.
8. My college mates that would happen a lifetime mates. Anggi, Bram, Rizal, and Deden who always encouraging each other even when the odds are come. Thank you lads.
9. Qordova Institute. Ajis, Amar, Vivi, and all of the researcher's friend who always burning each other to success.

10. And last but not least, the researcher would like to thank himself for always try hard to survive all the storm, trial by fire, and fight against all the odds. Thank you for not commit suicide. Thank you for still smiling even inside you're hurt. Thank you.

The researcher awake that this thesis is far from perfect. End of words, the researcher hopes this thesis would be useful someday.

Manado, 29 July 2024

The researcher

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## TABLE OF CONTENTS

|  |            |
|--|------------|
| <b>COVER</b> .....                         |            |
| <b>APPROVAL SHEET</b> .....                | <b>i</b>   |
| <b>PERNYATAAN KEASLIAN SKRIPSI</b> .....   | <b>ii</b>  |
| <b>AKNOWLEDGEMENT</b> .....                | <b>iii</b> |
| <b>TABLE OF CONTEXT</b> .....              | <b>iv</b>  |
| <b>LIST OF APPENDICES</b> .....            | <b>ix</b>  |
| <b>LIST OF FIGURES</b> .....               | <b>x</b>   |
| <b>ABSTRACT</b> .....                      | <b>xi</b>  |
| <b>ABSTRAK</b> .....                       | <b>xii</b> |
| <b>CHAPTER I</b> .....                     | <b>1</b>   |
| <b>INTRODUCTION</b> .....                  | <b>1</b>   |
| A. Background of the Study .....           | 1          |
| B. Research Question .....                 | 4          |
| C. Limitation of Study .....               | 5          |
| D. Objective of The Study .....            | 5          |
| E. Significance of The Study .....         | 5          |
| 1. <i>Theoretically</i> .....              | 5          |
| 2. <i>Practically</i> .....                | 5          |
| <b>CHAPTER II</b> .....                    | <b>6</b>   |
| <b>LITERATURE REVIEW</b> .....             | <b>6</b>   |
| A. Speaking .....                          | 6          |
| B. Tactical Shooter .....                  | 8          |
| C. The Impact Toward Speaking Skills ..... | 11         |
| D. Previous Study .....                    | 14         |



|  |           |
|--|-----------|
| <b>CHAPTER III .....</b>                             | <b>16</b> |
| <b>RESEARCH METHODOLOGY .....</b>                    | <b>16</b> |
| A. Approach and Research Design.....                 | 16        |
| B. Times and Research Location.....                  | 16        |
| C. Research Subjects and Objects .....               | 16        |
| D. Data Collection Technique .....                   | 16        |
| 1. Observation Guidelines.....                       | 17        |
| 2. Interview Guidelines.....                         | 17        |
| E. Resesarch Instrument.....                         | 17        |
| 1. Observation .....                                 | 17        |
| 2. Interview .....                                   | 18        |
| F. Data Analysis Technique and Validity of Data..... | 18        |
| 1. Data Reduction .....                              | 18        |
| 2. Data Display.....                                 | 19        |
| 3. Data Conclusion and Verification Drawing .....    | 19        |
| <b>CHAPTER IV .....</b>                              | <b>20</b> |
| <b>FINDINGS AND DISCUSSION .....</b>                 | <b>20</b> |
| A. Findings.....                                     | 20        |
| 1. Summary of Findings.....                          | 20        |
| 2. Implication for Language Learning .....           | 21        |
| B. DISCUSSION.....                                   | 21        |
| 1. Interview .....                                   | 21        |
| 2. Observation .....                                 | 27        |
| 2. Participants Feedback .....                       | 27        |
| <b>CHAPTER V.....</b>                                | <b>28</b> |
| <b>CONCLUSION .....</b>                              | <b>28</b> |
| A. Conclusion.....                                   | 28        |
| B. Suggestion .....                                  | 28        |
| 1. For Educators .....                               | 28        |

|                                |           |
|--------------------------------|-----------|
| 2. For Language Learners ..... | 29        |
| 3. For Future Research.....    | 29        |
| <b>REFERENCES.....</b>         | <b>31</b> |

## **LIST OF APPENDICES**

|   |    |
|---|----|
| Appendix 1: Observation Guideline ..... | 36 |
| Appendix 2: Interview Guidelines.....   | 40 |
| Appendix 3: Transcript Interview.....   | 45 |

## **LIST OF FIGURES**

|                                  |    |
|----------------------------------|----|
| FIGURE 2.1: MAIN LOBBY .....     | 10 |
| FIGURE 2.2: BAN/PHASE PICK ..... | 11 |

## ABSTRACT

**Dimas Prasetya (2024) *THE IMPACT OF VIDEO GAMES COUNTER STRIKE: GLOBAL OFFENSIVE TOWARD SPEAKING SKILLS*. A Thesis. English Education Study Program. Faculty Of Tarbiyah and Teacher Training Manado State Institute Of Islamic Studies.**

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This thesis explores the impact of the video game Counter-Strike: Global Offensive in developing language learning speaking skills. Using a qualitative research approach, the study investigates how influences players' communication and speaking abilities. The findings suggest that Counter Strike: Global Offensive can positively impact speaking skills by enhancing vocabulary, communication strategies, and player confidence. The study concludes that Counter Strike: Global Offensive could offer a supplemental material for language teaching and learning, specifically speaking skills. It focuses on a diverse group of participants who actively play Counter Strike and communicate with other players during gameplay. Data collected from these players provides insights into their experiences and perceptions regarding the impact of the game on their speaking skills. The findings suggest that the interactive and cooperative nature of Counter Strike: Global Offensive requires players to engage in constant verbal communication, thereby creating a conducive environment for practicing and improving speaking skills. Therefore, this research contributes to the growing body of literature on the educational potential of video games, offering valuable insights for educators, game developers, and policymakers interested in innovative approaches to language learning.

**Keywords:** *Counter-Strike: Global Offensive, impact, speaking skills, qualitative research*

## ABSTRAK

**Dimas Prasetya (2024) DAMPAK VIDEO GAME COUNTER-STRIKE: GLOBAL OFFENSIVE TERHADAP KETERAMPILAN BERBICARA. Skripsi. Program Studi Tadris Bahasa Inggris. Fakultas Tarbiyah dan Keguruan Institut Agama Islam Negeri Manado.**

Skripsi ini mengeksplorasi dampak video game Counter-Strike: Global Offensive dalam pengembangan keterampilan berbicara dalam pembelajaran bahasa. Dengan menggunakan pendekatan penelitian kualitatif, studi ini menyelidiki bagaimana game ini mempengaruhi kemampuan komunikasi dan berbicara pemain. Temuan menunjukkan bahwa Counter-Strike: Global Offensive dapat berdampak positif pada keterampilan berbicara dengan meningkatkan kosakata, strategi komunikasi, dan kepercayaan diri pemain. Penelitian ini menyimpulkan bahwa Counter-Strike: Global Offensive dapat menjadi bahan tambahan untuk pengajaran dan pembelajaran bahasa, khususnya keterampilan berbicara. Penelitian ini berfokus pada sekelompok peserta yang beragam yang secara aktif memainkan Counter-Strike dan berkomunikasi dengan pemain lain selama permainan. Data yang dikumpulkan dari para pemain ini memberikan wawasan tentang pengalaman dan persepsi mereka mengenai dampak game terhadap keterampilan berbicara mereka. Temuan menunjukkan bahwa sifat interaktif dan kooperatif dari Counter-Strike: Global Offensive mengharuskan pemain untuk terlibat dalam komunikasi verbal yang konstan, sehingga menciptakan lingkungan yang kondusif untuk mempraktikkan dan meningkatkan keterampilan berbicara. Oleh karena itu, penelitian ini berkontribusi pada literatur yang berkembang mengenai potensi edukasional video game, serta memberikan wawasan berharga bagi pendidik, pengembang game, dan pembuat kebijakan yang tertarik dengan pendekatan inovatif dalam pembelajaran bahasa.

**Kata kunci:** *Counter-Strike: Global Offensive, dampak, keterampilan berbicara, penelitian kualitatif.*

## CHAPTER 1

### INTRODUCTION

#### **A. Background of the study**

In these past ten years, gaming industry are become a worldwide phenomenon. Many companies have turned their interest towards gaming industry, hence this theme so popular among kid, teenager, and even adult. The gaming industry has evolved from a niche hobby into a global behemoth, influencing culture, technology, and economy. With advancements in technology, games have become increasingly complex, visually stunning, and immersive. This growth has paralleled the increasing digital literacy of populations worldwide, particularly among younger generations. The rapid ascent of the gaming industry has ignited a fervent academic pursuit to comprehend its multifaceted nature. This scholarly exploration spans a diverse range of disciplines, each contributing to a richer understanding of this cultural phenomenon.

The convergence of gaming and education has emerged as a compelling area of study, revealing a complex interplay between entertainment and learning. Games, with their inherent ability to captivate and engage, offer a unique avenue for educational exploration. Especially for language learning and teaching. The intersection of gaming and language learning presents a dynamic landscape for educational innovation. Therefore, video games, with their capacity to immerse and engage, offer a fertile ground for developing language proficiency. The emphasis on communication, collaboration, and problem-solving inherent in many games aligns closely with the goals of language education, particularly in the realm of speaking skills.

As this statement uphold, the video game industry is going to exceed the combined industries of music and movies by 2020. This offers us an idea of how studying while having fun is viewed as a solution in the teaching and learning modern languages. It came in a variety of genres, including

MMORPGs (Massively Multiplayer Online Role-Play Games), FPSs (First-Person Shooters), MOBAs (Multiplayer Online Battle Arenas), etc. In this case, the researcher picked Counter Strike: Global Offensive that classified as tactical shooter games as the medium for this research. This game had been downloaded more than 300 million users since its release on 21<sup>st</sup> August 2012. From CS:GO achievement, the researcher know that it was successfully engaged so many players to play and throwing dice into this research.

However, difficulties might occur whilst learning speaking. To speak fluently, students need to understand a variety of speaking skills, including pronunciation, grammar, spelling, and others. Speaking is the most crucial skill in learning a foreign language, according to Nunan (1991), and success is determined by one's capacity to have a conversation in that language.<sup>1</sup> Speaking is one of the English skills that need to be mastered with learners who want to learn English in order to communicate properly with other people or foreigners. This is in line with Brown (2001) that, speaking is an interactive process in constructing meaning that involves the production, reception, and processing of information<sup>2</sup>. This obligatory process also put learners in challenging situation in forming a comprehensive skill regarding the context of topic being talked on. Therefore, a relentless innovation of technology in education matters and formed an innovative new methods of language teaching and learning.

The Almighty Allah says in the Holy Qur'an surah Al-Hujurat: 12

لَا وَ تَجَسَّسُوا وَلَا ۗ إِنَّمَا الظَّنُّ بَعْضَ ۗ إِنَّ ۗ الظَّنَّ مِّنْ كَثِيرًا اجْتَنِبُوا ؕ ءَامَنُوا الَّذِينَ يَأْتِيهَا  
 اللَّهُ إِنَّ ۗ اللَّهُ وَأَنْتُمْ ؕ فَكْرَهُمْ مِّنْهُ مَيَّنَّا أَخِيهِ لَحْمٍ يَأْكُلُ أَنْ أَحَدُكُمْ يُجِبُ ۗ بَعْضًا بَعْضُكُمْ يَعْتَبُ  
 رَّحِيمٌ تَوَّابٌ

<sup>1</sup> Nunan (1991). *Language Teaching Methodology*. Prentice Hall.

<sup>2</sup> Brown, H. D. (2001). *Teaching by Principles: An Interactive Approach to Language Pedagogy*. New-York: Longman.



**Translation:**

“O you who have believed, avoid much [negative] assumption. Indeed, some assumption is sin. And do not spy or backbite each other. Would one of you like to eat the flesh of his brother when dead? You would detest it. And fear Allah; indeed, Allah is Accepting of repentance and Merciful” (Q.S. Al-Hujurat:12)<sup>3</sup>.

This verse explained the point in good communication and utilizing any aspect or media for socializing in a positive way. Muslims are urged to utilize technology to convey information and help others, but they must also use it in a way that does not hurt or promote negativity. Muslims are supposed to use technology and social media platforms to deliver positive messages while avoiding damage and hate.

Furthermore, according to Lazarson (2001), spoken English is challenging since it nearly always requires engagement with at least one interlocutor.<sup>4</sup> Meanwhile, Penny (1996) identified four elements that make speaking challenging for second or foreign language students: (1) inhibition: learners are often worried about making mistakes or fearful of criticism; (2) nothing to say: even if students are not inhibited, they cannot think of anything to say or have no motive to express themselves; (3) mother-tongue use: in speaking classes, there are a number of the learners sharing the same mother tongue, so they tend to use it; because it is easier to speak to other people in a foreign language, and they feel less ‘exposed’ if they are speaking their mother tongue; (4) low participation: this problem is compounded by the tendency of some learners to dominate, while others speak very little or not at all. From definition above, it can be inferred that speaking is a complex interactive process between the speakers and listeners in

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<sup>3</sup> Holy Quran dan terjemahannya, Kementerian Agama Republik Indonesia

<sup>4</sup> Lazarson (2001). *Language Learner Strategies: What Every Teacher Should Know*. ERIC Clearinghouse on Languages and Linguistics.

order to produce, decode and receive messages through verbal and non-verbal symbols.<sup>5</sup>

As much as the researcher concern, the challenges, the needs of comprehensive application, and formal use continue to significantly rely on the ministry's suggested curriculum and conventional teaching methods<sup>6</sup>. Our 2013 curriculum covered a variety of speaking topics, including grammar, pronunciation, vocabulary, etc. Some innovative techniques or ideas, including using a movie, music, video game, or another amusing medium, can be used to address these issues and help students experience enjoyment while speaking such as computer games. According to Koptur (2016), computer games have attracted the attention of instructional designers and educators as teaching tools with the potential to raise students' academic achievement as well as their cognitive, motor, visual, problem-solving, and computer skills. According to Koptur's assertion, video games contain a lot of untapped potential.<sup>7</sup>

Therefore, taking into major consideration of the statements above, the issue that students confront and how they resolve it by playing video games may lead to the development of a new speaking technique that may be used in classrooms to aid in the teaching and learning of English. In this case, the researcher took Tactical shooter, Counter Strike: Global Offensive as a medium for this research and see the impact towards the speaking skills.

## **B. Research Question**

What is the impact of Counter Strike: Global Offensive towards speaking skills?

## **C. Limitation of The Study**

After identifying the issue, the researcher narrowed it down due to the variety of video game genres and subgenres, Tactical Shooter using the game

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<sup>5</sup> Penny (1996). *A Handbook of Language Teaching*. Routledge.

<sup>6</sup> Permendikbud Nomor 59 Tahun 2014 Kurikulum 2013 12b. Retrieved on 21 August 2023

<sup>7</sup> Koptur (2016). The influence of speaking practice on the development of English language learners' speaking skills. *Journal of Language Teaching and Learning*, 6(2), 85-97.

Counter Strike: Global Offensive, and its effect on speaking skills. Also, the object been decreased to two persons.

#### **D. The Objective of The Study**

This research objective is to investigate whether there is any significant role to speaking abilities on using Video Game *Counter Strike: Global Offensive* as a medium for learning and practicing speaking skills.

#### **E. Significance of The Study**

Language learners, teachers, and another researcher should greatly benefit theoretically and practically from the research's findings:

- a. This study anticipates that employing video games as supplemental material would boost L2 enthusiasm in studying English and help them become better speakers. Additionally, it is hoped that the study's findings would increase L2 enjoyment of learning English, particularly speaking fluency.
- b. This study anticipates that teachers will make greater use of technology to enhance their approach to teaching English, particularly when it comes to speaking and using video games as enjoyable supplemental material.

## CHAPTER II

### LITERATURE REVIEW

#### A. Speaking

##### 1. General Concept of Speaking

It is obvious that speaking is the key means of human communication. It enables people to express their feelings, opinions and to communicate with other people in the world. Numerous experts use the following definition of "speaking": Egan (1990) believed that among the four language skills, speaking was the most important for learning a second language.<sup>8</sup> Speaking is a productive skill that can be directly and empirically observed and those observations are colored by the accuracy and effectiveness of a test taker's listening skill, which necessarily compromises the reality and validity of oral production, according to Brown (2004).<sup>9</sup> Harris (1974) further describes speaking as the process by which we verbally encode our thoughts, feelings, and ideas. It indicates that we communicate with someone verbally.<sup>10</sup> Ideas, thoughts, and feelings that we wish to communicate, influence, or engage with other individuals are included in the spoken message.

Similar to this, Byrne (1984) claims that "speaking is a two-way process between speaker and listener and involves productive and receptive skills of understanding".<sup>11</sup> It implies that the speaker must use proper language to deliver the message so that the listener can understand it.

Speaking, on the other hand, is defined by Lado (1964) as the capacity to articulate oneself in real-life settings, the capacity to accurately explain acts or circumstances, the capacity to communicate, or the capacity to smoothly

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<sup>8</sup> Egan, K. (1990). *Teaching as Storytelling: An Alternative Approach to Teaching and Curriculum in the Elementary School*. University of Chicago Press.

<sup>9</sup> Brown, H. D. (2004). *Language assessment principles and classroom practices*. White Plains, NY: Pearson Education., p. 140.

<sup>10</sup> Harris (1974), *Testing English as a Second Language*, New York, p. 45

<sup>11</sup> Byrne, B. (1984). *The general/academic self-concept nomological network: A review of construct validation research*. Review of Educational Research, 54, p. 427-456.

express a series of thoughts.<sup>12</sup> According to this concept, speaking places a greater emphasis on a person's capacity to communicate ideas through his language, whether they take the form of expression, reports, etc. Speaking is further described as "a process of building and sharing meaning through the use of verbal and non-verbal symbol, in a variety of contexts," by Chaney & Burk (1998).<sup>13</sup>

Based on the expert explanation above, the writer concludes that speaking is part of human habits to communicate each other, hence the nature form of human to socialize through oral form since the beginning of human civilization.

## **2. Aspects of Speaking**

According to Harris (1974), speaking has five skills set to be fully mastered as follows:

### **a. Pronunciation**

The capacity to utter sounds in a way that is readily understandable is referred to as pronunciation. The intonation pattern is another definition of pronunciation.

### **b. Vocabulary**

Vocabulary is the words used in language. Nobody can communicate effectively without having sufficient vocabulary. Therefore, vocabulary means the appropriate diction that is used in communication.

### **c. Grammar**

For learners to organize proper sentences in conversation in both written and spoken forms, grammar is a must. Grammar is characterized as a methodical approach to measuring and forecasting an ideal speaker's or listener's linguistic proficiency.

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<sup>12</sup> Lado, R. (1964). *Language Teaching: A Scientific Approach*. MacGraw Hill, p. 99.

<sup>13</sup> Ahmed Amin Awad Raba,. *The Influence of Think-Pair-Share (TPS) on Improving Students' Oral Communication Skills in EFL Classrooms*, p. 12-13.

d. Fluency

The indicator of someone's speaking ability is their level of fluency. It can also be described as the capacity for clear, fluid speech. Communication will be more challenging if listeners are unable to grasp what speakers are saying due to poor pronunciation.

## **B. TACTICAL SHOOTER**

### **1. General Concept of Tactical Shooter**

When Palladas, The Greek poet who flourished in the 4<sup>th</sup> century A.C.E., said that life is but a game, he hardly could have imagined how pervasive games would become in every aspect of our modern lives. From security training simulations to war games and role-playing games, from sports games to gambling, playing video games has become a social phenomenon and the increasing number of players cross gender, culture, and age is on dramatic trajectory.

According to Angela (2013), the term "Game Online" is derived from two words: game and online. Online is described as connecting to the internet or all gaming actions link to the internet. She defined Game Online etymologically as "something to play" and "gaming activities connected to the internet." According to Azman (2018), online gaming has risen in popularity as internet and computer technology evolved. Online games have grown in popularity among young people due to technological advancements all around the world.

Tactical shooters are a sub-genre of first and third-person shooters that are distinguished by the use of strategy, planning, and tactics in gameplay, as well as realistic simulations of ballistics, accurate firearm mechanics, physics, and stamina, and a short time to kill. According to IGN, tactical shooters "are about caution, care, cooperation, coordination, planning, and pacing." Making daring attacks, quick moves for cover, astute retreats, and last-ditch

grabs for gold are not only necessary for win in these games, but they are also balanced in such a manner that they become enjoyable activities in play."<sup>14</sup>

Tactical shooters are built with realism and authenticity in mind, especially when it comes to weapon functioning, mobility, and mission goals. Players and NPCs (Non-Playable Characters) can be killed in a short length of time or with relatively few assaults, which is a staple of tactical shooters.<sup>15</sup>

To cater for this, a few of tactical shooters, such as Rainbow Six and Escape From Tarkov, integrate various layers of body armor, however they only provide a modicum of safety and do not ensure player survival. Death can also have serious consequences: players may have to be resurrected, have long respawn times, or have their character permanently slain; there may also be a lack of checkpoints in levels, forcing players to restart upon failure or continue with their inflicted losses.

Therefore, Due to this realistic but punishing gameplay, the individual heroism seen in other shooter games is drastically restrained, players are forced to rely on proper military tactics and teamwork to succeed,<sup>161718</sup> and playstyles are typically slower than other types of shooters. Here are some brief history and explanation of a Tactical Shooter video games, CS:GO.

a. Counter Strike: Global Offensive

Counter Strike: Global Offensive is the fourth game in the Counter Strike Series. It's been known by many gamers for two decade and stands as a peak of video game history. CS:GO were developed by Valve for over two years and released to public on 21<sup>st</sup> August 2012. Since then, CS:GO

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<sup>14</sup> Ivan Sulic. "[Tactical Ops – PC Review at IGN](#)". Pc.ign.com. From [the original](#) on October 26, 2012. Retrieved 5 September, 2023.

<sup>15</sup> Ivan Sulic. "[Tactical Ops – PC Review at IGN](#)". Pc.ign.com. From [the original](#) on October 26, 2012. Retrieved 5 September, 2023.

<sup>16</sup> Rollings, Andrew; Ernest Adams (2006). *Fundamentals of Game Design*. Prentice Hall. on December 31, 2017. Retrieved 8 September, 2023.

<sup>17</sup> Fudge, James. [Rainbow Six 3 to GameCube \(GCN\)](#) September 19, 2020, at the [Wayback Machine](#) *GameSpy* (April 8, 2004), Retrieved on 8 September, 2023

<sup>18</sup> Tamte, Peter [Close Combat: First to Fight – Vol #3 \(PC\)](#) September 24, 2020, at the [Wayback Machine](#) *GameSpy* (November 4, 2004) Retrieved on 8 September, 2023

monopoly area of Tactical Shooter genre with more than 300 million active player across the globe, with active Esports event in international scale since a year from its release until this time.

*Figure 2.1 Main Lobby of Counter Strike: Global Offensive where players tend to communicate each other in preparation before the match started.*



Like other Tactical shooter games, CS:GO is regarded as a highly strategic game where two teams compete on a constrained map to win matches. Numerous websites, trainers located all over the world, and YouTube channels were created in response to the need for tactical gameplay to instruct Counter Strike players on how to improve their skills and move up the rankings ladder.

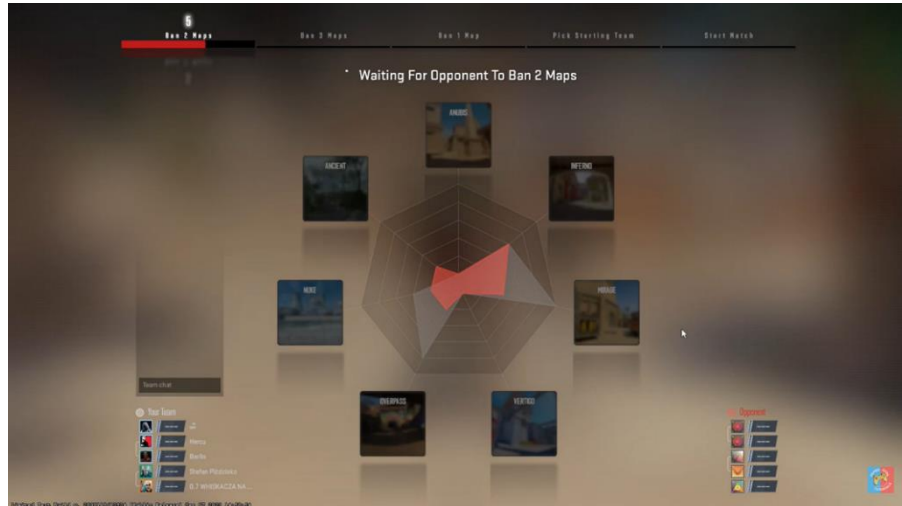
b. Gameplay

The game matches two teams, Terrorist and Counter-Terrorist, each with five players, against each other in objective-based game variants. There are two factions that player have the liberation to choose. The Terrorist, who's objectives are placing the bomb onto bombsite and Counter-Terrorist that tries to stop them or defusing the bomb.



Before the game starts, players enter a phase to ban or pick which map among seven maps to play. This phase serves as a crucial determinant of the subsequent match dynamics, influencing both the strategic approach and potential outcomes for each team.

*Figure 2.2 Ban/pick phase.*



In this ban/pick phase, communication very crucial among team to build their strategy for achieving the game objectives. Teams develop comprehensive strategies that encompass positioning, role assignments, and tactical maneuvers tailored to exploit the strengths of their chosen maps while countering the anticipated strategies of their opponents. The highly competitive nature of CS:GO leaves players with few choices, such as mastering the game mechanics, comprehending the tactical performances, and working together with the other four teammates to win the game. In CS:GO, communication and teamwork are highly essential to winning games; hence, "Game designers may think about telling players directly about the advantages of playing cooperatively and effectively collaborating with teammates to game performance." (p. 2326; Kim et al., 2017).<sup>19</sup>

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<sup>19</sup> Kim, J., Lee, M., & Park, H. (2017). *Game designers may think about telling players directly about the advantages of playing cooperatively and effectively collaborating with teammates to*

Without communication, no information is received or supplied to teammates to help them in pursuing or clearing objectives (pressing or holding a bombsite).

### **C. The Impact Towards speaking Skills**

The researcher has seen the advantage of video game learning in linguistic elements, and the results are rather remarkable. When it comes to speaking eloquently, everything from vocabulary to grammatical norms must be followed. There are several aspects of video games that have the potential to improve students' cognitive abilities, empirically speaking.

A game is an activity carried out by a person or team for amusement and to attain goals. Games, according to (Deesri, 2002), can help students relax, feel more at ease, and want to learn more. An online game is one that can be accessed over the internet.<sup>20</sup> Depending on the sort of game, online games are meant to put players against one another as either rivals or allies.

As a result, online games have both positive and negative impacts on learning, especially when learning a new language. There is no learning that just has a positive impact; there is no learning that only has a positive impact. According to Rauuf (et al., 2020), students say that their activities in online games will help them learn a foreign language in a more enjoyable way. Students might benefit from playing online games for two reasons.<sup>21</sup> For starters, there are several online games that employ English as their major language. As a result, we must first understand English before we can play it. Every online game has a goal and a purpose, and all of the instructions are in English. Therefore, the positive impact of video game towards certain skills to students' English capability need to be

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*game performance. Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems, 2321-2330. <https://doi.org/10.1145/3025453.3025851>*

<sup>20</sup> Deesri, A. (2002). *Computer games as a means of teaching English grammar. Proceedings of the 11th International Conference on Learning Sciences* (pp. 90-95). International Society of the Learning Sciences.

<sup>21</sup> Rauuf, M., Smith, J., & Jones, L. (2020). *Title of the paper. Title of the Journal or Conference Proceedings.*

analyzed to help understanding and develop new teaching methods of language learning. How videos game impacts to speaking skill?

1. Theory of Language Learning Through Social Interaction

- Zone of Proximal Development (ZPD): According to Vygotsky, learning occurs in the ZPD, where an individual learns through interactions with other, more expert people. In the context of video games, players often interact with teammates who may have higher English skills, encouraging players to improve their speaking abilities.
- Scaffolding: Involves assistance from teammates or mentors in the game who help players understand and use new language in the context of the game.

2. Task Based Learning Theory

- Task Authenticity: Video games such as Counter-Strike: Global Offensive (CS:GO) offer an authentic environment where players must use English to complete tasks and achieve game goals. These tasks require effective, collaborative, and strategic communication, similar to real-life situations.
- Meaningful Interaction: TBLT emphasizes the importance of meaningful interaction. In CS:GO, players must communicate for team coordination, give instructions, and respond to dynamic situations, all of which improve speaking skills.

3. Second Language Acquisition (SLA) Theory

Stephen Krashen's Input Hypothesis:

- Comprehensible Input (i+1): According to Krashen, language learning occurs when learners are exposed to input that is slightly more advanced than their current level.<sup>22</sup> In video games, players often hear and use more

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<sup>22</sup> Krashen, Stephen D. *Principles and Practice in Second Language Acquisition*. Pergamon Press, 1982.

complex English, encouraging them to understand and adopt the language.

- Affective Filter: Video games provide a fun, low-stress learning environment, which can lower the “affective filter” and make players more open to language learning.

#### 4. Interactivity Theory

- Negotiation of Meaning: Michael Long argues that through interaction and negotiation of meaning, language learners improve their linguistic skills.<sup>23</sup> In games like CS:GO, players often have to clarify and negotiate meaning for effective coordination, which improves their speaking skills.

- Feedback: Through direct interaction with other players, individuals receive immediate feedback on their language use, which can aid in continuous improvement and learning.

#### 5. Motivation and Engagement Theory

Self-Determination Theory (Deci and Ryan):

- Intrinsic Motivation: Video games often motivate players intrinsically through challenge and achievement. This motivation can encourage players to communicate more effectively in English to achieve goals in the game.

- Engagement: A high level of involvement in games can increase the frequency and quality of language use, ultimately improving speaking skills.

#### 6. Learning Theory Through Media Multimedia Learning Theory (Mayer):

- Dual Coding: According to this theory, learning is more effective when information is presented in both visual and verbal forms. In CS:GO, players receive information through text, audio, and visuals, which can strengthen their understanding and use of the English language.

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<sup>23</sup> Long, M. H. (1996). *The role of the linguistic environment in second language acquisition*. In W. C. Ritchie & T. K. Bhatia (Eds.), *Handbook of second language acquisition* (pp. 413-468). Academic Press.

- Active Learning: Video games encourage active learning in which players continually process and apply language in meaningful situations.

#### **D. Previous Studies**

There are several studies already conducted to investigate the impact of video gaming towards students' capability in learning EFL. According to Wu and Huang (2021), The interactive and immersive nature of online games can create a conducive environment for language practice. The pressure to communicate effectively within the game context may motivate learners to overcome speaking anxiety, fostering a sense of confidence. As they engage in real-time interactions with other players, learners are likely to experience increased fluency, as they adapt to the rapid pace of conversation.<sup>24</sup>

Lee, J. Y., and Kim, H. J. (2018), quoted that a notable enhancement in speaking fluency among participants who engaged in these games. The dynamic and fast-paced nature of online multiplayer games likely contributed to this improvement, as learners were compelled to communicate rapidly and continuously to effectively participate.<sup>25</sup>

Alex roach and Yeski Utami (2017) stated, that, co-operative games would be a much better environment for encouraging students to speak English. While both competitive and co-operative games both fostered communication in advanced students, lower-level students responded much better to team-based games - both in an increased willingness to speak and in language acquisition from their peers. Such findings show that co-operative games could be a useful tool for teachers to use in a classroom.<sup>26</sup>

Ramos (2015) also encourage that L2 learners get much of their vocabulary incidentally when they encounter those words in informative contexts.

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<sup>24</sup> Wu, S., & Huang, Y. (2021). The effects of online games on EFL learners' speaking anxiety and performance. *Computer Assisted Language Learning*, 34(4), 389-407

<sup>25</sup> Lee, J. Y., & Kim, H. J. (2018). The effects of online multiplayer games on EFL learners' speaking fluency and accuracy. *Computer Assisted Language Learning*, 31(4), 415-433.

<sup>26</sup> Alex Roach, *Using Video Game to Enhance English Communication Skills* (ISELTS Universitas Negeri Padang 2017), p. 204.

He also suggested that technology-based methods for incidental vocabulary acquisition should be investigated for future research.<sup>27</sup> Therefore, students can learn more efficiently by associating new information with concepts in memory through meaningful visual images.

Additionally, a study conducted by Reinders and Wattana (2011) also showed that as opposed to face-to-face interactions, the students' are more motivated to communicate with each other in English using the in-game chat feature when asking each other how a certain task should be completed, allowing for more dynamic learning processes.<sup>28</sup>

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<sup>27</sup> Ramos (2015), *Effects of Educational Video Games on English Vocabulary Learning and Retention*, International Journal of Technology in Education, p. 335.

<sup>28</sup> Reinders, H., & Wattana, S. (2011). Learn English or Die: The effects of digital games on interaction and willingness to communicate in a foreign language. *Digital Culture and Education*, 3, p. 4-28. Retrieved on 20 October, 2023.

## CHAPTER III

### RESEARCH METHODOLOGY

#### A. Approach and Research Design

Qualitative descriptive research is research that seeks to describe a symptom, an event that has occurred in the present where the researcher tries to photograph the event to then be described in the form of data or sentences that can give meaning.<sup>29</sup> So, in this study, the researcher tries to find the reality of the events under study so as to make it easier for researchers to obtain objective data in order to determine. *the impact of competitive tactical shooter, Counter-Strike: Global Offensive towards speaking skill.*

#### B. Times and Research Location

This research was carried out at Escape Gaming Café, Wenang district, Manado City, in a period of a month June 2024.

#### C. Research Objects

The object of research is the problem under study. The object of research is the attribute of a person, object, or activity that has a certain variation determined by the researcher to be studied and then drawn conclusions. The objects in this study were people on internet cafe in Manado about 2 people. and researchers using a randomly sampling technique in Escape Gaming café.

#### D. Data Collections Techniques

Data collection technique is a way of collecting data needed to answer the research problem formulation. Data collection techniques are the most strategic step in research, because the main purpose of research is to obtain data. Without knowing the data collection techniques, the researcher will not get data that meets the data standards set.

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<sup>29</sup> Arif Furchan, *Pengantar Penelitian Dalam Pendidikan* (Yogyakarta: Pustaka Pelajar, 2007), p. 447.

The techniques that the researcher would use are:

1. Observation

Given the digital nature of Counter Strike: Global Offensive, direct observation might be challenging. However, indirect observation through game recordings or live streaming could provide insights into players' communication patterns, language use, and collaborative behaviors. Researchers could analyze game footage to identify specific linguistic features, such as vocabulary, grammar, and discourse markers. The researcher will follow a proper observation guide to collect the data.

2. Interview

In-depth interviews with Counter Strike: Global Offensive players would be crucial for understanding their experiences and perceptions of the game's impact on their speaking skills. Questions could focus on the types of communication used during gameplay, the frequency of playing, and how the game has influenced their overall language proficiency. To complement this, the researcher could focus onto one person or one single group using an interview guide to collect the data.

## **E. Research Instruments**

This part explains the instruments that research used to collect data. In this research, the researcher utilized an interview to students. To obtain the data and information needed in this study, several methods were used, including:

- 1. Observation**

Systematic observation and recording of the investigated phenomena. This observation makes observations by recording data or information that is needed and needed in accordance with the problem under study. These observations were made to the people on internet cafe. Observation is a method of collecting data through systematic observation and recording of the phenomena that occur.



Observations are carried out by following the activities carried out. So that researchers can see players speaking proficiency in English.

## **2. Interview**

Interviews are used as a data collection technique about human life if researchers want to find problems that must be investigated. Interviews can be conducted in a structured or unstructured manner, and can be conducted face-to-face or by telephone. This study involving their speaking skills. However, participants are limited to people number as mentioned in limitation of study.

## **F. Data Analysis Techniques and the Validity of Data**

The process of data analysis fell into three major phases following the framework of qualitative analysis developed by Miles and Huberman: data reduction, data display, and conclusion and verification.

After the data collection has been completed, the next important step is to analyze it. Data analysis is an important stage in the process of completing an qualitative research because in analyzing the data the researcher searches for and systematically compiles the data obtained in the field with in-depth interviews, field notes, and other materials, making it easier to understand. According to Bogdan and Biklen, data analysis is an effort made by working with data, organizing data, sorting it into manageable units. Then discover what was important and what was learned and decide what to tell others.<sup>30</sup>

Then the data that has been obtained from the research will be analyzed according to the steps of Milles and Huberman which includes 3 stages, namely data reduction, data display, and drawing conclusions.<sup>31</sup> The following will explain one by one the analysis process:

1. Data reduction namely the researcher's efforts to reduce data, namely summarizing, choosing the main things, focusing on the important things,

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<sup>30</sup> Lexy J. Moleong, *Metodologi Penelitian Kualitatif*, 36th ed. (Bandung: PT Remaja Rosadakarya, 2017), p. 248.

<sup>31</sup> Sugiyono, *Metode Penelitian Pendidikan* (Bandung: Alfabeta, 2010), p. 337.

looking for themes and patterns. Thus, the reduced data will make it easier for researchers to collect further data.

2. Data display namely this step the researcher presents the data that has been reduced into the form of a brief description, charts, relationships between categories and the like. The most frequently used to present data in qualitative research is narrative text.
3. Conclusion Drawing and Verification. The initial conclusions put forward are still temporary, and will change if new strong evidence is found at the next stage of data collection. However, if it turns out that the conclusion at the beginning is supported by strong evidence that is valid and consistent when the researcher conducts the next stage of data collection, then this conclusion is a credible one<sup>32</sup>.

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<sup>32</sup> Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif Dan R&D* (Bandung: Alfabeta, 2011), p. 247.

## CHAPTER IV

### FINDING AND DISCUSSIONS

#### A. Findings

This chapter presents the analysis and findings of the study on the role of the video game Counter Strike: Global Offensive (CS:GO) in developing speaking skills. The data were collected through qualitative methods, including interviews and observations, and are analyzed to understand the impact of CS:GO on communication proficiency. The data were gathered through semi-structured interviews with participants who regularly play CS:GO and have engaged in communication within the game. Observations were also conducted during gameplay to note the instances and quality of spoken interactions. Participants emphasized the importance of effective team communication for success in CS:GO. This communication often involves clear articulation, strategic planning, and real-time coordination. Many players noted improvements in their ability to express ideas succinctly and effectively under pressure.<sup>33</sup>

##### 1. Summary of Findings

- a) **Communication Strategies:** CS:GO players develop and employ various communication strategies to coordinate in-game actions, share information, and achieve objectives. This includes the use of specific terminology, concise commands, and non-verbal cues.
- b) **Vocabulary Acquisition:** The immersive and fast-paced nature of CS:GO facilitates incidental vocabulary learning. Players acquire game-specific terms and phrases, which become part of their active vocabulary, enhancing their overall language skills.
- c) **Confidence in Speaking:** Many participants reported increased confidence in speaking due to their experiences in CS:GO. The need

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<sup>33</sup> As Gee suggests, *video games can foster a variety of literacy skills, including communication and collaboration in team settings.* (2007). p. 101.

to communicate clearly and assertively during gameplay translates to improved speaking abilities in other contexts.

**d) Collaborative Communication:** The cooperative nature of CS:GO fosters effective teamwork and collaborative communication. Players learn to communicate their plans, provide updates, and coordinate with team members, skills that are valuable in both gaming and real-life scenarios.

## **2. Implications for Language Learning**

The findings from this study have significant implications for the field of language learning. Video games like CS:GO can serve as supplementary tools for developing speaking skills. The interactive and engaging nature of these games offers an alternative and enjoyable avenue for language practice, complementing traditional language learning methods.

## **B. Discussion**

### **1. Interviews**

Semi-structured interviews were conducted with two participants who regularly play CS:GO. The interviews aimed to gather in-depth insights into the participants' experiences and perceptions regarding the impact of the game on their speaking skills. The questions were designed to explore various dimensions, such as frequency of play, communication practices during gameplay, and perceived improvements in speaking abilities. The game's environment necessitates the use of specific jargon and commands, which participants reported as expanding their vocabulary. Additionally, players often engage in code-switching, using both formal and informal language depending on the context of the conversation.<sup>34</sup> Confidence in speaking

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<sup>34</sup> Aligns with Steinkuehler and Duncan's *findings that virtual worlds can enhance language use and scientific habits of mind*. (2008). p.23.

Repeated practice in a competitive but supportive environment helped many participants gain confidence in their speaking abilities. They need to communicate with teammates and occasionally with opponents fostered a more assertive and clear speaking style.<sup>35</sup>

**a) Communication strategies in CS:GO**

The analysis revealed that CS:GO players frequently employ various communication strategies to coordinate actions, share information, and achieve objectives within the game.

*Playing CS:GO demanded your brain to work extra hard to spot the enemy first and predict where the enemy will be going and once i get used to it i could think and speak quickly. (Participant M)*

These strategies include the use of specific terminology, concise commands, and non-verbal cues, such as signaling with in-game actions.

- How important is communication in playing CS:GO effectively?

*“It is very important since communicating in CS:GO can affect your team winning the game or not” (Participant M)*

*“Actually it’s pretty important. It track-wires the important call-outs, pin-point a specific area of the opponent during gameplay.” (Participant R)*

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<sup>35</sup> Squire notes. *that video games provide immersive environments where players can develop confidence and other personal skills.* (2008). P. 124

- Can you describe the typical communication you engage in during a game?

*“The typical conversation that i have is very random we sometimes get serious and comunicate well in certain match but we also sometimes mess around, singing, and joking around while playing the game” (Participant M)*

*“Mostly the communication it’s just like telling the teammates which area are cleared from opponent presence, which also included some talks about whether the opponent are going to different objectives or not.” (Participant R)*

- Do you communicate verbally with your teammates? If so, how often?

*“Yes i do and its very often almost any match that i played are using the ingame voice chat system” (Participant M)*

*” well, sometimes. If I encounter a passive player, I’d just using built-in communication inside the game. If it’s active player, then I would actively talking verbally.” (Participant R)*

**b) Vocabulary acquisition**

The game's competitive nature requires players to communicate efficiently and effectively. As a result, players often pick up new

words and phrases from their teammates and opponents. This incidental vocabulary acquisition contributes to their overall language development.

- Do you think playing CS:GO has helped improve your speaking skills? If yes, in what ways?

*“Yes, i learned a lot of new words not just in english but also in german, russian, chinese, etc” (Participant M)*

*“it quite helped a lot actually. It help me mentally to speak more English without anxiety or afraid losing words in sentence.” (Participant R)*

- Have you noticed any changes in your vocabulary, fluency, or confidence while speaking since you started playing?

*I noticed that when i speak english my vocabulary would sometimes get mixed with other language and my accent tend to go towards russian or german. (Participant M)*

*“Well, to be honest im not sure if what I did good or not. but, some foreigner that I was playing with said that im actually pretty good with my English.” (Participant R)*

- How has playing CS:GO influenced your ability to think and speak quickly?

*“Playing CS:GO demanded your brain to work extra hard to spot the enemy first and predict where the enemy will be going and once i get used to it i could think and speak quickly.” (Participant M)*

*” Absolutely! It is really frustrating when your teammates talk incoherently when giving out information. You need to think and talk quickly to make a swift decision. So it is really necessary to talk coherently and comprehensively and think clear because we are in the middle of war.”* (Participant R)

**c) Confidence in Speaking**

participants indicated that their confidence in speaking has improved due to their experiences in CS:GO. The need to communicate clearly and assertively during gameplay has helped them become more comfortable with speaking in other contexts as well.

- Have you found that the speaking skills you’ve developed in CS:GO transfer to real-world situations? If so, how?

*“Yes, when talking to a foreigner friends, because of that I can speak comfortably with them”* (Participant M)

*“it helped me a lot during my first time learning speaking, like building your mental to not be afraid when using English on voice chat”* (Participant R)

- Can you provide an example of a real-life situation where your in-game communication skills were beneficial?

*“We would sometimes meet up and strategize about our life will be going forward just like we strategize our in game plan to get the objective”* (Participant M)



*“well, it would be like we hold a discussion about strategy in the office like, we would strategize our market margins whether it would be down or up, or something similar like that.” (Participant R)*

**d) Collaborative Communication**

The cooperative nature of CS:GO necessitates effective teamwork and collaboration. Players must communicate their plans, provide updates, and coordinate with their team members, fostering a collaborative communication style.

- How does communication with your team impact your gameplay and overall performance?

*“It doesn’t improve by much but it helps in certain situation where teaming up is important” (Participant M)*

*“well, as I mention before, communication are very affecting the gameplay as good as the quick thinking before taking a decision. One small mistakes on giving a shotcall could mean defeat to our team.” (Participant R)*

- Can you describe a situation where good communication led to a successful outcome in the game?

*“For example my team is losing the objective and we need to take control of it quickly we would communicate to split our team and surround the enemy using every possible entrances and once we take*

*control of the objective we must guard the teammate that is doing the objective” (Participant M)<sup>36</sup>*

*“take this for instance, our team were thriving due to our good teamwork and communication. But, when we overjoyed it by chanting some slurs or misguide our concentration to nonsense chit-chat, we forgot that the opponent could use our thrive to destroy our momentum and we need to recover quick by straighten our heads and start communicating. Like I said before.” (Participant R)<sup>37</sup>*

### 3. Observation

Observation participant were carried out during live gameplay sessions. The researcher observed the interactions among players, focusing on their communication patterns, language use, and collaborative strategies. This method provided a real-time understanding of how players engage in verbal communication within the game environment.

### 4. Participants feedback

Feedback was collected from participants through open-ended questionnaires. This method allowed participants to express their thoughts and experiences in their own words, providing additional context to the findings from interviews and observations.

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<sup>36</sup> Participant Michael Silva

<sup>37</sup> Participant Ridwan

## CHAPTER V

### CONCLUSION AND SUGGESTION

This chapter concludes this research and provides suggestion. Having discussed the research findings, the researcher drew conclusions and offered suggestion as follows.

#### A. Conclusions

The findings of this study illuminate the potential of Counter Strike: Global Offensive as a catalyst for developing speaking skills. By demanding rapid, effective communication within a dynamic environment, the game fosters the acquisition of essential communication strategies. Players not only develop the ability to convey information concisely but also enhance their vocabulary through immersion in game-specific terminology. Notably, the collaborative nature of gameplay cultivates teamwork and communication skills that extend beyond the virtual realm. The increased confidence reported by participants underscores the game's role in bolstering self-assurance in speaking.

#### B. Suggestions

Based on the conclusions drawn from this study, several suggestions can be made for educators, language learners, and future research.

##### 1. For Educators

**Integrate Video Games in Language Curriculum:** Educators should consider incorporating video games such as CS:GO into language learning curriculums as a supplementary tool. These games can provide students with an immersive and interactive platform to practice speaking skills.

**Focus on Communication Skills:** When using video games in language learning, educators should emphasize the development of communication skills, encouraging students to use game-specific terminology and strategies in their interactions.

**Create Collaborative Learning Environments:** Promote collaborative learning by organizing team-based activities that mimic the cooperative nature of games like CS:GO. This can help students develop teamwork and communication skills in a supportive environment.

## 2. For Future Language Learners

**Engage in Multiplayer Games:** Language learners should consider playing multiplayer video games to practice speaking skills in a dynamic and engaging context. Games like CS:GO can provide opportunities for real-time communication with other players.

**Focus on Vocabulary Development:** Pay attention to the new words and phrases learned during gameplay. Try to use these terms in other speaking contexts to reinforce vocabulary acquisition.

**Practice Assertive Communication:** Use the game as a platform to practice clear and assertive communication. This can help build confidence and improve speaking abilities in various situations.

## 3. For Future Researcher

**Expand the Scope of Research:** Future studies should explore the impact of different types of video games on various language skills. Comparative studies can provide a broader understanding of the potential benefits of gaming for language learning.

**Longitudinal Studies:** Conduct longitudinal studies to examine the long-term effects of playing video games on language development. This can provide insights into how sustained gaming practice influences speaking skills over time.

**Diverse Participant Groups:** Include diverse participant groups in future research to understand the impact of video games on speaking skills across different age groups, language proficiency levels, and cultural backgrounds.

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# APPENDICES

## Observation Sheet

### The Impact of Video Games, Specifically \*Counter-Strike: Global Offensive\*, in Enhancing Speaking Skills

#### General Information

- Observer Name : Dimas Prasetya
- Date of Observation : 20 June, 2024
- Duration of Observation : 3 hour
- Location : Escape Internet Cafe
- Participants:
  - Player 1 (P1): 25, Male, English/Indonesian
  - Player 2 (P2): 18, Male, English/Indonesian
  - Player 3 (P3) : 20, Female, English/Indonesian
  - Player 4 (P4): 16, Male, English/Indonesian
  - Player 5 (P5): 16, Male, English/Indonesian

#### Observation Categories

##### 1. Communication Frequency

- How often do players communicate verbally during the game?
  - Rarely
  - Occasionally

-  Frequently

-  Constantly

## 2. Types of Communication

- What types of verbal interactions are observed?

-  Giving Instructions

-  Asking Questions

-  Providing Feedback

-  Social Chat

-  Other: \_\_\_\_\_

## 3. Language Complexity

- Assess the complexity of language used (vocabulary, sentence structure).

-  Simple (basic vocabulary and short sentences)

-  Intermediate (moderate vocabulary, mixed sentence lengths)

-  Complex (advanced vocabulary, varied and complex sentences)

## 4. Clarity and Fluency

- Rate the clarity and fluency of the players' speech.

-  Poor (frequent hesitations, unclear articulation)

-  Fair (some hesitations, occasional unclear words)

-  Good (few hesitations, generally clear speech)

-  Excellent (fluent and clear throughout)

## 5. Confidence Level

- Observe the players' confidence while speaking.
- Low (reluctant to speak, low volume)
- Moderate (speaks with some confidence, moderate volume)
- High (speaks confidently, appropriate volume)

#### 6. Collaboration and Team Interaction

- Note examples of effective teamwork and collaborative communication.
- Yes (frequent and effective collaboration)
- No (little to no collaborative communication)

#### 7. Problem-Solving Communication

- Observe instances where players use communication to solve problems or develop strategies.
- Rarely
- Occasionally
- Frequently

#### 8. Use of Target Language

- Assess how often players use the target language (if observing non-native speakers using a second language).
- Rarely
- Occasionally
- Frequently
- Constantly

#### 9. Adaptation and Responsiveness

- Note how players adapt their communication based on in-game situations and their responsiveness to teammates.

-  Poor (slow to respond, minimal adaptation)

-  Fair (moderate response time, some adaptation)

-  Good (quick responses, appropriate adaptation)

-  Excellent (immediate and effective responses, high adaptability)

## Interview Guide

### The Impact of Video Games, Specifically \*Counter-Strike: Global Offensive\*, in Enhancing Speaking Skills

#### General Information

- Interviewer Name : Dimas Prasetya
- Date of Interview : 20 June 2024
- Interviewee Name : Michael Silva
- Age : 25
- Gender : Male
- Language Proficiency : Moderate
- Years of Experience with CS:GO : 4 years

#### Introduction

- Purpose of Interview: Explain that the interview aims to understand how playing \*Counter-Strike: Global Offensive\* might influence the development of speaking skills.
- Confidentiality Assurance: Assure the interviewee that their responses will be kept confidential and used only for research purposes.

#### Interview Questions

##### 1. Background Information

- Can you tell me a bit about your experience with \*Counter-Strike: Global Offensive\*?

CS:GO and myself always had a love and hate relationship its a good game that combines tactical fps and arcade fps in one package and since the game doesnt have a hero system you will always face a balanced oponents though the lack of communication with teammates can hinder you in winning a game

- How long have you been playing the game?

I have experienced and played CS:GO for around 4 years

- How frequently do you play CS:GO?

It depends on the occasion sometimes once a week or three times a week

## 2. In-Game Communication

- How important is communication in playing CS:GO effectively?

It is very important since communicating in CS:GO can affect your team winning the game or not

- Can you describe the typical communication you engage in during a game?

The typical conversation that i have is very random we sometimes get serious and communicate well in certain match but we also sometimes mess around, singing, and joking around while playing the game

- Do you communicate verbally with your teammates? If so, how often?

Yes. I do and its very often almost any match that i played are using the ingame voice chat system

## 3. Types of Communication

- What kinds of things do you typically talk about with your teammates during a game (e.g., strategies, instructions, social chat)?

It's quite random as we can talk about strategies in game and a few sevonnds later we joked about how eating one million banana can give you radiation poisoning

- Can you give examples of specific situations where effective communication was crucial?

When our team wants to take certain objective we need to strategize a plan so we can conquer the objective and we need to make a certain plan just in case the first plan failed

#### 4. Language Use and Skills

- Do you think playing CS:GO has helped improve your speaking skills? If yes, in what ways?

Yes, I learned a lot of new words not just in English but also in German, Russian, Chinese, etc.

- Have you noticed any changes in your vocabulary, fluency, or confidence while speaking since you started playing?

I noticed that when I speak English my vocabulary would sometimes get mixed with other language and my accent tend to go towards Russian or German

- How has playing CS:GO influenced your ability to think and speak quickly?

Playing CS:GO demanded your brain to work extra hard to spot the enemy first and predict where the enemy will be going and once i get used to it i could think and speak quickly.

#### 5. Team Interaction and Collaboration

- How does communication with your team impact your gameplay and overall performance?

It doesn't improve by much but it helps in certain situation, where teaming up is important

- Can you describe a situation where good communication led to a successful outcome in the game?

For example, my team is losing the objective and we need to take control of it quickly we would communicate to split our team and surround the enemy using every possible entrance and once we take control of the objective we must guard the teammate that is doing the objective

## 6. Learning and Adaptation

- How do you adapt your communication style based on the game's demands or your teammates' needs?

I mostly don't adapt, since CS:GO players are a little stubborn so we would argue at each other a lot

- Have you learned any new communication strategies or techniques from playing CS:GO?

Yes

## 7. Real-World Applications

- Have you found that the speaking skills you've developed in CS:GO transfer to real-world situations? If so, how?

Yes, when talking to a foreigner friends, because of that I can speak comfortably with them

- Can you provide an example of a real-life situation where you in-game communication skills were beneficial?

We would sometimes meet up and strategize about our life will be going forward just like we strategize our in-game plan to get the objective

## 8. Challenges and Improvements

- What challenges do you face in communicating during the game?

The slow internet and the low audio quality can make communications hard

- How do you overcome these challenges?

We would communicate in the chat box instead

- What could be done within the game to further improve players' speaking skills?



Communicate with the teammate more and learn from better players

## 9. Feedback and Suggestions

- Do you have any suggestions for game developers on how to enhance the communication aspects of CS:GO to better support speaking skills development?

They should add more audio settings so we could tune our teammates voices better

- What advice would you give to new players looking to improve their speaking skills through gaming?

Don't be shy, and you must be brave to hold a conversation or start a conversation with strangers

## Interview Guide

### The Impact of Video Games, Specifically \*Counter-Strike: Global Offensive\*, in Enhancing Speaking Skills

#### General Information

- Interviewer Name : Dimas Prasetya
- Date of Interview : 20 June 2024
- Interviewee Name : Ridwan
- Age : 23
- Gender : Male
- Language Proficiency : Moderate
- Years of Experience with CS:GO : 6 years

#### Introduction

- Purpose of Interview: Explain that the interview aims to understand how playing \*Counter-Strike: Global Offensive\* might influence the development of speaking skills.
- Confidentiality Assurance: Assure the interviewee that their responses will be kept confidential and used only for research purposes.

#### Interview Questions

##### 1. Background Information

- Can you tell me a bit about your experience with \*Counter-Strike: Global Offensive\*?

Answer: Pretty Decent I might say

- How long have you been playing the game?

Answer: About 6 years

- How frequently do you play CS:GO?

Answer: on and off

- What do you mean by on and off?

Answer: sometimes play, sometimes not

## 2. In-Game Communication

- How important is communication in playing CS:GO effectively?

Answer: Actually, it's pretty important. It track-wires the important call-outs, pin-point a specific area of the opponent during gameplay.

- Can you describe the typical communication you engage in during a game?

Answer: Mostly the communication it's just like telling the teammates which area are cleared from opponent presence, which also included some talks about whether the opponent going to different objectives or not.

- Do you communicate verbally with your teammates? If so, how often?

Answer: well, sometimes. If I encounter a passive player, I'd just using built-in communication inside the game. If it's active player, then I would actively talk verbally.

- You said built-in communication inside the game. What is it? Is that built-in communication effective to engage a proper communication?

Answer: sometimes yes, sometimes not. But, CSGO community are whether stubborn or hard minded, so personally it's not a big deal for me since I already adapted with the game mechanic.

## 3. Types of Communication

- What kinds of things do you typically talk about with your teammates during a game (e.g., strategies, instructions, social chat)?

Answer: Like pushing to some objectives or holding the objectives from the opponent. Such as “Take B, two guys on the ridge, bombsite A clear” and so on, as long as we communicate, we could achieve victory

- Can you give examples of specific situations where effective communication was crucial?

Answer: well, as you may know, CSGO players mainly are stubborn. So we typically just yelling and angry, yet sounds so comprehensive. Just to make sure our teammates understand what we want or what the team wants.

#### 4. Language Use and Skills

- Do you think playing CS:GO has helped improve your speaking skills? If yes, in what ways?

Answer: it quite helped a lot actually. It helped me mentally to speak more English without anxiety or afraid losing words in sentence

- Have you noticed any changes in your vocabulary, fluency, or confidence while speaking since you started playing?

Answer: Well, to be honest I'm not sure if what I did good or not. but, some foreigner that I was playing with said that I'm actually pretty good with my English.

- How has playing CS:GO influenced your ability to think and speak quickly?

Answer: Absolutely! It is really frustrating when your teammates talk incoherently when giving out information. You need to think and talk quickly to make a swift decision. So it is really necessary to talk coherently and comprehensively and think clear because we are in the middle of war.

#### 5. Team Interaction and Collaboration

- How does communication with your team impact your gameplay and overall performance?

Answer: well, as I mention before, communication very affecting the gameplay as good as the quick thinking before taking a decision. One small mistake on giving a *shotcall* could mean defeat to our team.

- Can you describe a situation where good communication led to a successful outcome in the game?

Answer: take this for instance, our team were thriving due to our good teamwork and communication. But, when we overjoyed it by chanting some slurs or misguide our concentration to nonsense chit-chat, we forgot that the opponent could use our thrive to destroy our momentum and we need to recover quick by straighten our heads and start communicating. Like I said before.

## 6. Learning and Adaptation

- How do you adapt your communication style based on the game's demands or your teammates' needs?

Answer: I'm not adapting due I have some serious experience in online gaming

- Have you learned any new communication strategies or techniques from playing CS:GO?

Answer: Yes

## 7. Real-World Applications

- Have you found that the speaking skills you've developed in CS:GO transfer to real-world situations? If so, how?

Answer: it helped me a lot during my first time learning speaking, like building your mental to not be afraid when using English on voice chat

- Can you provide an example of a real-life situation where your in-game communication skills were beneficial?

Answer: well, it would be like we hold a discussion about strategy in the office like, we would strategize our market margins whether it would be down or up, or something similar like that.

## 8. Challenges and Improvements

- What challenges do you face in communicating during the game?

Answer: the microphone sounds. Sometimes it's too loud, sometimes it's like under the water.

- How do you overcome these challenges?

Answer: sometimes I'd urge my teammates to talk slowly or lower their microphone sensitivity level. But again, it would be the game developers who had the power to overcome these issues.

- What could be done within the game to further improve players' speaking skills?

Answer: personally, I'd just go watch youtube and learn from famous youtubers on how to maintain better communication within the game.

## 9. Feedback and Suggestions

- Do you have any suggestions for game developers on how to enhance the communication aspects of CS:GO to better support speaking skills development?

Answer: if the devs are seeing this, I would like to suggest to improve or make a major update on the sounds.

- What advice would you give to new players looking to improve their speaking skills through gaming?

Answer: don't be a coward or afraid to talk. People will die if you don't give any info during gameplay, so please, talk.

## RESEARCHER BIOGRAPHY



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4. PMII Student Branch IAIN Metro Manado 2020-2021 as a member of  
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5. PMII Branch Metro Manado 2021-2022 as a second hand of Internal  
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Manado, 26 July 2024  
The Researcher

Dimas Prasetya