# VIDEO GAME AS MULTIMODAL TEXT FOR LEARNING NARRATIVE TEXT IN 10th GRADE SENIOR HIGH SCHOOL: A CONTENT ANALYSIS

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**ENGLISH LANGUAGE EDUCATION PROGRAMME**

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**STATE UNIVERSITY OF JAKARTA**

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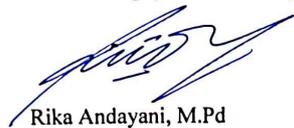
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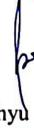
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# ABSTRAK

**Ibnu Agil. 2023.** *Analisis Isi Video Games sebagai Multimodal Text untuk Pembelajaran Naratif Teks di Kelas X SMA.* Skripsi. Jakarta: Program Studi Pendidikan Bahasa Inggris, Faculty of Languages and Arts, Universitas Negeri Jakarta.

Sejak pesatnya kemajuan teknologi, video game menjadi salah satu pilihan terbaik dalam hal hiburan, bahkan juga berkontribusi pada bidang pendidikan. Namun demikian, hanya sedikit penelitian yang dilakukan untuk menentukan apakah konten video dapat digunakan untuk mempelajari teks naratif. Oleh karena itu, penelitian ini menganalisis apakah video game berjudul "OPUS: The Day We Found Earth" dapat digunakan sebagai pembelajaran naratif teks untuk kelas 10 SMA. Penelitian kualitatif ini menggunakan konten analisis untuk menyelidiki konten video game yang memiliki karakteristik (struktur dan ciri kebahasaan) dalam teks naratif berdasarkan Silabus Kementerian Pendidikan dan Kebudayaan Indonesia. Data penelitian ini berupa kata-kata, dialog, dan adegan yang terdapat dalam video game itu sendiri. Data dikumpulkan dengan mendokumentasikan kata-kata, dialog, dan adegan untuk dianalisis. Hasilnya menunjukkan bahwa video game memiliki struktur yang sama dengan teks naratif dan sangat terorganisir. Teks transkrip terdiri dari ciri-ciri kebahasaan, dengan 82 *past tenses*, 70 *adverbs of time*, 12-*time conjunctions*, 220 *action verbs*, and 1 *saying verb*. Namun, dalam penelitian masih ditemukan beberapa fitur bahasa yang hilang. Hal ini menunjukkan bahwa video game "OPUS: The Day We Found Earth" memenuhi persyaratan struktur generik teks naratif dan ciri kebahasaan dalam silabus nasional kelas 10 SMA.

**Kata Kunci:** *Video game, multimodal teks, naratif teks, Kelas X SMA*

# ABSTRACT

**Ibnu Agil. 2023.** *Video Game as Multimodal Text for Learning Narrative Text in 10th Grade Senior High School: Content Analysis.* A *Skripsi*. Jakarta: English Language Education Study Program, Faculty of Languages and Arts, Universitas Negeri Jakarta.

Since the rapid advancement of technology, video games have become one of the best options in terms of entertainment, which has even contributed to the field of education. Nevertheless, little research has been conducted to determine whether actual video game content may be used for learning narrative text. Hence, this research analyzed whether video games entitled "OPUS: The Day We Found Earth" meet the requirement for learning narrative text for 10th-grade senior high school. This qualitative study employs content analysis to investigate video game content having characteristics (structure and language features) in narrative text based on the Indonesian Minister of Education and Culture Indonesia Syllabus. The data of this research is the words, dialogues, and scenes contained in the video game itself. The data was collected by documenting its words, dialogues, and scenes for analysis. The result showed that video games have the same structure as narrative text and are highly organized. The transcript text consists of language features, with 82 past tenses, 70 adverbs of time, 12-time conjunctions, 220 action verbs, and 1 saying verb. However, the researchers still found some language features missing, such as saying verbs in orientation and the resolution part in the transcript text. It indicated that the video game "OPUS: The Day We Found Earth" fulfills the requirement of narrative text generic structure and language feature in the national syllabus of 10th grade senior high school.

**Keyword*s*:** *Video Game, Multimodal Text, Narrative Text, 10th Grade Senior High School*

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Finally, the researcher acknowledges that this *skripsi* is not entirely error-free, yet it is supposed to be useful to the readers. As a result, constructive criticism and feedback are encouraged.

Jakarta, July 2023

Ibnu Agil

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