ABSTRACT

Izzul, Ulum. 2023. 19033012. *The Effectiveness of Using Animation Game Video "Genshin Impact" in Improving Students' Listening Comprehension in MTS Tanwirul Ma'arif Takerharjoin Academic Year 2023.* Thesis. Faculty of Teaching and Training Education of English Department. Islamic University of Darul Ulum Lamongan.

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English is an international language, and language learning requires mastering listening skills to achieve target language achievement. However, students often struggle with native speakers' listening practice and handbooks lacking audio support. Based on the explanation, the researcher chose the Genshin Impact Game Application as an additional ease for teaching listening. The study utilized a pre-experimental design to investigate the effectiveness of the Genshin Impact Game application in improving students' listening skills at MTS Tanwirul Ma'arif Takerharjo. Eight graders participated in the study, conducting pre-test and post-test listening tests. Data collection procedures included validation tests, lesson plans, and listening tests. The paired sample test (T-Test) was used to analyze the data on SPSS 25.0 version.

The study found that using the Genshi Impact Game Application to teach Narrative text material effectively improved students' listening skills. The pre-test scores were 42.33, while the post-test scores were 72.33. Students became more confident and trained repeatedly in listening exercises, leading to better accuracy in their listening tests. The post-test data showed a smaller significant value ($0.000 < 0.05$), indicating that the Genshi Impact Game Application effectively improved students' listening skills in eighth grade. The researcher suggests that other researchers can develop this research using the Genshi Impact Game Application to enhance students' abilities in speaking, writing, and spelling skills.