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## Enhancing Listening Skill Through Narrative Text in Video Games

Jimmi Jimmi\*, Pradipta Hadi Kusuma, Unpris Yastanti  
Universitas Bina Sarana Informatika, Indonesia  
\*Email: jimmi.jmm@bsi.ac.id

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### Abstract

This research aims to discover the types of narrative text through listening to video games. The research focuses on enhancing students' listening skills through narrative text appearing in video games and how listening can be enhanced by narrative text video games. This research uses a qualitative descriptive method. The researcher collected some data through the video games and then continued to classify them into narrative text analysis, especially linear structure, and branch structure. The researcher employed E. Kleinman Carstensdottir and M.S El-Nasr's theory to analyze the texts and filter them into the linear structure and branch structure categories. The results show that linear structures have cutscenes, character interactions, and task completion. The video games that represent this analysis to enhance listening are taken from Alan Wake 2. The branch structures have multiple endings, dialogue trees, and quick-times events. The video games that represent this analysis to enhance listening are taken from Detroit: Become Human. This analysis shows that narrative video games provide an effective and leisurely way for individuals to practice and enhance their listening skill.

**Keywords:** listening, narrative text, video games

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### INTRODUCTION

Listening is a crucial aptitude in language acquisition. Proficient listening skills are a crucial component of successful communication (Zhang & Graham, 2020). Developing proficiency in listening comprehension is crucial for second language learners. (Syafii et al., 2020). Without the ability to listen effectively, messages can be easily misunderstood, leading to communication breakdowns. Students that possess proficient listening comprehension abilities are able to actively participate in class with success. (Carrier, as cited in (Syafii et al., 2020).

In recent years, technology has become a part of human life. Every passing day, the influence of technology in the realms of education, training, and various facets of social life expands. (Bozavli, 2023). Technology is seamlessly incorporated into educational institutions, serving students and regularly updated as needed. (Bozavli, 2023). It has the potential to strengthen and advance relationships between educators and students, reinvent the learning experience, and improve the quality of education. The presence of technology also improves the understanding of foreign languages, especially English in listening comprehension (Hidayat et al., 2022).

One potential strategy for improving listening comprehension is to supplement audio courses with visual stimuli and provide feedback. (K.

Kabata & X. J. Yang, as cited in (Anderson et al., 2008), such as using video games. Video games are gaining popularity among the younger generation. A significant number of contemporary students allocate a substantial amount of their time to engaging in video game activities, surpassing their involvement in television viewing, book reading, or film watching (Hu & Chang, 2007).

There are already many online or offline video games that include narrative stories and allow you to communicate with others. Popular video games such as *The Last of Us*, *Life is Strange*, *The Walking Dead*, and *Alan Wake 2* are just a few of the many video games that feature narrative stories. Through the interactions between the characters in the game, the players must listen and understand the topics being discussed to follow the game's plot (Aiken et al., 2022). This indirectly develops the player's listening skills. Hence, the primary objective of this research endeavour is to examine the potential of narrative video games in augmenting listening proficiency. Such an endeavour holds promise for language learners and individuals across various contexts.

Kutlu & Aslanoğlu (2009) said that listening is a process of perception, comprehension, recognition, evaluation, and efficient response in the context of English. This definition suggests that it is not enough for us to simply hear our counterparts; rather, it is essential that we comprehend them, that we consider what they ought

to say, and that we do so in order to be an effective listener. This engagement involves not just listening, but understanding the nuances, context, and emotions underlying the information being conveyed (Barella & Linarsih, 2020).

Tyagi (2013) explained that listening activities will involve two elements, namely the sender of the message and the receiver of the message. Both elements will involve psychological processes in receiving, paying attention to, getting meaning, and the ability to respond to a message both orally and in writing. This definition emphasizes the active nature of listening and emphasizes the cognitive effort required to make meaning from the information received. Listening requires concentration, attention, and the ability to recognize and interpret the nuances of communication (Re-nukadevi, 2014).

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Harding (2017) Narrative is an article of writing that narrates a story or explains a series of events in chronological order. Even though a narrative consists of both a tangible text and a specific meaning of a story, the narrative quality of the text is centred around the story (Lubis, 2017).

Amerian & Jofi (2015) explained that the concept of narrative is closely linked to the action of storytelling, and it can be observed whenever someone communicates information to us. People who inform us about various topics can come from a range of different backgrounds and places, such as a newsreader on the radio, a teacher at school, a school friend in the playground, a fellow passenger on a train, a news agent, one's partner during dinner, a television reporter, a newspaper columnist, or the narrator in a novel we like to read before bed.

The previous works explained by (Amin & Wahyudin, 2022) that the video games was able to scale up student's reading ability. This research focuses on how the video games able to provide some interesting feature appeared on the screen, and the player is not only enjoying play the game but also during playing the games, they also learning about reading English in the video games. Another explanation presented by (Turley, 2019) said that the video games were able to enrich stu-

dent ability in mastering the literary of narrative text. This will be benefit for the student during their leisure time to play the game, they also can expand their knowledge in narrative. This research would like to bring another analysis about video game to improve listening skill which is still not much explanation in previous analysis (Jem-mali et al., 2018).

There are 2 types of narratives commonly used in video games, namely linear and branching structure. These two types of this structures have significant differences. The storyline in the game will also differ depending on the narrative structure used. However, depending on the game genre and design goals, these narrative types may be used individually or in combination to create engaging and immersive storytelling experiences in video games. There are numerous types of structures, each of which refers to a distinct arrangement of events. (Carstensdottir et al., 2019).

From the statement above, the researcher formulates some problems to be analysed (1) types of narrative text found in video games and (2) how listening skills can be enhanced by using narrative video games.

## METHODS

This paper uses qualitative methods to understand the narrative text in video games as enhancing the listening skill. The researchers choose a descriptive qualitative method. According to (Sandelowski, 2000), Primary or fundamental qualitative description is descriptive rather than interpretive, unlike grounded theory, ethnography, phenomenology, or narrative analysis. The aim is to review, identify, evaluate, and interpret all available research with exciting topics or phenomena. The theoretical framework in research and a literature review must be organized in an excellent way to provide a systematic explanation of the variable connections to answer the problem of research (Triandini et al., 2019).

This research produces descriptive data from written or spoken words about an event that can be observed. The descriptive data to be generated is to analyzed types of narrative text in video games that can be enhanced listening skill. Based on E. Kleinman Carstensdottir and M.S El-Nasr theory, there are two types of narrative text found in video games: linear structure and branch structure. The results reveal in Linear structure found three structures cutscenes, character interaction, and task completions. For Branch structure found multi endings, dialogue trees, and quick-time events. A linear structure

provides a controlled and consistent narrative experience but can lack replicability because the order of events is fixed and unchanging (Koenitz et al., 2016). On the other hand, branching structures provide variation in narrative events, increasing replicability and player choice (Sahibgareeva & Kugurakova, 2021).

### Research Design

This investigation utilizes an expressive subjective strategy. As Ragin (Nassaji, 2015) indicates, it offers complex portrayals and attempts to explain networks of significance. This strategy will gather the information, particularly the collocation information, through the movie picked. At that point, keep gathering vital information ground the hypothesis through a library look. The researchers are not just viewing the film but also looking through the books which correspond with this paper to help and give conversation explicitly. After viewing the movie repeatedly, the researchers will significantly focus on it and summarize those focuses found so it can be easier to analyses.

### Data Source of Research

This research is focused on enhancing listening skill through narrative text video games. It can be displayed in Alan Wake 2 and Detroit: become human of the video games. The researchers use E. Kleinman Carstensdottir and M.S El-Nasr theory because it contains objects of the games and interpretant. The data sources for this narrative text analysis appear on video games of *Alan Wake 2* and *Detroit: Become Human*.

### Instrument of Research

This research mainly focuses on narrative text on video games that user or student are able to listen directly while played the game. It is based on E. Kleinman Carstensdottir and M.S El-Nasr analysis. The research requires a good instrument to obtain the data. The instruments are mentioned, such as the video games of Alan Wake 2 and Detroit: Become Human, the laptop, the e-book as a main priority book source, and notes. So, the main instrument is to collect and analyse the data taken. Then, it continues to classify the types of narrative text and interpretant through the video games.

### Data Collection

This research takes several steps to get a good result: First, the researchers repeatedly watch and play the *Alan Wake 2* and *Detroit: Become Human* video games. Second, it takes notes

on what the researchers consider important and needs. Then, the researchers look for book references, such as an e-book, suitable for this article research. Next, the researchers categorized the types of narrative text, linear and branch structure that the researchers had found based on the relevant theory. Finally, the researchers begin to discuss the data found carefully.

### Data Analysis

The next steps, the researchers begin to analyse the data based on the relevant book sources that the researchers had collected. The steps are as follows: The researchers show the data found. The researchers analyse data using relevant book sources, especially E. Kleinman Carstensdottir and M.S El-Nasr. The researchers choose the video games as the main object to be analysed.

The researchers find concrete data about types of narrative text. Fifth, the researchers classify those types portrayed into two types, linear structure, and branch structure analysis of E. Kleinman Carstensdottir and M.S El-Nasr' theory and discuss it in detail.

## RESULT AND DISCUSSION

### Type of Narrative Text in Video Games

The researchers discovered two types on narrative text portrayed in Video Games. Those are Linear Structure and Branch Structure. The researcher will use E. Kleinman Carstensdottir and M.S El-Nasr' theory.

### Linear Structure

When referring to the framework of a story, the term "linear" refers to a one-point beginning and ending. For a more exact explanation, if there is just one path that may be taken, i.e. If all of the events in the story take place in a predetermined and unchanging order, then the structure is stated to be linear. Although there are frequently differences in the flavor text of linear stories, the events of the story always take place in the same order (Wang et al., 2013). There is a disadvantage to linear structure, which is that it does not allow for replay, but in exchange, it offers a narrative experience that is consistent and under control. Inside the linear structure used in video games there is a progression structure that is responsible for build the story and providing direction to the player. These structures include cutscenes, character interactions, and task completions. These linear structures can be found on *Alan Wake 2* video games.

### Branch Linear

Branching structures to provide variety to the events that make up the narrative, include various branching paths that Originate from each individual event and are distinct from the other paths that are included in the structure due to their unique nature. As a result, branching is beneficial for the capacity to replay. However, the structure is difficult to understand because it necessitates careful monitoring of content consistency, which gets progressively more challenging as the structure increases exponentially. Branching structures also include progression structures that support a video game's story. Branching narratives utilize at least 3 techniques such as multiple endings, dialogue trees, and quick-time events to increase player choice and influence over the story. These linear structures can be found on *Detroit: Become Human* video games.

### Linear Structure

#### Cutscenes

In *Alan Wake 2* video game, cutscenes act as intermediaries to tell the story of the game that being played. Cutscenes can be used to enhance the linear progression of a video game's narrative structure by providing non-interactive story segments that represent important events and conversations within the game. Cutscenes interrupt gameplay and present the story to the player, often with minimal interaction. While cutscenes are non-interactive, they are an essential part of the narrative experience in linear video games, providing players with a concrete story progression and a sense of direction. In *Alan Wake 2*, there are many cut scenes that contain interactions between characters, monologues, and so on.



Figure 1. Cutscene in *Alan Wake 2*

Conclusion, while the player plays this game, the student or player will able to increase the listening competency that consist of vocabu-

lary, pronunciation, and writing.

#### Character Interaction

Character interactions can improve the linear progression of a video game's narrative structure by influencing character growth and story development. Through interactions, characters can reveal their personalities, backgrounds, and relationships, adding depth to the story. It is possible to include these interactions into gameplay by providing the player with dialogue options with non-playable characters (NPCs). This gives the player the ability to affect the path that the story takes and the development of their character. Additionally, character interactions can be used to convey important information, create emotional connections, advance the plot, and improve the overall flow of linear narrative structures in video games.



Figure 2. Character interaction in *Alan Wake 2*

Conclusion: while the player plays this game, the student or player will able to increase the listening competency by increasing dictation, speaking, conversation, pronunciation, and vocabulary.

#### Task Completions

Completing tasks gives players a sense of accomplishment and direction, also improve progression through a video game's linear narrative structure. Tasks and objectives give the player a clear goal to accomplish, propel the player forward, and give them a sense of the game world. Completing tasks and objectives unlocks new narrative content, such as cutscenes and dialogue, making it possible for players to acquire a more profound comprehension of the game's setting and the characters inside it. These elements work together to provide players with an immersive and engaging narrative experience.



Figure 3. Task Completion in *Alan Wake 2*

Conclusion: While play this game, the student or players will improve their speaking, vocabulary, writing in order to bring conclusion of the games.

### Branching Structure

#### Multiple Endings

Multiple endings can enhance the progression of a video game's branching narrative structure by giving players a sense of agency and control over the outcome of the story. By offering players choices that lead to different endings, games can create a sense of replicability and encourage players to explore different paths through the game. Also, multiple endings can give players a sense of accomplishment and satisfaction as they see how their decisions affect the game world and the characters within it. Additionally, multiple endings allow players to become more involved in the story and focus more on the outcome, creating a sense of immersion and involvement. By providing players with meaningful choices and outcomes, games can create more dynamic and engaging narrative experiences that encourage replay ability and exploration.



Figure 4. Multiple Endings in *Detroit: Become Human*

Conclusion: This game will engage the player to improve speaking skill, pronunciation,

vocabulary, and also, they able to write some conclusion within playing the games.

### Dialogue Trees

Dialogue trees can support the flow of a video game's branching narrative structure by providing players with choices that influence the direction of the story. Dialogue trees are a game mechanic used in many adventure games that allows players to choose what to say and continue making decisions until the conversation ends. Each branching point is essentially a menu of different choices, and each choice the player makes causes a reaction from her non-player character. Dialogue trees allow you to influence the direction of the story and character development, giving your players a sense of agency and control. Dialogue trees can also be used to create emotional connections, provide backstory, and advance the plot, enhancing the overall progression of a video game's branching narrative structure.



Figure 5. Dialog Trees in *Detroit: Become Human*.

Conclusion: Student will able to enhance the speaking skill, pronunciation, vocabulary, and the ability to build some conclusion of after playing the game.

### Quick-Times Event

Quick-time events (QTEs) can support the progression of a video game's branching narrative structure by providing players with interactive decision points that influence the direction of the story. With quick-time events (QTEs), players are required to press specific buttons or carry out specific actions within a predetermined amount of time to progress in the game or react to events that occur within the game. By integrating QTEs, game developers can provide players with a more immersive and dynamic storytelling experience, where player actions directly impact the progression and outcome of the story



**Figure 6.** Quick-Time Events in *Detroit: Become Human*.

Conclusion: This type will stimulus the speaking ability during playing the games, scaling up the vocabulary, and ability to read the passage.

#### **How listening skill can be enhance using narrative video games.**

Video games can be used to improve abilities in many aspects. According to (Syafii et al., 2020) the game can be found to provide practice in all the abilities (hearing, speaking, reading, and writing), all the stages of the teaching/learning process, and numerous sorts of communication (e.g., encouraging, agreeing, criticizing, and explaining). Based on research, video games, especially narrative video games can improve a person's listening skills.

Narrative video games can be used to enhance listening skills in several ways. (Casañpirtarch, 2018) explain during playing video games, players are required to always pay attention to the messages that are communicated by the computer or by other players. With this in mind, it seems that video games can greatly benefit the development of students' listening skills, as long as they are using games that are suitable for this specific purpose.

Furthermore, in narrative video games, sometimes it must interact with characters in order to be able to complete the game a mission or challenge by listening and carrying out the tasks given by the character (Liando & Rorimpandey, 2023). While playing these games, individuals are exposed to the foreign language and are required to acquire verbal or

written communication skills to complete the tasks that are given in the game, skip levels, win awards, and have fun.

The format of the game itself will significantly increase the student in studying English vocabulary and some English slangs. The format is when the characters are speaking, the text will show on the bottom of the screen. It will not be missing until the user press a certain button. By listening to video games, it will gain the vocabulary to comprehend English through the video

games.

This is true even if the primary purpose of playing these games is not to learn a foreign language. (AĞAOĞLU & ŞAD, 2020). Overall, students can practice and improve their listening skills by using narrative video games, which offer an effective and enjoyable instructional experience that is engaging and immersive.

## **CONCLUSION**

The video games typically use two main narrative structures: linear and branching. A linear structure consists of cutscenes, character interactions, and task completion. In branch structure have multiple endings, dialogue trees, quick-time events. The linear structure provides a controlled and consistent narrative experience but can lack replicability because the order of events is fixed and unchanging. Branching structures provide variation in narrative events, increasing replicability and player choice. The researcher took 2 video games as object to be analysed, *Alan Wake 2* and *Detroit: Become Human*. This shows how these narrative structures are implemented in certain video games, demonstrating their impact on player engagement and the overall game experience.

The analysis finds that narrative video games provide an effective and fun way for individuals to practice and improve their listening skills, as they require continuous listening to messages and interacting with game characters. On the other hand, this dual perspective underlines the versatility of video games, not only as a form of amusement, but also as a potential educational instrument that could enhance a variety of skills.

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