

## **ABSTRACT**

### **SENIOR HIGH SCHOOL STUDENTS' PERCEPTION OF VIDEO GAMES IN LEARNING ENGLISH**

**By**

**KAHLIL GIBRAN**

This study aims to explore senior high school students' perceptions of using video games in learning English. Using a qualitative research approach, data were collected through semi-structured interview with ten students from SMAN 4 Bandar Lampung. The findings reveal that most students have positive perception of video games in learning English, as they provide an enjoyable experience, enhance motivation, and help in vocabulary development, listening, reading comprehension, and confidence in communicating in English. The key factors that drive students' motivation include interaction with international players, in-game challenges, and engaging narrative and visual elements. However, some challenges were identified, 60% of students experienced difficulties in understanding game-specific vocabulary and foreign accents, particularly in fast-paced dialogues or unfamiliar slang. Based on these findings, this study recommends integrating video games as a supplementary tool in English language teaching.

**Keywords:** *video games, English learning, student perception, motivation, vocabulary, qualitative research, semi-structured interview*