INFLUENCE OF THE VISUAL NOVEL GAME PROJECT SEKAI: COLORFUL STAGE! AS AUDIO VISUAL MEDIA FOR MOTIVATION TO LEARN JAPANESE VOCABULARY

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ABSTRACT

In Indonesia, Japanese is one of the most rapidly increasing languages. The growing number of people studying Japanese for the sake of academics, communication, and professional purposes proves. From the variety of characters, the grammar, and the language used, it is possible to identify the form of the language. The motivation to learn a second language can be an important factor. The motivation of learners in learning is, of course, dependent on their interests. The purpose of this research is to analyze a visual novel game called Project Sekai: Colorful Stage! as a trigger to increase motivation to learn, especially Japanese vocabulary, and how this trigger occurs. By collecting data using a closed questionnaire for the project Sekai: Colorful Stage! players, this research will use a quantitative description method.

Keywords: Motivation, Japanese Literature, Learning Japanese, Project Sekai, Vocabulary

INTRODUCTION

In Indonesia, Japanese is one of the most rapidly increasing languages. The growing number of people studying Japanese for the sake of academics, communication, and professional purposes proves it. According to the Japan Foundation's 2021 survey, there are 711,732 Japanese language learners in Indonesia at various levels. Japanese is a language whose linguistic structure differs from that of other foreign languages. From the variety of characters, the grammar, and the language used, it is possible to identify the form of the language. The Japanese language differs from that of the Indonesian and Regional Indonesia, as far as its form is concerned. In Japanese, for instance, hiragana, katakana, and kanji are used. Japanese sentence structure uses the SOP (Subject, Object, Predicate) pattern, while Indonesian and regional languages use the SPO (Subject, Predicate, Object) pattern. Similarly, the Japanese word structure has an MD (Explaining Explained) pattern while Indonesian and regional languages have a DM (Explaining Explained). Consequently, students of Japanese are likely to face difficulties in interpreting. (Istiqomah, 2019)

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The motivation to learn a second language can be an important factor. Rahman (2018;25) points out that motivation is one of the most important factors in language learning from a social psychology point of view. The key to success in raising learning intensity and the choice of educational strategies is also motivation.

The motivation of learners in learning is, of course, dependent on their interests. According to Ridwan (2019:74), motivation is defined as an individual energy that inspires firm training with clear objectives. Learning inspiration is anything that inspires a student or person to learn. The students are not learning and there is no progress without inspiration in the classroom. Recommendations are not the same thing as encouraging or asking someone to achieve something. To be able to comprehend and cope with the emotions of others, a variety of skills is required.

Sabiq (2017) stated that the use of audio-visual media is one way to increase motivation for students. In the learning process, this media presents images and videos of interest. Audiovisual media also makes it easier for students to understand the material, as it gives them interesting real examples, especially when they read the explanatory texts.

Visual novels are a form of audio-visual media which can increase learning motivation. Visual novels, equipped with speech balloons to tell the story and language of each character, are interactive fiction games that present new stories in the form of still images in an anime style. In some cases, sound effects may be attached to each character of a visual novel to make them appear alive and able to speak (Hikam, 2013). In addition, the use of visual novel pictograms will play a major role in drawing user and student attention to visual novel stories. (Kusumawati, 2019)

They explain the motivation to learn Japanese from a visual novel game called A3!, in research by Putri et al (2021). In the study, the effect of playing a game called A3! can foster motivation to learn Japanese to know how the story goes and characterization so that it can improve understanding of grammar (Bunpo), listening (Choukai), and reading kanji skills.

As explained above, the influence of visual novel games on the Japanese language learning process can be established. This research focuses on a visual novel game called Project Sekai: Colorful Stage! as a trigger to increase motivation to learn, especially Japanese vocabulary, and how this trigger occurs. By collecting data using an open questionnaire for the project Sekai: Colorful Stage! players,this research will use a quantitative description method players. Figure 1 is the home screen in the game before entering the main game.

METHODOLOGY

The questionnaires were distributed to the players of the game Project Sekai: Colorful Stage! collected these research data. A qualitative description is used in this research. Qualitative description means that the data obtained will be collected and realized directly in the form of a description or description of the atmosphere or condition of the object as a whole and as it is in the form of spoken or written words from the person or behavior observed (Moleong, 2010: 3). The first step is to collect data about the game profile Project Sekai: Colorful Stage and the objects being analyzed.

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Figure 1 Project Sekai: Colorful Stage! Home

Project Sekai: Colorful Stage! or shortened to Project Sekai, is a rhythm game developed by Colorful Palette, a studio of CyberAgent's Craft Egg, which was also involved in development before switching to Colorful Palette, and published by Sega Corporation. The game is a spin-off of Sega's Hatsune Miku: Project DIVA series, and features Crypton Future Media's virtual singers Hatsune Miku, Megurine Luka, Kagamine Rin and Len, MEIKO, and KAITO, along with 20 real human characters split into five units, each with a unique theme.

To better understand the characters, this game has 20 main story chapters as a prologue, with the stories of the five units being different and more focused on the development of their units, and there are dozens of story events that are a continuation of the main story.

Figure 2 Project Sekai: Colorful Stage! Visual Novel gameplay

The main story of the five units, each of which has 20 chapters, is the data materials used for analysis. Next, a closed questionnaire was distributed to the target audience of Japanese Literature students at the Faculty of Cultural Sciences at the Universitas Komputer Indonesia who played the Project Sekai game. The questionnaire contains eleven questions, of which six are multiple choice questions and five are essay questions to assess the motivation for learning Japanese from this game.

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DISCUSSION

Two parts of analysis and discussion are set out in the result of a closed questionnaire to respondents, with increased motivation for learning Japanese and comprehension of vocabulary from the game Project Sekai

3.1 Increasing the Motivation to Learn Japanese Vocabulary

Almost all respondents to the closed questionnaire expressed strong support for increasing the motivation to learn Japanese through the Project Sekai game. Figure 3 shows those who responded in agreement and disagreement and Table 1 for the opinions
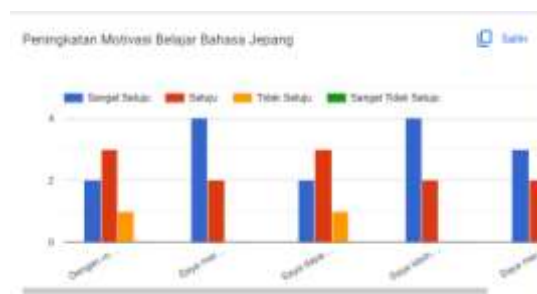

**Figure 3 Respondents to the closed questionnaire**

Increasing Motivation to Learn Japanese
By playing the Project Sekai game, I got the urge to learn Japanese.
I felt enthusiastic about learning Japanese accompanied by talking characters and moving visuals.
I can understand the Japanese vocabulary from the Project Sekai game because I find out the meaning of the vocabulary that is often used in the game.
I understand the vocabulary in the main story better than the lyrics of the Project Sekai game song.
I feel that playing the Project Sekai game can maintain motivation to learn Japanese

Table 1 Increasing Motivation to Learn Japanese

There is one essay question and one multiple choice question about growing motivation to learn Japanese vocabulary, namely "What makes you interested in learning Japanese vocabulary from the Project Sekai?" and "Did you have any improvement in understanding Japanese vocabulary by playing the Project Sekai?".

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For the first question, respondent 1 and respondent 3 answered that they were interested because of the dialogue delivered by the character with their favorite voice actor and through the introduction of the character and the spoken language. Respondents 2 and 4 answered that there is a uniqueness in the language so that there are no unknown vocabulary words and then finding out and delivering unique dialogue creates a feeling of wanting to learn their language. Respondent 6 was interested in learning Japanese vocabulary because the audiovisuals did not make them bored so they wanted to understand what they were talking about. Respondent 5 answered that they were not too interested and were only looking for some vocabulary that they thought was important. The respondent only focused on playing the game. The respondent only focused on playing the game. So the way the dialogue is delivered by characters that seem unique and the voice actors also increase interest in learning Japanese vocabulary.

For multiple choice questions, in Figure 4, there are "yes" and "no" options. Almost all respondents answered that there was an increase in understanding Japanese vocabulary by playing the Project Sekai game, while those who answered said there was no improvement.
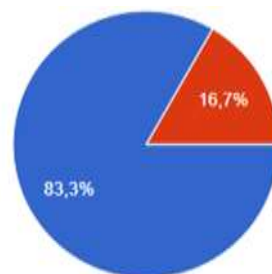
Figure 4 Diagrams of increase in understanding Japanese vocabulary by playing the Project Sekai

3.2 Project Sekai Vocabulary Comprehension

There are three essay questions about understanding Japanese vocabulary, namely "What makes you want to study Japanese vocabulary more deeply from Project Sekai?", "How do you find out the meaning of vocabulary from Project Sekai?", and, "In your opinion, is studying vocabulary Japanese from the main story easier than from the Project Sekai game song lyrics? Explain why!"

The initial question asked: "Respondents 1 to 4 stated that they would like to learn more about the language of Japan because there are words not contained in the teaching material and therefore need to find them themselves and gain further insight into it." Respondent 6 replied that they had studied the Japanese language to improve their understanding of the game's story. Respondent 5 didn't want to learn more because they only enjoyed the game.

For the second question, all respondents answered with the help of the translate application, they could find out the meaning of the vocabulary they were looking for, respondent 1 and respondent 4 only used the application while respondents 2 to respondent 3 used a dictionary book as an addition and respondent 5 chose to ask friends who knew more about Japanese vocabulary as addition. So by learning new vocabulary from the main story and song lyrics, you can add insight and understand what is conveyed in the main story and song lyrics.

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In the third question, Respondents 1, respondent 3, and respondent 4 understood the vocabulary found in the main story better than the music lyrics in the Project Sekai game, while Respondent 2 and respondent 6 learn the vocabulary from the main story and song lyrics because they can understand them more broadly. Respondent 5 is not interested in learning the vocabulary of the two and only enjoys the characters having dialogue and singing. Using the translate application, seems more efficient and less complicated, but not everything that is interpreted by the application is correct, so a dictionary book as an addition to interpreting Japanese into Indonesian is better.

Based on the opinions of the respondents, learning Japanese vocabulary from the Sekai project game can increase a sense of motivation to learn vocabulary more deeply and understand it well so that you can experience an increase in mastering Japanese vocabulary. As for just enjoying the game and not experiencing any improvement in mastering Japanese vocabulary.

CONCLUSION AND RECOMMENDATIONS

The motivation to learn Japanese vocabulary more widely and deeply can be increased by simply playing Japanese language games, not by being stuck with teaching material. They're allowed to play games while they're learning, and they're allowed to do whatever they want while they're learning. As long as don't have to learn new vocabulary for playing the game. So, when playing Japanese games in any form, one of them being visual novels that are audio-visual learning media, it can learn the Japanese vocabulary.

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