

Research on the Application of Videogames and Movies in Learning Second Language for University Students

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Abstract

With the current outstanding development of science and technology, it seems that the world has no longer geographical ways, in that situation the need for foreign languages to trade is increasingly important. Therefore, learning foreign languages has become a trend of young people. When society is increasingly advanced, foreign language learning is no longer just encapsulated in traditional learning methods, but it has transformed and improved into many different effective learning methods to meet the needs of different target audience. In addition to learning, entertainment also plays an important role in the spiritual life of young people. Therefore, the purpose of this study is to provide practical applications that entertainment media can bring in foreign language learning in general and Japanese language learning in particular for students. student - student. This article is completed by comparing and contrasting results from previous and current studies and literature. In addition, this research paper is also completed from the results of surveys and interviews. The results of the study show that the application of entertainment in Japanese language learning can bring many effects in many different aspects.

Keyword: Japanese, student, videogames, movies.

1. Introduction

As one of the largest industries today, the media and entertainment market is estimated to be worth \$2 trillion in comparison to the global market share (Statista, 2020). In which, video games and movies account for the first and second proportions, respectively. Also according to data from Statista in 2021, an average person spends 8.45 hours a week playing games and watching movies. It can be seen that video games and movies have become an integral part of the 21st century's youth's mental life. They believe that by using the above entertainment media, they will feel more comfortable. comfortable, relieve pressure after stressful study hours at school. However, the balance between study and entertainment is very important to avoid the negative effects of excessive entertainment. So how can a student take advantage of both? In other words, "Play while learning". In today's era, learning no longer exists only in a single form, which is going to school, but students can learn through many different forms. More specifically, foreign language is one of the subjects with diverse and effective learning methods. Therefore, this study will focus on students' Japanese learning, in order to show the advantages that video games and movies are not only for entertainment purposes, but it also shows an active role in improving their Japanese language ability.

2. Research history

The use of movies in teaching and learning English is receiving much attention from the community as well as from educational institutions around the world. They believe that movies have great potential to become an effective tool for teaching and learning English (Albiladi et al., 2018). The results of the above researchers confirm that movies are a learning tool that can be used effectively in improving various language skills such as communication, listening comprehension, vocabulary and at the same time also help students increase cultural awareness. Although this study is based on learning and teaching English, it cannot be said that these conclusions cannot be applied to other languages, especially to Japanese in particular. when movies are global and multilingual. Moreover, according to Miyashita et al (2018), who has experience in applying Japanese animation (Anime) in teaching Japanese, came to the conclusion that Anime has a positive influence on Japanese language learning. students on the aspect of learning motivation in class.

Also, according to research by Rudis et al (2018), that because video games have developed so much that they can be compared with movies, cartoons and books, they are highly interactive. should be popular with young people all over the world. Video games have the ability to recreate a compelling story through realistic images, as well as perfectly voiced dialogue. If used correctly, foreign language learners can develop many different skills such as expanding personal vocabulary, reading comprehension, as well as listening comprehension.

The applications of video games and movies that the article proposes are based on the conclusions based on OECD studies (2010), on principles of learning and research by Mantiri et al (2015).), on the principle of developing motivation to learn foreign languages.

3. Research content

3.1 Reality of awareness about the role of video games and movies in foreign language learning and teaching

3.1.1 For video games

Although we humans have entered the 4.0 era and gradually towards the 5.0 era, when almost every field has the impact or support of technology - engineering. Even in foreign language teaching and learning, the application of technology in lectures has become too familiar not only for young teachers and teachers who have been working for a long time with their careers. at language centers or at universities. However, when talking about the inclusion of video games in foreign language teaching learning is still a very vague concept. If you ask parents about them, most of the answer will be that they only bring negative effects to their children. Even some scholars and educators argue that video games and education should be separated, this type should only stop at the level of entertainment. However, there are also many researchers who think that this argument is outdated and somewhat biased. According to Thomas (2012), video games are no longer an activity for entertainment or just to pass the time. Video games can be used as universal, multi-functional and engaging learning tools. It is therefore worthwhile to explore the potential effects of video games on foreign language learning.

3.1.2 For movies

Contrary to video games, as mentioned above, the application of movies in foreign language learning is currently receiving a lot of response from teachers as well as educational institutions. Part of that is because they are extremely easy to access, while video games require a certain amount of technology to be able to install and launch them. Part of the reason is that teachers or lecturers can choose videos that they think are suitable for their students' level. Especially when it comes to Japan, young people will immediately think of Anime, one of the biggest photo industries in the country. According to a survey, up to 75.5% of foreign students are interested in Anime, when reminded of them, they often become more enthusiastic and active.

Although it cannot replace the traditional method of learning, if it can be mixed between learning through books and learning through movies like Anime, it will improve morale and maintain motivation for students.

3.2 Methods, objectives, scope, research object

This study aims to demonstrate that video games and movies are not only entertainment, but they can also be applied to foreign language learning. The article will focus on the aspects and benefits that video games and movies can bring in improving the different foreign language skills of students - students, the points given will follow. with the basic principles of foreign language learning. The results of the study were carried out through data collection methods, quantitative and qualitative research taking subjects as students who are studying Japanese language at FPT University in Ho Chi Minh City. Ho Chi Minh City, and at the same time combined with the results from previous research papers to confirm the issue in the most complete way.

3.3 Results and discussion

Since about 10 years ago, when the economic cooperation relationship between Vietnam and Japan has been developing more and more, Japanese has also become a popular language not only for those who wish to find find work in Japan but also for the majority of people who are passionate about the local culture. Therefore, learning and teaching Japanese is more and more responsive to young people. However, like other languages, teaching Japanese in schools and classes mostly uses traditional methods (books, notebooks) for a long time, making many students feel tired. This is shown in Table 1 below.

Table 1. Current view of Japanese language learning

Questions	1	2	3	4	5	Total reply	total score	Average level
1. Feeling excited when learning Japanese in school, class	0	3	13	7	1	24	78	0.24
2. Enjoy learning Japanese through books	0	8	11	4	2	24	75	0.23
3. Feeling motivated while studying Japanese at home	1	8	9	5	2	24	74	0.22
4. Looking forward to experiencing different forms of Japanese language learning	0	0	2	11	11	24	105	0.32
							332	1.00

Among the 5 questions about the current attitude of learning Japanese mentioned in the table above (Table 1), question 1 shows that more than 50% of respondents expressed neutral attitude or disagreed with the idea. find that they are interested in learning in school. The second question further clarifies the problem of teaching in schools, classes, or in other words, teaching through books and notebooks does not satisfy the majority of students. In fact, it cannot be denied that textbooks and study materials are an indispensable part of the learning process. Textbooks provide learners with the necessary learning curve to cover a topic sufficiently. Materials for each lecture are carefully designed in detail (TeacherVision, 2018). However, as a book, there is always a certain limit. Students find it difficult to clearly visualize the lessons, difficult to apply them in practice. The most important thing is, books are not written for a single person, so the lectures will have students interested in it, on the contrary, students will also find it boring. That is why most of the students have a desire to experience new learning methods, which is confirmed by question number 5. Further surveys will show the specific effects of video games. Foreign films and films on students' Japanese learning (Tan, 2019).

Table 2. Perspectives on the use of video games and their role in the individual's Japanese language learning process

Questions	1	2	3	4	5	Total reply	total score	Average level
1. Get excited when watching movies or playing video games	0	0	0	16	8	24	104	0.22
2. Using foreign movies helps to improve vocabulary, pronunciation, listening comprehension	0	0	2	10	12	24	106	0.23
3. Using foreign video games helps to improve reading comprehension and vocabulary somewhat	0	0	6	13	5	24	95	0.20
4. Desire to use foreign movies and video games as self-study methods at home	0	1	8	12	5	24	99	0.22
5. Use video games and movies to completely replace books	5	9	8	2	1	24	60	0.13
							464	1.00

Contrary to learning, movies and video games create excitement for all who use them, as can be seen in question 1. Of course, because video games and movies are entertainment mediums. Mindfulness to relieve pressure after a stressful study period is an indispensable part of the spiritual life of young people. The highlight in the above survey (table 2) is that the majority of students, when using foreign movies and video games, feel that their language ability has improved to some extent. The main reason for the problem lies in motivation. The average person can spend 10,000 hours playing video games and watching movies before the age of 21 (Lucey-Roper, 2006). While in the daily learning process requires strong will and energy from students, using video games and movies for entertainment is a voluntary activity, users do not feel the same way and they seem to be sinking in, always feeling eager to watch movies or play games that match their preferences. The interactivity and motivation that students get from using video games bring about a positive attitude towards learning. A competitive, cooperative as well as results-oriented and problem-solving attitude (Prensky, 2003).

In addition to video games, foreign films also offer benefits including boosting motivation, improving speaking and communication skills, and increasing cultural awareness, thus allowing for a more authentic language teaching (Albiladi et al.,

2018). According to the results of question 4 (Table 2), it seems that some students have also realized that foreign language movies and video games have great potential in improving their foreign language ability and looking forward to using them at home as a way to both learn and have fun. Through direct interviews with the above students conducted via Google Form, the question was asked "What factors help a Japanese language learner improve his or her own learning spirit?". Up to 80% of 24 students answered that interest is the most important factor in the learning process. This question once again aims to clarify that video games and movies have two important factors that are the ability to motivate as well as provide knowledge. However, they are also very aware that their nature is for entertainment, if used excessively will cause negative effects instead of positive, and they cannot replace books at all question number 5, table 2).

Of course, when it comes to applying movies and video games to foreign language learning, it's not about using native language entertainment facilities, but foreign languages. Another survey was conducted on 24 students of Japanese language major at FPT University about the frequency of using Japanese entertainment facilities.

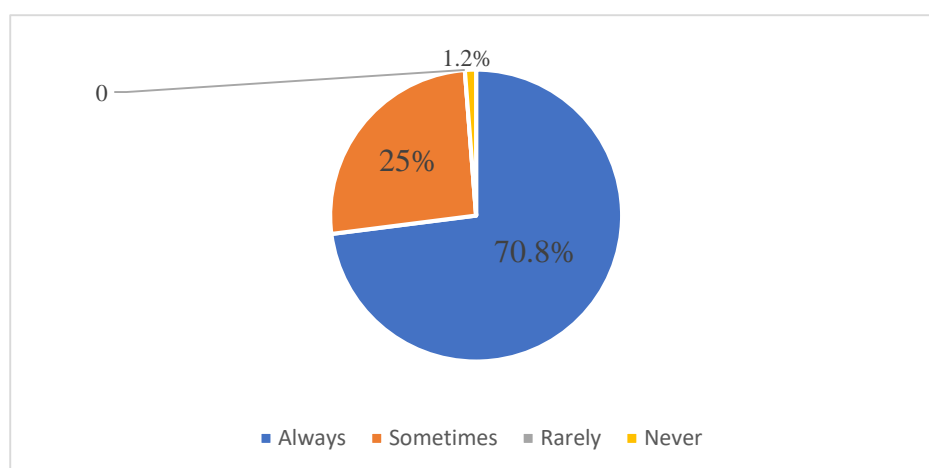


Figure 1. The level of use of Japanese video games and movies

Based on chart 1, up to 70.8% of the respondents are regularly exposed to Japanese video games and movies. This result can be explained that once a person has decided to learn a foreign language, he or she will always want to learn everything related to it. For example, learning about the people, customs and culture of the country using that language, the entertainment medium is the most accessible way because the form of presentation, the way the message is delivered, all the content transmitted inside, there are cultural elements of the people in the country that produced it. Take a specific example here is Japanese animation (Anime). Anime from about 20 years ago has become a global phenomenon not only for Japanese people, even for those who know nothing about Japanese. The reason why young people love them so much is because Anime presents images in the most unique way possible without being constrained by content through drawing. Motivation plays a huge role in language learning success, and the visuals and sounds of anime are more than capable of helping learners acquire the language and understand the cultural context. At this point, it can be affirmed that foreign video games and movies are completely grounded to be included in the study of foreign languages in general and Japanese in particular. (Miyashita, 2018)

4. Some suggestions on how students can apply video games and movies in their Japanese learning process

The first is the ability to memorize vocabulary. Memorizing vocabulary is one of the biggest barriers to learning Japanese. As mentioned above, books cannot provide enough specific images and illustrations to help students visualize those words, making it extremely difficult to memorize new words. Moreover, learning a foreign language as well as learning other subjects is a long process. Usually, once a module is finished, if you don't go through the review process, you will quickly forget it. Therefore, Hoque (2017), has come up with a number of methods to help students remember vocabulary longer, including memorizing through pictures. Visualization is another effective method to help students strengthen their working memory. Using visuals can help cement concepts into the brain, and video games fulfill this requirement perfectly.

To illustrate this, let's take the example of a popular electronic game among young people called Genshin Impact. In fact, when you are first exposed to the game in another language, it will be very easy to cause overwhelming feelings for beginners or students at a low level because of the number of words that they have never known. come in there. However, it is also for this reason that video games will become a huge vocabulary treasure for a foreign language learner. The image above (Figure 1) is showing about the character information in this game. Each character's information will be shown through 6 functions (squares) that are ステータス (Status), 武器 (Weapon), 聖遺物 (Divine Relic), 天賦 (Gift). Then, how does a person who has never been exposed to this game know what these words mean? That is through illustrations. If we look back at Figure 1, we can clearly see

that the character system is currently displaying weapon information (Round box). In addition, the character above is also carrying a sword in his hand. Then, players do not need to learn the word weapon (武器) before but still be able to guess its meaning. And whenever they come into contact with this word outside of the game, learners only need to think of "the girl holding a weapon" to be able to immediately remember its meaning. This is the effect of visual memorization.

If you are not a person who likes to play video games, you can also learn vocabulary through movies. Normally, most people think that using foreign movies with subtitles won't work at all. In fact, it cannot be completely denied that such thinking is wrong, because not many people watch movies for learning purposes. But when watching movies with subtitles, viewers not only understand the meaning of words, but also have an improvement in their ability to distinguish words in a sentence and how to arrange them properly (Almeida, 2014).

Although compared to video games, movies are a series of constantly moving images that are more difficult to keep up with, this cannot be said to interfere with vocabulary learning. Viewers can read the subtitles in conjunction with viewing the context to guess the meaning of new words. Although this learning method can be relatively slow, it is by visualizing this vocabulary to use in a particular situation that will help learners remember it much longer. Moreover, movies are often aimed at the mass audience, so most of the dialogue in the movie is the language used every day in communication. The fundamentals of foreign language learning dictate that an institution needs repeated practice in order to be able to use it fluently and automatically (OCED, 2010). As mentioned, the dialogues and words used in movies are common in communication, so viewers can see them many times in a movie, even in movies. is different. These repeated sentences will help the brain to remember them naturally without the learner's will.

The second ability that foreign video games and movies can improve for users is speaking and listening comprehension. By showing students foreign films, it helps them learn how language is used in real-life contexts (Albiladi et al., 2018). That is also the special point of movies, through the construction of real contexts, which will help students to communicate naturally, and at the same time help students gain a deeper understanding by using words, sentences, and expressions. the right circumstances. Of course, through dialogues in movies, listening comprehension will definitely improve.

Finally, reading comprehension. This is an ability that only role-playing games (RPGs) can offer. In this genre, players will be required to complete the game through assigned missions.

In each mission, there will be instructions detailing what the player needs to do to complete them. These instructions will be a single sentence, or a short paragraph with complete grammar structure and players will have to spend time reading and understanding them. In a game there will be countless tasks that require the player to solve problems like this, and this will greatly improve the individual's reading comprehension as well as increase one's own vocabulary.

7. Conclusion

In summary, from the survey results and the above reasoning, it can be affirmed that video games and movies, if applied well, will become effective foreign language learning tools. The method of learning foreign languages through video games and movies does not create any pressure on learners, but on the contrary can create motivation and improve the spirit of learning at home for students. Besides, video games and movies are not limited to books, but can be used as a multi-functional role in improving various foreign language skills. In the future, current research has not yet fully exploited the potential that they can bring, especially for video games, which are still quite unfamiliar form for students. Future studies will further elaborate on this issue.

Limitations

The article still has certain limitations and hopefully can be improved more clearly in the near future.

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