



**EXPLORING THE BENEFITS OF ENGLISH ENTERTAINMENT EXPOSURE AS ENGLISH
LANGUAGE ACQUISITION: A STUDENTS PERCEPTION AND EXPERIENCE**

SKRIPSI

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ABSTRACT

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Key words: English Entertainment, Benefits, Language Acquisition.

English proficiency becomes significant factor in global communication and development and the widespread of technology increases the exposure of English language. Therefore, it is important to conduct study on how English media and entertainment exposure can promote English language skills. This study conducted using descriptive qualitative method with semi structured interview through WhatsApp voice note on 5 students of English department to identify the benefit of English entertainment such as video, music and English based text on English skills. The results show that all the students give positive responses. It is also confirmed that watching English movies facilitates students with authentic material that develops students pronunciation, speaking fluency and listening skills with the help of English subtitles. Regarding to English songs the students mainly benefited through flexibility of using music, repeated words and lyric that promotes listening skills as well as vocabulary knowledge and retention while English text provides learner with wide array of vocabulary that will help students to develop their vocabulary knowledge and well written language structures and patterns that promotes writing skills and grammar. It is suggested to directs the students to be exposed in English through entertainment outside the class to promote their language skills.



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CHAPTER I

INTRODUCTION

This chapter of the research defines background, problems, objectives, scope of the research and also the significance of the research and definition of the key terms.

1.1 Background of the Research

Mastering English as target language has become the significant objectives for many countries following globalization. The importance is related to the fact that English is the lingua franca of the world; therefore, most of world information is delivered in English. In order to partake effectively in global development, it is necessary to for people to be well versed in English language. In mastering the language, one can learn consciously through active learning in the classroom or acquire the knowledge of language by exposed to the target language. According to Magno, Bunagan & Rogodon (2009), the term exposure refers to overall period that individual has actively or passively in contact with textual or verbal language. This indicates that new knowledge in language might transferred by just being exposed to target language.

Widespread of information has come in many fields following the global communicative expansion such as education, culture, politics, economy and more, thus exposed to groups of society that involved in that field. However, entertainment have spread to the entire society due to the nature of entertainment as mental consumption, it can be seen from the spread of songs, movies and other

media in different language and culture in society in many decades. As the spread of internet usage, nowadays almost all layers of society were exposed to English, thus causing phenomenon of language acquisition prior to learning. According to (Tafani., 2009) media offer large proportion language practice to students through activities such as using magazines, newspapers, radio, TV, movies, books, Internet, and more and tasks that improve English skills. Media entertain students and encourage English reading, both internal and external classroom activities, encouraging extensive reading by providing students with confidence, motivation and the capacity to continue their learning outside the classroom. Moreover, Ellis (2006) states that skillful and good performance in English language depends on the effective use of language not only in purpose of academic but also in real life practice. The use of English language is essential for English learners to become practical in proficient, social and academic settings. With the introduction of modern communication such as internet, multimedia and digital communication, the spread of English through communication is rapidly increasing. As result, many exciting ways to deliver information developed rapidly. The use of multimedia as the medium of information becomes even more prevalent among institutions in higher education.

There are many studies conducted to find the benefit of English entertainment such as movie, songs and English based text to improve learning in the classroom. For instance, Rao (2019) studied the impact of English movie in ESL and EFL classroom and resulted in the improvement of their English language proficiency that is assisted by audio visual media supported by subtitles. In regards

to another kinds of entertainment, Pratiwi (2018) conducted class action research on the use of songs to enhance English learning in the classroom, the result shows Learning through song can enhance English learning by creating comfortable and conducive atmosphere in the classroom and The best way of using songs to students is easy to remember and sing it over and over again. Another study conducted by Wang (2019) on teaching of reading using picture books shows improvement in students reading comprehension and motivation to learn in learning activity. Those previous study shows the possibility or even potential in using English entertainment to improve English skills. However, there are still limited amount of research regarding benefit of making use of English entertainment outside the classroom activity while out of class learning activity provides more beneficial result rather than just learning through classroom activity. According to Hyland (2004) In order to be effective learners in foreign language, they should expose themselves to the target language outside the classroom activity. Moreover, Wong and Nunan (2011) also finds that more successful learners spent their extra time to practice English outside the classroom. in this case it is necessary to conduct study on the exposure on English language through English entertainment outside the class.

This study aims to identify the benefit of English based entertainment to the acquisition of English language outside learning environments. The researcher considering this research in consideration of the widespread of English through entertainment that and information, and the fact that exposure of language itself might be a good opportunity to improve language proficiency.

1.2 Research problem

The problems of the research are formulated based on problems and limitation of the previous studies, researcher's interest and issues at the background of the study, the research problems are stated as follows:

1. What are the benefits of English entertainment on students' English skills?
2. How English Entertainment exposures benefit students in learning English?

1.3 Objective of the study

The objectives of this research are formulated in line with research problem to get focus on the course of the study, the objective of the study are stated as follows :

1. To identify the benefit of English entertainment to students' English skill
2. To gain information about how English Entertainment benefit students in learning English

1.4 Scope and limitation of the study

This study conducted on five students selected from English department of university of Islam Malang who have the criteria of having certain amount of English exposure through entertainment outside of classroom activity and decent English proficiency. In selecting the students, the researcher will provide preference test out media entertainment for selecting five most suitable participants of the research. This study is limited to students with high achievement in English

proficiency because this study aims to explore the exposure of English that produce good result.

1.5 The significance of the study

From this research, the readers were expected to get a great deal of valuable information about English acquisition regarded to English entertainment exposure. The benefit of this study listed as follows:

1. University students

The results of the research were expected to give beneficial information to the students that English skill can not only be received through learning and but also through daily activities as language acquisition, moreover, it can be acquired from preferred entertainment as long as it uses English as primary language.

2. To the lecturers and teacher

The result of the study can give information to the lectures and teacher about how English acquisition can be received by entertainment that have the potential to be more encouraging for students to engage.

3. Readers in general

The results of this study were believed to be able to inform the reader a new way in mastering English through the entertainment that can be done outside the learning environment.

1.6 Definition of key terms

In order to explain the key terms used in this research, some explanations provided for the terms used in this study to avoid misunderstanding.

1. English Entertainment

The term English Entertainment in this study refers to media of communication and activity that use and apply English as its primary language.

2. Authentic material

The term of authentic material refers to material that originated from native speakers of the spoken language for native speakers to deliver the information.

3. English Exposure

The term English exposure is referring to the rate of how long and how frequent English being exposed to the receivers of the information.

4. Language Acquisition

In this study, the term of language acquisition refers to the way of acquiring knowledge about language without the needs of learning consciously through daily activity.



CHAPTER V

CONCLUSIONS AND SUGGESTIONS

In this chapter, the researcher presents the final conclusion of the study and also provides suggestion for the next researcher in the same field of study based on the discussion of the result and finding to answer the research question.

5.1 Conclusions

According to the result in the finding and discussion of the study to answer the first research question about students' perception on the benefit of English entertainment shows that all the students gives positive response with dominant reasons such as flexibility and enjoyment. From the data about how English entertainment benefits students' English skills, the researcher confirm that watching English movies facilitates students with authentic material from the utterance and spoken words in the film that have the possibilities to advance students pronunciation, speaking fluency and listening skills, moreover with the help of English subtitles students acquire spelling knowledge while translated subtitles advances vocabulary. In regard to English songs the students mainly benefited through flexibility of using music, repeated words and lyric that promotes listening skills as well as vocabulary knowledge and retention. And finally, English text provides learner with wide array of vocabulary that will help students to develop their vocabulary knowledge and well written language structures and patterns that promotes writing skills and grammar. Moreover



reading English text aloud also improve students' oral communicative skills such as speaking and pronunciation.

5.2 Suggestion

In the consideration with the problems and conclusion of the current study, the researcher give suggestion as follows:

5.2.1 For general readers

This study contains useful information on how English media entertainment can benefit English skills, therefore it is suggested for the reader to use this information to support the attempt to improve English skills and hopefully this information will encourage reader to learn autonomously outside the class.

5.2.2 For the next researcher

It is suggested to conduct more study on more modern types of English entertainment such as the one that is originated from social media and games to cover more about how this kind of entertainment benefits English skills.

5.2.3 For teacher and lecturer

It is suggested for teacher and lecturer not only facilitates English material that entertains students in class activities but also encourage them to hone their English skills by exposing themselves with English language from any sources outside the class.



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