

THE USE OF VALORANT GAME TO PROMOTE SELF-DIRECTED ENGLISH LEARNING

THESIS

Submitted in partial fulfillment of the requirements for the Degree of
Sarjana Pendidikan (S.Pd) in English Teaching



**UIN SUNAN AMPEL
S U R A B A Y A**

By
Angga Abdillah Saputra
06040521079

**ENGLISH LANGUAGE EDUCATION DEPARTMENT
FACULTY OF TARBIYAH AND TEACHER TRAINING
SUNAN AMPEL STATE ISLAMIC UNIVERSITY
SURABAYA
2025**

PERNYATAAN KEASLIAN PENULISAN

Dengan penulisan surat pernyataan ini, tertanda:

Nama : Angga Abdilah Saputra

Nim : 06040521079

Jurusan/Program Studi : Pendidikan Bahasa Inggris

Fakultas : Tarbiyah dan Keguruan

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Surabaya, 26 June 2025
Pembuat Pernyataan



Angga Abdillah Saputra
(06040521079)

ADVISOR APPROVAL SHEET

The Final Project by Angga Abdillah Saputra, entitled " The use of valorant game to promote self-directed english learning," has received a confirmed from the final project advisors and currently being submitted for consideration by the examination board.

Surabaya, 26 - 6 - 2025
Advisor I,



Sigit Pramono Jafi, Ph.D.
NIP. 198605182011011005

Advisor II,



an. Afida Safriani, M.A., PhD.
NIP. 197509162009122003

EXAMINER APPROVAL SHEET

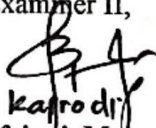
The Final Project by Angga Abdillah Saputra, entitled "The use of valorant game to promote self-directed english learning," was examined on 18-6, 2025, and has been recieved a admire by examiner.

 Dean,
Prof. Dr. H. Muhammad Thohir, S.Ag., M.Pd.
NIP. 19407251998031001

Examiner I,


Sigit Pramono Jati, Ph.D.
NIP. 198605182011011005

Examiner II,


Afida Safriani, M.A., PhD.
NIP. 197509162009122003

Examiner III,


Drs. Muhtarom, M.Ed, Gred, Dip.Teso
NIP. 196512201992031005

Examiner IV,


Hilda Izzati Madjid, MA
NIP. 198602102011012012



**KEMENTERIAN AGAMA
UNIVERSITAS ISLAM NEGERI SUNAN AMPEL SURABAYA
PERPUSTAKAAN**

Jl. Jend. A. Yani 117 Surabaya 60237 Telp. 031-8431972 Fax.031-8413300
E-Mail: perpus@uinsby.ac.id

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Nama : Angga Abdillah Saputra
NIM : 06040521079
Fakultas/Jurusan : Tarbiyah Dan Keguruan/Pendidikan Bahasa Inggris
E-mail address : anggaabdillah75@gmail.com

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ABSTRACT

Saputra, Angga Abdillah. (2024). The Use of Valorant Game Promote Self-Directed English Learners. Thesis. English Language Education Department, Faculty of Tarbiyah and Teacher Training, Sunan Ampel State Islamic University Surabaya. Advisor I: Sigit Pramono Jati, Ph.D., Advisor II: Afida Safriani, M.A., PhD.

Keywords: Valorant, English Learning, Self-Directed Learning, Game-Based Learning

This study investigates how the online game Valorant can help Indonesian university students develop their English abilities autonomously, reflecting an increasing trend of adopting games as informal, flexible learning platforms. It answers two key questions: how players utilize Valorant to study English on their own, and how much self-directed learning they demonstrate. Using a qualitative case study approach, data were acquired through semi-structured interviews, observations in an internet café, and analysis of chat logs and field notes from three Surabaya-based players who had been using Valorant to practice English for over 16 months. Thematic analysis indicated that players interact with the gaming world via speaking, listening, reading, and writing, as well as setting personal goals, employing translation tools, and reflecting on their success. The findings show that Valorant provides a relevant framework for spontaneous English practice and encourages strong self-directed learning habits.

ABSTRAK

Saputra, Angga Abdillah. (2024). Penggunaan Game Valorant Mempromosikan Self-Directed Pembelajaran Bahasa Inggris. Skripsi. Program Studi Pendidikan Bahasa Inggris, Fakultas Tarbiyah dan Keguruan, Universitas Islam Negeri Sunan Ampel Surabaya. Dosen Pembimbing I. Dr: Sigit Pramono Jati, Ph.D., Advisor II: Dr: Afida Safriani, M.A., PhD.

Kata Kunci: Valorant, Pembelajaran Bahasa Inggris, Pembelajaran Mandiri, Pembelajaran Berbasis Game

Penelitian ini menyelidiki bagaimana game online Valorant dapat membantu mahasiswa Indonesia mengembangkan kemampuan bahasa Inggris mereka secara mandiri, yang mencerminkan tren yang semakin meningkat dalam mengadopsi game sebagai platform pembelajaran yang informal dan fleksibel. Penelitian ini menjawab dua pertanyaan kunci: bagaimana pemain menggunakan Valorant untuk belajar bahasa Inggris secara mandiri, dan seberapa banyak pembelajaran mandiri yang mereka tunjukkan. Dengan menggunakan pendekatan studi kasus kualitatif, data diperoleh melalui wawancara semi-terstruktur, observasi di kafe internet, dan analisis log obrolan dan catatan lapangan dari tiga pemain yang berbasis di Surabaya yang telah menggunakan Valorant untuk berlatih bahasa Inggris selama lebih dari 16 bulan. Analisis tematik menunjukkan bahwa para pemain berinteraksi dengan dunia game melalui berbicara, mendengarkan, membaca, dan menulis, serta menetapkan tujuan pribadi, menggunakan alat penerjemahan, dan merefleksikan keberhasilan mereka. Temuan ini menunjukkan bahwa Valorant menyediakan kerangka kerja yang relevan untuk latihan bahasa Inggris secara spontan dan mendorong kebiasaan belajar mandiri yang kuat.

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LIST OF ABBREVIATIONS

DGBL	: Digital Game-Based Learning
EFL	: English as a Foreign Language
ESL	: English as a Second Language
L2	: Second Language
MALL	: Mobile-Assisted Language Learning
RPG	: Role-Playing Game
SDT	: Self-Determination Theory
SDL	: Self-Directed Learning
SRSSDL	: Self-Rating Scale of Self-Directed Learning
UX	: User Experience
P1	: Participant 1
P2	: Participant 2
P3	: Participant 3
UINSA	: Universitas Islam Negeri Sunan Ampel

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