Films and Online Games : Fostering English Pronunciation and Vocabulary Development of EFL Students in Indonesian Secondary Schools

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Abstract

The present study aims to explore English pronunciation and vocabulary acquisition of EFL students in Indonesian secondary schools throuh English films and online games. School learning or often called formal learning needs to be supported by other learnings to get maximum results from the learning. Using a qualitativecase study method, the authors can identifythe stuemts' interests and abilities in English using an online interview through filling out questionnaires that have been presented by the authors. The results show that most studentshad positive response toward the use of film and online games can foster English pronunciation and vocabulary development. The study provides a contribution in helping students in the learning process to improve English language skillsespecially speaking.

Keywords: *EFL Students; Films and online games; Pronunciation; Vocabulary*

INTRODUCTION

Education is one of the most important things in human life. Along with the times, education also continues to develop even though it cannot be separated from the problem that cause education to regress. As attached to the data from the Indonesian Central Board of Statistics, there were 44,19 million students in 2022/2023 in Indonesia. The number decreased by 1,56% compared to the previous year period which announces to 44,88 million student based on BPS RI 2023. The reduction in the number of students is caused by several factors such as a lack of motivation and enthusiasm from the students themselves as well as a lack of support from the student parents. The reduction in the percentage of student in Indonesia can also be caused by a lack of funds, so they decide not to continue their education. Frame there it has been seen that the role of parents is very important in overseeing the education of their children. Besides that, as time goes by, there are also many technological developments in learning media (Boroughani et al., 2023).

The use of technology in language learning has increased in recent years due to availability of digital tools and need to prepare student for technology driven society (Ibrahim and Murat 2022-6). Technology plays a great role in delivering education to students outside of school. Using technologies in education can play a crucial role in supporting teachers, students and the learning process more broadly to become effective in their subject matter (Mekuriaw et al., 2023-5).

One of the uses of technology today is the use of mobile phones (Boroughani et al., 2023) . Through mobile phones, there are several applications that help in learning languages, one of which is by using multilingual games (Kazu & Kuvvetli, 2023). The use of multilingual-based games is certainly very helpful in developing speaking and vocabulary mastery (Hadi & Guo, 2020). The number of games today makes some students more accustomed and more often play than read (hidayat fahrul, 2023). Some students also feel that the habits they do will be easier to remember. So, many of them also use games on their mobile phone to improve their language mastery (Asratie et al., 2023).

As is known, language is an important communication tool and the English language dominates the global medium of communication Mira, (2023-9). Because as time goes by, as knowledge claimants must continue to improve their abilities, especially in the world of education. By increasing language insight, it will be easier to find sources of knowledge which are certainly international in nature (Sánchez-Auñón et al., 2023). Where from the source of these sources has been recognized by the community internationally. Through hand phone, or other communication tools, various accesses can be found to add insight. For example, through games and through world class movies. Cause English is richest international language used as the lingua franca of the modern world Mira, (2023-9).

Movies and games are not just a way of entertainment, but also a means of education. For instance, learners earned significantly higher vocabulary scores for words annotated with text and pictures, than for words glossed with text only or text + video Teng, (2023). Suggested that using videos or animations with captions in a media learner like films and games, (Teng, 2023) participants thought that animations were more beneficial than imagery. It can be an effective medium in the teaching process because it stimulates students both receptive skills and productive skills (Hikmah, 2020). Vocabulary understanding in this case is very important, and has enough benefits that cover other materials, such as practicing speaking skills as well as training development in terms of writing a work. To understand the vocabulary spoken by someone or vocabulary from other electronic media requires quite a lot of concentration. Not all speakers will speak very clearly (Kobilova, 2022). Moreover, in terms of learning, a lot of material can be found through electronic media such as games and movies on mobile phones which of course have positive value.

Comprehension in every vocabulary spoken and heard by EFL students is not uncommon. Some of them are caused by unclear rhythm and intonation in pronunciation (Wood, 2010). In addition, the use of non-standard English variations is also a negative influence for those who are not used to using English (Li, 2023). The lack of English pronunciation affects the development of communicative competence which acts as a bridge of communication between the listener and the speaker (Lin, 2014).More precisely, good language pronunciation certainly makes it easier for listeners to understand. In understanding the pronunciation of speakers, especially in films and games that are the subject of this research, several aspects need to be considered. Some aspects include curriculum design, focus on suprasegmentals, academic research and classroom experiments, methods, and material development as well as teaching trainers (Madhavi et al., 2023). In addition, the role of teachers at school is also important to support the development of students' skills by exploring communication practices (Wahyuningsih & Afandi, 2020). This of course will have an impact on student understanding in communication such as between students or in real life, or through games that students operate. It should be noted that understanding pronunciation is very necessary in adding language insight, especially by ESL students. There are various media that can be used to increase communicative competence by understanding pronunciation as a means of communication between speakers and listeners (Rahma & Mubarok, 2021). So, this research aims to provide solutions to make it easier for ESL students to understand pronunciation through movies and games as the intermediary media.

METHOD

Sampling in this research study was conducted online at various levels of education. To recruit participants in this study, the researcher chose a variety of educational backgrounds because, in general, the process of learning English is definitely obtained from the lowest level, namely kindergarten until now. Not only that, in this study it is hoped that the intended participants will also include non-formal English learners, or learn by themselves through learning media such as cellphones, laptops, and even television. There are also many toddlers who already know a lot of English because from the beginning their parents have been introduced to English through educational toddler movies on cellphones or smartphone. So that in continuing the next learning of English, the child will be easier because it is familiar to him and in his development. This research study recruited 8 participants. Participants in the quiz include 2 students from junior high public Islamic schools, 6 students from senior high public Islamic schools. They are English language learners at their respective levels of education, most of whom enjoy movies and games.

In the questionnaire, the researcher asked the participants to describe the movies and games discussed in this study. In the questionnaire form, the researcher

also asked the respondents to evaluate their activities on movies and games in the context of English language learning. Before filling the questionnaire, the researcher negotiated with the respondents regarding their availability to fill the form. So that the participants were happy and voluntary to fill out the questionnaire forms that the researchers distributed. This is also because they understand the purpose and objectives of this research study. But even so, participants still have the right to withdraw from their participation in carrying out this research study.

Context

The use of films and games as non-formal learning media can be said to be very helpful. Non-formal education also provides opportunities for students to develop their potential through activities outside of school. Therefore, it is necessary to collaborate between formal on formal and informal education (Triyana, 2021). As is known, not a few students do not like learning in school so that it is often underestimated, for this reason education outside formal education is considered important and needs to be applied when outside school, such as non-formal education in the family environment, and informal education in the community (Julianto, 2019). The use of films and games as learning media in non-formal education can be said to be very helpful. Knowing that students now have more time in the family and community environment than in the school environment, as a teaching staff also needs to anticipate the lack of interest in learning of students. One of them is by using the game fund movie media as a learning media in non-formal education that supports the learning process.

The habit of watching movies and playing games does not always have a negative impact on students. If they are able to manage their time and thinking patterns well, of course there will be more positive impacts(Berry, 2021). Especially in the use of English-based movies and games. The use of English movies and games in their spare time after school is considered to increase the language potential of students. It is considered to increase the language potential of students because the use of films and games that speak English every day will certainly increase English vocabulary through audio or sound from films and games. Not only that, in addition to adding insight into foreign language vocabulary, using English-language films and games also increases understanding of the vocabulary in these films and games. So it can be said that the use of movies and games does help increase language vocabulary for students. Through movies and games students can also become more familiar with English because being exposed to English regularly will also affect students' ability to understand vocabulary. It will also be a solution for teachers who have difficulty in delivering English learning materials in online classes (Wahyuningsih, 2022).

This data collection process lasted for approximately two weeks and successfully recruited 8 participants. The data collection process was designed using a google form as a survey or interview tool. It contains questions and statements

from various aspects relevant to the research case study. The questions and statements were prepared in order to obtain information that is also relevant to the case study raised in this research. After the preparation of the form, the author also determines the participants who are quite relevant to this case study, namely by 8 students secondary school, making 2 students from junior high schools, 6 students from senior high school. Table 1.

The data collection began with negotiations with participants regarding their availability for researchers to interview about their research. This data collection is the first step in data analysis. The researcher conducted interviews with google form as the medium. In it, the researcher requested that the respondents provide opinions or responses regarding the study discussed. With the opinions and responses from the participants, the researcher gets information from various aspects, namely from the profile behind the participant, experience, to the participant's personal opinion regarding the study raised in this study. The use of google forms in this research is specifically to facilitate researchers as well as participants, because the use of google forms has easy access, to automate data collection. So that it makes it easier for the author to analyze the data.

Data Sources

Empirical data was collected over 2 weeks through structured interviews. The interviews were conducted through a google form containing questions and statements about facts and opinions related to movies and games. Some of them are also statements about the functions and other benefits of using online games and movies in everyday life. English, which is a local content lesson, also needs to be learned through learning outside of school. As is known, learning outside of school also needs to be done to support learning at school. In this case study, the author provides several questions and statements about the possibility of English being an asset for the next life, about the importance of English in future life, about the English used in movies and games whether it helps learning, also about the level of likes and dislikes of students in learning English inside and outside school. There are many ways to improve language skills as a learner and student, through a more in-depth exploration of the ways of speaking also included in this research case study.

In-depth data collection in this study was aimed at obtaining more detailed information, so it also included the personal opinions of the respondents. Therefore, the respondents were coded Student #1, student #2 and so on to maintain their privacy. During the questionnaire filling process, the researcher used Language in it. It is intended that the respondents are also easier to understand and respond to the intentions of the researcher and can also be more detailed in giving their opinions in this study.

Each interview was conducted for 10 to 20 minutes by 1 respondent through a google formula link distributed by the researcher. In this case, the researcher developed several problems that are often encountered in the implementation of

English language learning into questions and statements from researchers based on the research case study raised. From the results of online interviews through Google form, the author conducted data reduction aimed at directing and organizing data from respondents so that it became a conclusion from all the data obtained in the interview (Sulistiyo et al., 2020). In this process, the researcher focused on identifying each respondent's opinion.

The researcher looked for problems that the respondents encountered in learning English. In addition, the researcher also focused on the respondents' statements about how each of them dealt with the problems they encountered in the exploration of English learning through films and games. Some of them consider that the exploration of English learning adds to their understanding of English. As a result of the interviews, new opinions emerged about the exploration of English language learning. So from the results of these interviews new opinions emerged regarding the exploration of learning English through films and games for students and college students. After finding new opinions in the data reduction process of interview results through google forms, most of them think that the addition of English language skills is very important.

Table 1. Number of student samples by school category

Subject	Private School		Public School	
	Age	Education Level	Age	Education Level
Student #1			13 y.o	Junior high school
Student #2	15 y.o	Islamic Junior High School		
Student #3			17 y.o	Senior High School
Student #4	17 y.o	Islamic Senior High School		
Student #5	18 y.o	Islamic Senior High School		
Student #6	18 y.o	Islamic Senior High School		
Student #7			18 y.o	Senior High School
Student #8			18 y.o	Senior High School

In addition, English language skills are also considered important for them in the future. With the emergence of the data from the questionnaire interviews, the author harmonizes all the data collected, so that conclusions can also be easily found from each statement given by respondents in the questionnaire about the use of films and games. In summarizing and aligning the interview data, the statements obtained were verified into accurate evidence in providing consistent change actions

to overcome the problems obtained. So that there are 2 themes raised in this research case study.

To maintain the privacy and trust of respondents towards the author, the researcher double-checks by ensuring that the answer is correctly sent by the respondent as well as by negotiating with the respondent about the results of the interview which will be raised in this study.

FINDINGS AND DISSCUSSION

This research is intended to find out about how the times support the learning process for students and college students. With this case research study, it is expected to help the development of English language learning, especially in terms of vocabulary. In this research that uses the structured interview method, it provides interview results that support the course of this research. Some of the supporting data are (1) the use of English as a local content in various educational institutions, (2) the efforts of students and students to hone their English language skills, (3) the desire and efforts of students and students to increase their understanding of English. The use of English as a local content in various educational institutions as the main interview result obtained is one of the things that supports this research.

Table 2. The data of local content in various educational institutions

Theme	Data	Sources
English as a local content	The use of English as a local content in junior high school students should indeed be applied. This is because English is a general subject that has also been applied since kindergarten and will continue at the next level of education.	Structured questionnaires by junior high school students and junior high school students.
	In this high school education level, of course, students have been oriented about international relations. So that the application of English is very important to be applied in school learning.	Structured questionnaires by high school students and Islamic high school students.

The application of English as a local content or subject that must still be obtained supports students in honing their language skills. So in this case, they are also still monitored by formal educational institutions such as schools or colleges of each respondent. Efforts from students and college students in honing English language skills.

Every student has a different mindset. Especially in studying the subjects or courses they get, of course they also have their own perceptions in their efforts to

improve their language skills. The following is an overview of the opinions of each respondent in this research study.

Student #1

I improve my language skills by reading something in English, maybe

Student #2

I improve my English skills by watching English movies and listening to English music because I like it.

Student #3

I improve my language skills by listening more, often playing English songs, watching English movies, and practicing every day.

Student #4

I improve my language skills by making a schedule on certain days to communicate with friends using English, recording vocab that we don't know the meaning of in a notebook, listening to English podcasts, and reading English articles.

Student #5

I improve my language skill with increase vocab and practice speaking a lot.

Student #6

I honed my English skills with maybe through social media. Youtube and other English content that is online and easy to understand.

Student #7

I'm improve my English skills by practicing speaking English with interlocutors and attending English courses.

Student #8

I have various ways to improve my English skills, for reading skills I usually read a lot of books, articles etc.

For speaking I usually often watch ig, tiktok video reels that speak English.

For listening I usually use free podcasts from Spotify

Based on the results of the interviews above, it can be understood that every student and student who is a respondent in this study has their own way of honing their language skills, especially English. English as an international language should be mastered by everyone. Because English can also be said to be a long-term investment, making everyone want to hone their English skills. It is also important to note that the use of English outside of learning activities at school or college also affects the language skills of each respondent.

What this means is that everyone has their own way of honing whatever skills they have. Especially in this study, each respondent also has their own way of honing their language skills. Even so, each of them also has their own way of honing their language skills. Most of the respondents chose to use other methods or ways to hone their language skills. According to the interview data, overall the respondents chose to improve their skills using other media outside of formal learning activities. So it can be mentioned that in this case non-formal learning is also needed in order to help facilitate students to increase their language skills. Basically, to hone language skills, it is also necessary to know the basic aspects of language that need to be understood before going deeper to learn English in detail. The basic aspects of language include listening, speaking, reading and writing. Each of these basic aspects requires a deep understanding before finally knowing the meaning of a language. In the interview data, several respondents said that they honed their language skills by listening, such as listening to audio or music as well as watching files that unite speech with body gestures are also considered to help make it easier for them to hone their language skills.

The desire and efforts of students and students to increase their understanding of English by films and games.

Here were various opinions given by respondents through the google formular that the researcher provided regarding movies and games. In fact, not a few of them use games and movies in the process of honing their English language skills. Especially as a teenager who follows the times, changes in technological progress are also a factor in order to continue to hone language skills that can also be used as future provisions. The following is a summary of the results of Google form interviews by respondents regarding the ability to use and understand English through movies and games.

Student #1

I think English is difficult to understand, especially because I don't like English movies and games. Even if I encounter movies and games that are in English I will translate them, so that it can help facilitate my understanding in participating in learning English outside of my studies at the Islamic junior high school.

Student #2

In my opinion, English language skills are very important and necessary. Because mastering English has many benefits in various fields of life that can open up wider career opportunities and improve communication skills. I personally like movies and games that are in English and will try to improve my understanding of what I hear through movies and games. I did not find it difficult to understand, because I felt that I had a good Basic English. So if there were difficult words I would write them down and find out the meaning of the word afterwards.

Student #3

In my view, language skills such as English are important because they can increase the chances of making friends with other people from different countries. Even in the world of work, good English skills can also expand connections. So I think it's important to improve your skills and understanding of English. Although I myself am not very fond of English, because there are still many vocabulary that I don't know, I will still try to increase my understanding by using google translate, because I also sometimes operate games and watch films in English.

Student #4

The use of good and correct English is important, because it can be used to communicate with foreign communities. In addition, English can also expand connections because English is an international language that is currently widely used. Moreover, in this era of globalization, with enough understanding of English can make it easier for us to find and get jobs, increase mobility and make it easier to achieve what we want in the future. I like and often operate something that is based on English, because at school I am used to writing, speaking, reading and listening in English, and if I am having difficulty understanding English texts I will note down the vocab and then look up the meaning through dictionaries and the internet.

Student #5

My use of English in my daily life is quite minimal, this is because I don't really like English. So I am less interested in something that is based on English. But I think if it's just a speaker about songs I like it. Because of this, my lack of mastery of English has certainly encountered many difficulties. But I will try to eliminate the difficulty by looking for the meaning of words and sentences that I do not know.

Student #6

The ability to speak English is important too, because it adds insight and when speaking in English it will also be broader, maybe through social media and other

English-language content such as movies that are quite easy to understand will increase my mastery of English. Knowing the English formula is also fixed and does not change so that it can be used for the long term and for those who understand it enough can make their ability a long-term investment. Because of my own willingness to listen and understand English, I will look for solutions if I encounter difficulties in understanding English. In the movie I will slow down or repeat the part of the movie that I don't know, as well as in the next online game I will find out the meaning of the foreign vocab through the internet.

Student #7

Understanding English is important because English is an international language, so with English we can more easily access the outside world. In films and games I rarely encounter difficulties in understanding because in my opinion, the language used is basic language that is commonly known and not critical language. However, this does not rule out the possibility of new vocabulary through these films and games.

Student #8

English is an international language that will certainly be needed in the future. There are various ways that can be used to improve understanding of English, one of which is through films and games based on English. From movies and games, we unconsciously train our listening skills about what the speaker is talking about in movies and games. However, this does not rule out the possibility of encountering difficulties in understanding, considering that English is not our first language, so to reduce the difficulties I encounter, I will slow down or repeat the audio speed of the movies and games, and then I will find out the meaning of the foreign vocab.

Respondents who are students with various personalities are the benchmark in this study. From the results of the questionnaire, it can be seen that different personalities also affect a person's interests and talents. In that case it can also be concluded that, being a student or student who considers language skills important will also have a positive impact on each of them. Some of these positive impacts include, providing more opportunities for us to access needs that are internationally sourced, providing more opportunities in finding employment, providing convenience in accessing information from abroad. Therefore, it is necessary to improve English language skills in order to facilitate life in the future.

There are many ways that can be done to improve language skills. From the data above, the researcher concludes that everyone has their own way to improve their language skills. The use of films and games in honing language skills can be said to help respondents in honing their language skills according to the data above. In fact, along with the development of the times until now there are quite a lot of game

applications that educate language skills. In addition, there are now also quite a number of educational movies, motivational movies and life experiences. Please note, in the process of learning English, it is not necessary to use films and games with educational themes. Whatever theme is used in the films and games, it can always be used as a reference if it is still with the intention of increasing knowledge by taking the positive side of the films and games. Some respondents said that in dealing with difficulties in understanding the English vocab they get there are several ways, namely:

1. Play back audio from speakers in films and games
2. Slow down the rotation speed in films and games
3. Take notes on new vocab receives

Therefore, respondents not only know the meaning of the vocab, but also understand the meaning conveyed through the audio of the movies and games.

CONCLUSION

The purpose of this case research study is to determine a person's level of interest and talent in English language skills, and to determine a person's level of understanding of the audio of English-language movies and games. Becoming the golden young generation in the future has become an obligation for each person. There are many ways to achieve success in becoming the golden generation. With a good command of language, it is expected to make it easier to access and find sources of livelihood in the future. Before becoming the golden generation, of course, there are various difficulties in the learning process. As a student, researchers cannot rely solely on formal learning at school. Sometimes non-formal and in-formal learning is also needed. In addition to helping in the learning process, combining the two types of learning also opens up access for students to find information in the outside world through the internet, such as the use of English films and games in gaining insight into English. Therefore, the use of movies and games in learning is quite helpful.In addition to being easily accessible, natural access to find films and games is also easy. Only with internet capital we can get many benefits to access information and good English-language resources, to the opportunity to get a good job in the future with our English language skills.

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