

**THE RISE OF ROBLOX AND OPPORTUNITIES FOR ENGLISH  
LEARNING : A CASE STUDY OF TWO ROBLOX PLAYERS**

**A Thesis**

**by**

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## DECLARATION

## DECLARATION

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Certify that the thesis entitled "*The Rise of Roblox and Opportunities for English Learning : A Case Study of Two Roblox Players*" is my own work and I did not do any plagiarism or inappropriate quotation against the ethic and rules commended by Ministry of Education of Republic of Indonesia Number 17, 2010 regarding plagiarism in higher education. Therefore, I deserve to face court if I am found to have plagiarized this work.

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The Undersigned,



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## **DEDICATION**

To my parents and my brother

**MOTTO**

*Sic Parvis Magna*

*Greatness from Small Beginnings*

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Thanks to the grace of Allah *Azza Wa Jalla*, the writer has successfully completed the thesis entitled "The Rise of Roblox and Opportunities for English Learning: A Case Study of Two Roblox Players". This thesis was prepared to fulfill the requirements to obtain a Bachelor's degree at English Education Study Program, Language and Arts Department, Faculty of Teacher Training and Education, Sriwijaya University.

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Indralaya, Maret 2023

The Writer,



Siti Oktarina Afisyah



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## ABSTRACT

### **The Rise of Roblox and Opportunities for English Learning : A Case Study of Two Roblox Players**

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#### ABSTRACT

*An era where technology has developed rapidly has undoubtedly made today's generation a tech-savvy generation. Advanced technology development also affects several aspects of life, such as literacy. Literacy is an individual's ability to read and absorb various information in daily life. In a much more advanced era, Digital Game is an interactive media that can also be a bridge to individual literacy because a lot of information can be absorbed in it. This case study aims to see what literacy practices occur when playing a digital game like Roblox and also to find out their perceptions about Roblox as an opportunity to learn English. This research used descriptive qualitative design using observations and interviews. The results of observations indicated that literacy practices occurred when players played Roblox, such as absorbing various information needed to solve puzzles and understanding the use or function of software when playing. Players also search through accurate sources of information. Then the interview results, Roblox gives players the freedom to communicate with other players, and the words used in the Roblox are also easy to understand. Players believed that Roblox could be an opportunity to learn English.*

**Keywords :** *Literacy Practices, Digital Games, Roblox Online Game*


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## **CHAPTER I**

### **INTRODUCTION**

This chapter presents (1) Background of the Study, (2) Problem of the Study, (3) Objective of the Study, (4) Significance of the Study.

#### **1.1 Background of the Study**

In today's era, technology has advanced more than in the previous generation. It certainly influences various aspects of the world, especially in education. As stated by Corrienna et al. (2021), today's youngsters are referred to be digital native generation Z in the digital technologies of the twenty-first century. They grow up with amazing technological developments brought about by the power of artificial intelligence and programming. The rapid development in today's technology has changed at least the teaching methods. An example of technological developments that affect education is using mobile phones or laptops in the classroom to facilitate the teaching and learning system. The development of technology from time to time also affects the development of the Gaming Industry. Game developers flock to create games with the best graphics and exciting storylines. Visual and storylines attract children's interest in playing games because it is presented with these two things. Not only for entertainment but games can also be used as media in the learning system. Roma Long (2019) argues that Video Games as an educational tool were frequently limited to the younger generation via portable mobile devices rather than school-age children. The role of video gaming in children's and adolescents' cognitive development must not be overlooked (Harushimana, 2008). Because games are closely related to children, it is not uncommon for gaming developers to create games suitable for learning media. Another benefit of playing video games is that they can increase children's socialization and help them think critically. Interacting with other players in the game allows players to gain additional learning experience (Wardhana, 2021).

One of the positive effects of a video game is related to the development of cognition. Cognitive activities require individuals to think, assess, and seek new ideas from the activities carried out. In this context, games provide opportunities for individuals to find out and solve problems through each direction of a game. A person can develop digital literacy through video games because they get a lot of knowledge from a video game. Playing games, whether using mobile phones, consoles, or computers, helps individuals to analyze, look for ideas, and understand the intent and purpose of a game. As they do so, they might notice the salience of video/computer gaming stimuli in developing students' literacy abilities (Harushimana,



2008). Not only that, but some games also teach individuals how to behave in the real world, for example, how to greet other people or ask or give something.

There are two general game terms, namely Offline Games and Online Games. It is said to be an offline game because players do not need the internet to play the game. It is enough with devices such as computers or consoles for the players can play. Usually, offline games are played exclusively for single players, but some offline games have a two-player feature where players can play together. But in offline games, the number of players is limited to two to four people. One offline game that was quite popular in the early 2000s was Harvest Moon. Harvest Moon is a semi-survival-themed game that aims to build plantations and farms in a small village called Mineral Town. According to Squire (2003), human interaction with technology becomes increasingly essential to instructional technologists as they become designers of digital environments. The development of technology and the ability of humans to think and act, of course, produces extraordinary new ideas and innovations, including in the gaming industry. Nowadays, the public is also familiar with the term Online Game.

Online games are the same as offline games, but this type of game requires the internet to connect with other players so that they can communicate through the game. Online games, or what can also be called multiplayer games, certainly do not limit the players to play with anyone and use any platform such as Playstation, Xbox, Personal Computer (PC), Smartphones, and others. This shows that technological development is advancing and triggers someone to become literate. Being literate means having the skills to read, write and speak. It is used to understand and create meaning. Online games include Mobile Legends, PUBG (Players Unknown Battle Ground), and types of Survival games such as Minecraft.

During the pandemic in 2020-2021, games became the most popular entertainment media for all groups ranging from children to adults, due to limited human activities outside the home. According to Nielsen (2020), the number of gamers reporting playing video games more frequently due to the COVID-19 pandemic has increased. The United States experienced the highest increase (46%), followed by France (41%), the United Kingdom (28%), and Germany (23%). Many types of offline and online games have been popular in recent years. Examples include Minecraft and Roblox. As stated by Bitner (2021), Minecraft is an action-adventure sandbox game that provides players with an infinite world to explore. This survival game requires players to make something using the materials provided, such as trees, soil, water, and lava. Players will try their best to build their shelter based on the tutorials they get through YouTube, articles, WikiHow, and various sources of information about the Minecraft

game that can be trusted. Morgan (2015) mentioned that when players access various media, they evaluate sources and decide which source can best help them accomplish a specific goal.

Another example, one of the trending online games, is Roblox. Roblox is a gaming platform like a container for various types of games. Unlike Minecraft, Roblox does not only focus on one game, but there are hundreds of different types of games with varying degrees of popularity. Therefore, Roblox is one of the games with the most enthusiasts. Minecraft (22.84%), Fortnite (6.73%), Among Us (3.80%), Brawl Stars (6.34%), which recently captured the attention of children and is very popular, and the much-loved Roblox game (3.82%) are the video games that are trending the most with children. At the same time, the most frequently played game in the top 10 for almost all countries is Roblox. Children from Kazakhstan led all regions in visits to computer game sites, with 26.01%. Children from the United Kingdom came in second place (19.40%). However, in India, children rarely visited video game websites from a PC (only 5.08%) (Kaspersky, 2021).

In this study, the researcher discusses one of the popular games (Roblox) that is predicted to be a game that can provide education to its players. Roblox is a free online game that allows users or players to design their games and play creations from other players. The visual avatar is similar to the Lego game, which is popular among children and teenagers. Roblox is similar to the Minecraft game where players are given the freedom to create their own world with their creativity. As mentioned by Gerber and Abrams (2014), the worlds they create must be coherent and internally consistent to explain why the events supported within them unfold as they do. Here players can create anything according to their imagination and skills in playing. Minecraft and Roblox are digital gaming platforms with a large community and a lot of effort to create ideas in the game. Players in the game may create their scenarios by combining all of the elements offered by the game creator. That scenario is accessible to other gamers (Wardhana, 2021).

Roblox has attractive 3D graphics that help players build their worlds, create adventures, and discuss with other players on their servers. As stated by Wardhana (2021), Roblox is preferred to be used as a medium of learning because it is free and can be used to educate kids on computer literacy, creating and constructing using Roblox Studio, and mastering principles of programming by bringing creative 3D worlds to life. The Roblox game features also help individuals recognize some objects in English. For example, the types of vehicles and objects in the surrounding environment with visualizations that children can recognize. Indirectly, Roblox also educates children about the technology that is developing in today's era.

Based on the researcher's experience regarding this game, many creators create various worlds of their own creation. The researcher also found several genres that are pretty popular, such as Real World RP (Role Play), Action, Survival, and Puzzle. Players from various countries can be seen in all these genres, especially Role Play. Players can build or choose their own home, find work, or raise animals in RP. For communication with other people, players can send messages through the chat column or use discord to communicate freely according to the community in which the players are located. The development of massively multiplayer online role-playing games was sparked by the evolution of online gaming from one or two people playing together to massively multiplayer online role-playing games (Roma Long, 2019). Through the researcher's observations, Roblox players are dominated by elementary school children, but it is not uncommon to find adult players. One of the famous Youtubers who also played this game is Pewdiepie. Seeing the popularity of the Roblox game among children and adults and its influence in developing individual literacy, the researcher is interested in discussing Roblox more in education, especially for English Learning. For this reason, the theme and title of this research were "The Rise of Roblox and Opportunities for English Learning: A Case Study of One Roblox Player".

## **1.2 Problems of the Study**

The problems of the study are formulated in the following sentences

1. What kinds of Literacy Practices were involved when the participant engaged in playing Roblox?
2. What are the participants' perceptions about Roblox Game as opportunities for English Learning?

## **1.3 Objectives of the Study**

Based on the problems above, the objectives of this study are :

1. To know what kinds of Literacy Practices were involved when the participant engaged in playing Roblox.
2. To know what the participants' perceptions about Roblox for English Learning.

## **1.4 Significance of the Study**

The significance of the study is divided into two parts, theoretical significance and practical significance.

a. Theoretical Significance

This research provides an understanding that literacy can be found in multiplayer online games such as Roblox and can help individuals to learn English as a medium of interaction.

b. Practical Significance

The result of this research is expected to increase knowledge about Roblox as a medium for developing English literacy and learning. The significance were :

1. For students, the result of this study can be used as a reference to develop an understanding of literacy that occurs when playing multiplayer online games and help them improve their English skills through interacting with other people using English as an international language.
2. For teachers, the result of this study are expected to help teachers increase students' motivation and enthusiasm in learning English and also to increase fun in the classroom.
3. For other researchers, this research is expected to be a source of additional information for other researchers who do similar research.

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