



**USING VOICE CHAT IN VALORANT GAME FOR  
SPEAKING SKILL DEVELOPMENT: VALORANT PLAYERS'  
PERCEPTIONS**

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## ABSTRACT

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**Keyword:** Voice Chat, Speaking Skills, and Video Game

This study aims to explore Valorant players' perceptions of using voice chat as a speaking skill development tool. Effective communication is a key element in today's digital age, especially in team-based video games like Valorant. The game demands tactical and strategic skills and the ability to communicate clearly and in a timely manner. This study used a descriptive qualitative method by collecting data from questionnaires and interview completed by 39 Valorant players to identify how voice chat contributes to the development of speaking skills.

The results showed most players felt that using voice chat significantly improved their English vocabulary, fluency and pronunciation. Specifically, 77% of participants reported learning a lot of new vocabulary while playing Valorant, while 75% recognized an increase in vocabulary through voice chat interactions. In addition, 87% of players felt that their speaking skills improved, and 82% felt an increase in English fluency when communicating with foreigners in the game. These improvements show that voice chat not only helps in team coordination but also provides an opportunity for players to practice and improve their speaking skills in real situations.

The findings confirm that voice chat in Valorant improves team coordination and is an effective tool for developing speaking skills. With improved vocabulary, fluency, and pronunciation, Valorant players gained additional benefits from voice chat interactions beyond mere in-game communication. The implications of this study are broad, suggesting that communication technology in video games can be a useful tool for language learning. This research paves the way



for further studies on how game elements can be integrated into language teaching methods and communication skill development.



## CHAPTER I

### INTRODUCTION

This chapter includes background of the study, research problem, objective of the study, significance of the research, scope and limitation of the study, and the definition of the key terms.

#### 1.1 Background of the Study

The digital revolution has ushered in a new era of connectivity, where the boundaries of time and space are transcended through the virtual realms of online gaming. Games in the virtual domain, provide an interactive experience that can be enjoyed alone or with others. When we look to the future, role-playing will not only be a source of fun, but also as learning and social development (Gupta, 2023). At the forefront of this phenomenon is Valorant. Valorant is a popular multiplayer online game with genre first person shooter person (FPS) developed by Riot Games, which emphasizes teamwork, strategic planning, and communication among players.

Communication has evolved into a pivotal aspect of modern online gaming, playing a crucial role in coordinating actions, sharing information, and devising strategies. As team-based games like Valorant continue to captivate players, communication has improved development of communicative competence, especially when played with native speakers and learners from different countries (Reinders & Wattana, 2014). Players now engage not only in battles of skill and strategy but also in battles of words, using voice chat and text messaging to collaborate with teammates and communicate with opponents.

Communication skills are crucial in various aspects of life (Himmah et al., 2020), and the virtual realm of gaming provides a unique platform for honing them. Valorant, with its emphasis on team coordination and strategic planning, serves as an intriguing environment to investigate the potential correlation between in-game voice chat usage and the enhancement of speaking skills. Understanding how players perceive the role of voice chat in this context can shed light on the broader implications of gaming as a tool for skill development.

The motivation to learn a new language, such as English, is a multifaceted endeavor influenced by individual aspirations, societal demands, and an investment in human capital in the current mobile era. Games are inherently engaging and can motivate learners to actively participate in the language learning process and traditional learning methods may not always capture learners' interest and can be perceived as dull or monotonous (Reinders & Wattana, 2014). Within this context, video games have emerged as a powerful platform for language learning (Umamah & Saukah, 2022), tapping into players' intrinsic motivation and providing authentic contexts for language use.

In the specific context of the Malang community, situated in Indonesia, English proficiency has significant importance due to its role as an international language of communication. However, conventional language learning methods might not always cater to the diverse learning preferences of individuals within this community. This is where the realm of online gaming, particularly Valorant, comes into play.

Valorant, with its diverse player base encompassing individuals from various linguistic backgrounds, offers a unique setting for cross-cultural communication and language learning. The process of communication and interaction between online players is a two-way verbal communication dynamic in one group, carried out through voice chat media, this communication and interaction includes a language relationship that unites the real world and the virtual world (Anggraini & Sugiyanto, 2021).

Communication in the Valorant game is crucial for team coordination to succeed the strategy. Valorant is a tactical first-person shooter that emphasizes teamwork and strategy. Players must communicate effectively to share information, coordinate strategies, and make quick decisions. There is a text chat feature that lets players type messages to their teammates. Valorant also features built-in voice chat that allows players to communicate with their teammates using their microphones. With this voice chat feature, Valorant players can use their communication skills in foreign languages. In this case, foreign language communication skills can be honed along with the use of vocabulary related to commands for attacks as well as informative notification sentences to indicate attack strategies in the team.

Despite the potential benefits, there are challenges associated with voice chat in gaming. Issues such as toxicity, harassment, and language barriers can impede effective communication. Exploring how players navigate these challenges while utilizing voice chat for skill development is crucial for a comprehensive understanding of the topic.

Research conducted by (Susanti, 2022) examined the language used by players in the Valorant chat game feature with a focus on communication strategies and

patterns. Valorant has fast players using various communication strategies to ensure fast and effective exchanges, often deviating from language rules. In this research, (Susanti, 2022) also presented that communication with the chat feature in the Valorant game tends to make players commit linguistic deviations and neologisms. Thus, in this research the patterns that can be seen refer to the diversity of languages created through short communication in the chat game feature of Valorant. This phenomenon is also mentioned by (Susanti, 2022) as the phenomenon of neologism creation. In this case, new terms or neologisms that emerge through interactions between players only make sense and acceptable in the context of Valorant game play.

Apart from that, the focus of this research is to analyze the use of Voice-chat in the English speaking skills of Valorant game players as well as language aspects that improve based on the views of Valorant game players while using the Voice chat feature as an in-game communication medium. According to psycholinguistic and language learning theory, verbal interaction via voice-chat has several significant benefits in improving a person's speaking skills. Jean Piaget's cognitive theory emphasizes the importance of social interaction in learning (Ibda, 2015). Furthermore (R. Sari, 2018) believes that Lev Vygotsky's Zone of Proximal Development (ZPD) theory shows that social relationships are important for individual cognitive development. The use of voice chat in language learning can be an effective means of improving students' speaking skills. In games that have a voice-chat feature, this provides a real speaking experience, supports learning at ZPD, and provides useful verbal input. This is in line with the results of research conducted by (Riswal, 2021) that there is an increase in speaking skills when



playing games. Therefore, voice-chat is not only a communication tool, but also a powerful learning instrument in developing speaking skills in language learning.

### **1.2 Research Problem**

Based on the background above, the formulation of the research question can be seen as follows:

1. How do Valorant players perceive the use of in-game voice chat for speaking skill development?
2. Which aspect of speaking skills improves the most after the player uses voice chat in Valorant?

### **1.3 Objective of the Study**

Based on the research problems that have been mentioned, the following are the objectives of the study:

1. This study aims to explore how Valorant players perceive the use of in-game voice chat for speaking skills development.
2. This study aims to explain which aspect of speaking skills that improves the most after the player uses voice chat in Valorant.

### **1.4 Significance of the Research**

Theoretically, this research is intended to fill the gap in previous research which prioritized non-verbal language skills. So that the use of media and forms of verbal communication studied become a complete reference regarding patterns of

language development as seen from the ability of language uses in a media. Playing Valorant can provide significant practical experience in improving English speaking proficiency. In addition, the use of English in the context of a game like Valorant allows players to become familiar with a wide variety of vocabulary and phrases, which can help expand their vocabulary and enrich their speaking skills in everyday situations. Furthermore, with references based on real data on virtual media to support language skills, it can be used as a reference for developing more effective and interactive learning media for foreign language learners.

### 1.5 Scope and Limitation of the Study

This research has the scope to analyze how Valorant game players perceive the use of voice chat as a medium to improve their English speaking skills. Valorant was chosen as one of the objects in the research, because according to (Danny, 2021) Valorant has achieved widespread popularity around the world, as seen on its official website. When it was first released, more than 15 million players from around the world played the game, with the number of daily active players reaching 1.5 million. Apart from that, Valorant players are dominated by Gen Z players, players born in 1997-2012 (Kamill, 2023). The popularity of this game among players from various countries who use different languages is a linguistic phenomenon that can be used as an object of research.

Based on the scope of this research which allows for a large number of respondents, this research is limited to the UMM Esports community. Apart from that, this research used an online questionnaire to collect the main data. However,

the distribution of this questionnaire was carried out online, so the researcher could not control the filling in of the questionnaire by respondents.

### 1.6 The Definition of the Key Terms

There are some terms in this study that the researcher must explain in order to avoid ambiguity while reading it. There are stated in the following.

1. *Valorant* refers to a game that played by people around the world which has voice chat feature that can be used as media to practice speaking English with foreigners
2. *Voice Chat* refers to a feature in Valorant that allows players to talk in real time to one another player over the internet.
3. *Speaking Skill* are defined as the skills which allow Valorant Players to communicate effectively during game using voice chat. There are five speaking aspects such us: Grammar, Pronunciation, Fluency, Comprehension and Vocabulary
4. *Perception* refers to Valorant Player's opinion about the use of Voice Chat in Valorant games for their speaking skill development.

## CHAPTER V

### CONCLUSION AND SUGGESTION

There are conclusions and suggestions in this chapter. The researcher concludes by summarizing the findings from the chapter that came before. In addition, the researcher offers suggestions for future research on this topic.

#### 5.1 Conclusion

Based on the findings in the previous point, it can be concluded that most players who are the object of this study agree that the use of voice chat features in the Valorant game has a significant effect on the development of their speaking skills. In addition, in the process of using it, most improved aspects of speaking such as vocabulary and pronunciation also improved along with the length of time they used the feature to communicate.

The increase in the linguistic aspects of the Valorant players who are the subjects in this study can also be concluded that the use of media in training language skills is very important to pay attention to. The voice chat feature allows for two-way communication that is easy to use and more interactive. So that way the media becomes important.

#### 5.2 Suggestions

According to the conclusions drawn from the discussion, the research paper would be fulfilled if some recommendations were put forward. The following suggestions are based on the results of this recent study.

### 5.2.1. Student

To increase language skills, many media can be exported further so that language skills improvement is more optimal. Using popular game can be option to communicate with English speakers around the world. By practice the habit of using English, it is can make more fluent on the use of English . This is so that the process of improving language skills can show more measurable results.

### 5.2.2. Lecturer

From the results obtained from this study, it shows that media is very influential in the learning process. Especially in the language learning process. The role of interactive media can help lecturers to present language learning materials as well as improve students' ability to understand and improve language aspects.

### 5.2.3. Future Researcher

The limitation of this study is that it only examines students' perceptions of the use of voice chat in games to improve speaking skills. However, further research can include other linguistic aspects. In addition, topics about motivation in language acquisition through games, habits or culture in the game world that are closely related to language acquisition and new vocabulary can also be included. Not only gaming media, other virtual media such as chat messaging services that are widely circulated today can also be discussed because the community in each media must have different uniqueness.

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