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### Using 'Animal Crossing: New Leaf' Video Game to Improve Students' Poetry Writing Skills

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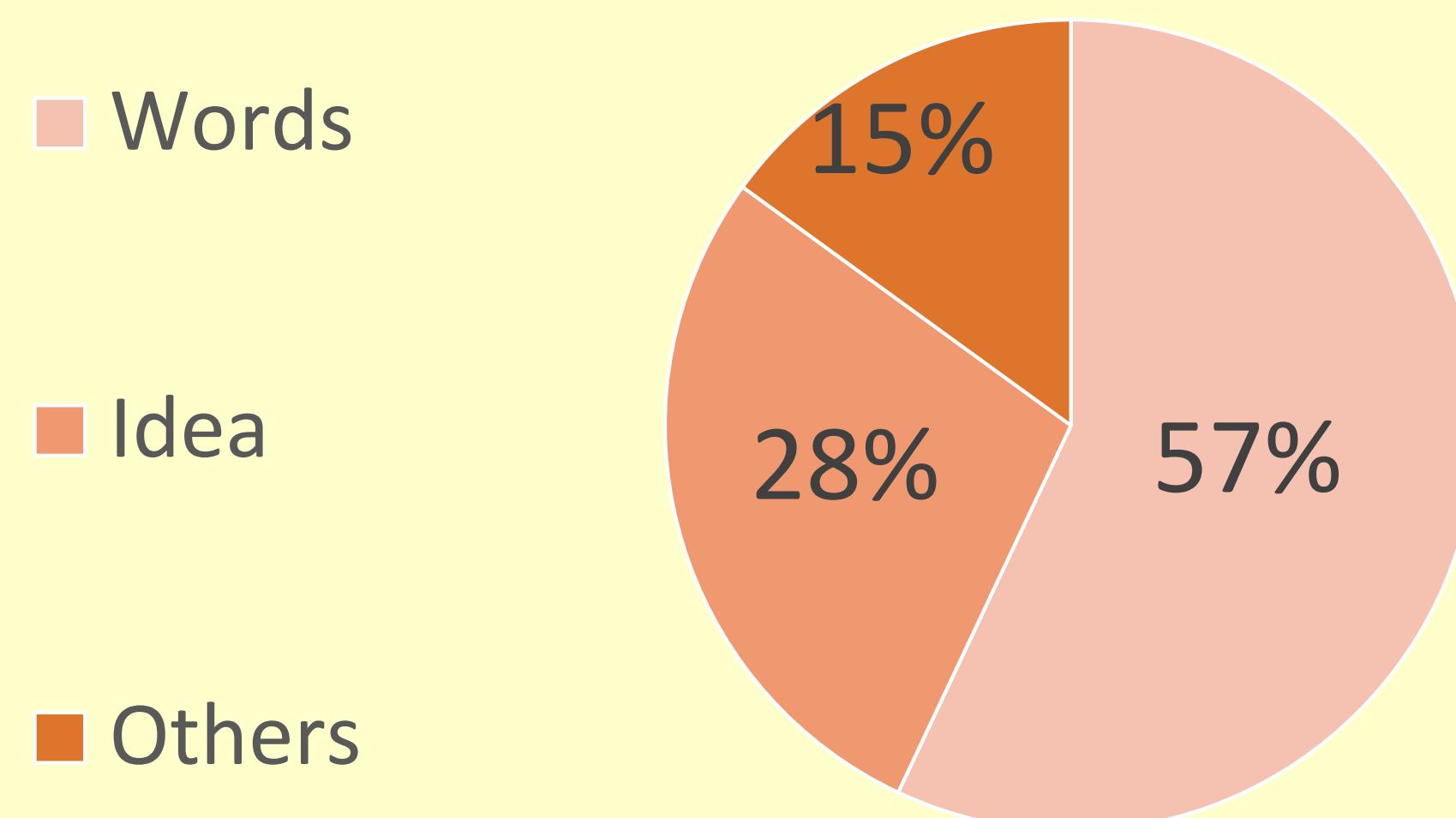
Eleventh grade students of language department in Indonesia sometimes face difficulties in writing poetry. This study is conducted to assess the possibility of using 'Animal Crossing: New Leaf' video game to improve the students' poetry writing skills.

## BACKGROUND

In some countries in ASEAN, such as Malaysia and Singapore, English is taught as second language, while in Indonesia, English is taught as a foreign language (Nurhayati, 2009).

Students nowadays enjoy their leisure time playing with gadgets from modern era (Prensky, 2006).

## DIFFICULTIES STUDENTS FOUND IN POETRY WRITING



## RESEARCH METHOD

The method used is **Classroom Action Research**. The research used the following adapted steps from Narmaditya, Winarning, and Wulandari (2017); (1) Planning, (2) Implementing, (3) Observing, and (4) Reflecting.

## LIMITATIONS OF THE STUDY

This study is conducted for eleventh grade high school students in language department in Indonesia, particularly because they have poetry learning in the syllabus.

This study only measures how students use diction to make the poetry rhyme. It does not measure the quality of the students' poetry because the quality of a poem cannot be assessed only from diction and rhyme. The type of poetry assigned to the students must contain rhymes, such as limericks, cinquains, or nursery rhymes.

## A SCREENSHOT FROM 'ANIMAL CROSSING: NEW LEAF'

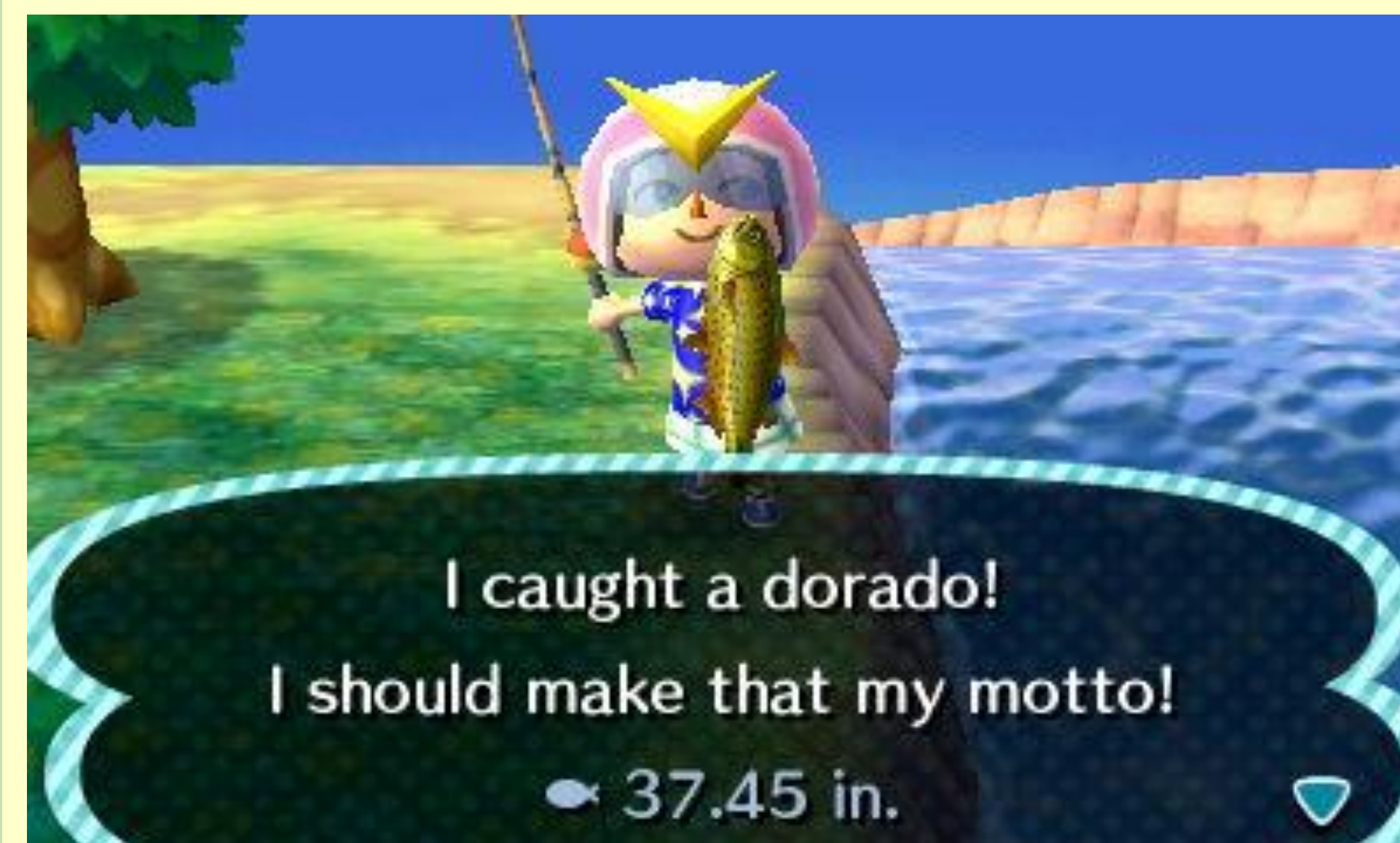


figure taken from XYZYSQRL: <https://xyzzysqrl.livejournal.com/353197.html>

## DISCUSSION AND SUGGESTIONS

This is an ongoing study. Therefore, no conclusion can be drawn yet.

Studies about the usage of video games to improve students' learning skills have been conducted before. However, it is not a widely researched topic. Putri (2015) conducted a study on using video games to improve students' writing ability. She found that students can develop writing ideas more easily if they create mind maps about video games that they enjoy playing beforehand. She then concluded that current technology may help the teaching and learning process in EFL<sub>2</sub> (2015).

The suggestions for future researchers would be:

- (1) to find out what other intrinsic elements of poetry can be taught through video games,
- (2) to determine how the amount of time spent playing video games results in higher achievement on language tests.

## REFERENCES

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- Prensky, M. (2006). *Dont bother me, Mom, Im learning!: How computer and video games are preparing your kids for 21st century success and how you can help!* St. Paul: Paragon House.
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