The e-Sports Revolution: Developing the English Skills among PMJB Students

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Abstract— Electronic sports or e-Sports is an organized competitive video gaming played widely all across the world. It is clearly a new kind of sport, and massively popular among the new generation. However, despite the e-Sports popularity, scholars debate whether this e-Sports could help in improving the new generations' academic performances, including the English Skills. The researchers are aware that the medium of e-Sports is English and the players come from a different language background. This study focuses on the e-Sports revolution and how this revolution helps developing the 4 integrated English skills (speaking, listening, writing and reading) of the students who are pursuing diploma in Polytechnic METrO Johor Bahru (PMJB). Questionnaire and interview were used as the methods of gaining data for this study. The data indicated that the students who play e-Sports are usually vis-a-vis have good English skills. They are capable and confident in carrying out their integrated English skills. It is hoped that the findings of this study could be of benefit for developing teaching and learning of English among PMJB students.

Index Terms— e-Sports, English skills.

I. INTRODUCTION

English is a tremendous language in Malaysia and knowing this language increases the chances to have a very adequate prospects in the world of today. Not only being expert in English language has been something influential, but also the revolution of e-sports that is seen as a contributor in developing the English skills is considered to discourse. How far does this claim is true? After all, despite the question whether e-sports contributes in developing the skills, and for us to be able to strive at the international platform including competing e-sports globally, English skills are vital for success.

Therefore, students are contemplated to be able to do well in applying their English skills since they have been taught about the skills especially the students of Polytechnic METrO Johor Bahru (PMJB) who are the main focus for this study. The English skills learnt are speaking, writing, listening and reading. However, it was discovered that not all English skills were successfully applied by the students. One thing we know for sure, is the desire of most of the PMJB students to play e-Sports during their free time. Some of them are really serious e-Sports players and have been participated in international competitions. Thus, this study is bring off to identify the development of English skills via the contribution of e-sports.

II. BACKGROUND OF THE STUDY

At the level of polytechnic in Malaysia, presenting English skills is essential and without any reasons, students have to present the skills as they are part of the coursework assessment, especially the speaking skill where they are required to do oral presentations. Hence, students are anticipated to be able to do well since they have learnt the skills during their lessons. But how far can we expect this? Is it enough with just learning the English skills during formal classes? Therefore, the researcher are also looking at the development of English skills by playing e-sports, the sport that the students of PMJB played most of the time especially during the Movement Control Order (MCO).

In equipping the students for their future careers, Malaysian polytechnics need to construct them with English skills that are aligned with the needs of the demanding industries. Nonetheless, the English instructors of polytechnics do not have substantial information on what English skills do the industries need from the graduates. In a survey conducted by Maes (1997), English skills have been pinpointed as the ultimate essential skills in the workplace. In addition, to being one of the quintessential skills for future professions, Huckins & Olsen (1984) state that employees who do not display good English skills are rarely given executive responsibility. With the current situation of the importance of English skills and a revolution of students passion in playing e-sports, the researchers are trying to identify the connection between this sport and the development of English skills among the students.

However, there is a lack of similar researches about the e-sports revolution: developing English skills within the context of Malaysian. It remains as a matter of concern for the researcher that there is yet no research that look into the PMJB students' English skills.

Thus, this study is conducted to identify whether e-Sports encourages the development of English skills among PMJB students. Polytechnic English instructors are conscious of the vital of using English skills among the students, but as previously mentioned, they have not been able to firmly identify, on which skills do the students develop most by

playing the games of e-sports. Malaysian polytechnics English instructors are concern about this because the students will be the graduates who are the outcomes of the institutions, thus, it is the duty of the English instructors to produce outstanding graduates with good English skills, perhaps with the benefaction from e-sports.

III. OBJECTIVES

(1) To determine the English skills developed by the PMJB students from e-sports games performances.
(2) To investigate the factors of English skills development encourages by e-sports games.

IV. RESEARCH QUESTIONS

The research questions of this study are:
(1) What are the English skills the students of PMJB use the most when they are playing e-sports games?
(2) How aware are the students of PMJB in using English skills when they are playing e-sports games?
(3) How does the development of English skills via e-sports helps the students of PMJB in fulfilling their future career needs?

V. METHODOLOGY

For this study, the researcher focused on the diploma students from the Commerce Department of PMJB majoring in Logistics and Supply Chain Management, Islamic Banking and Finance and Entrepreneurship. These are the three courses offered by PMJB.

The researcher looked into the tasks that the students have to perform during their e-sports games. The researcher also looked into the students' awareness and conciousness towards English skills developed during the games. The researcher use a diverse research procedures. According to Cohen, Manion and Morrison (2000), believing that a single approach to analyzing the needs of students in any context only yields limited data. Since this study is focusing on the developing of English skills by-way-of e-sports games, the researchers collected the data through the interviews and distribution of questionnaires through the application of google form which then been analysed by Statistical Package for the Social Sciences (SPSS) software. According to Hutchinson and Waters (1987), the analysis of target needs involves far more than simply identifying the linguistic features of the target situation.

The set of questionnaires were to distributed to all the PMJB students from semester 1 to semester 5. Approximately there are about 450 students took part in this study as the respondents. The interview sessions were also carried out to 10 students. The interviews were to be taken into consideration to be analysed and to be a part of the results of this study.

A. Questionnaire

Questionnaires were distributed to 447 students of PMJB. Questionnaire is very cost effective especially for studies involving large sample sizes (Cresswell, 2008). Moreover, it is also familiar to many people. Almost everyone has had some experience in filling up questionnaires and surveys. To avoid bias, questionnaire is the best method to be used. Since this study was conducted during the beginning of post Movement Control Order (MCO) and there were still limitation of physical meeting, the set of questionnaire was constructed through google form and were distributed online to all the students of PMJB.

B. Interview

The researcher interviewed 10 students who are a serious e-Sports players. These students are the students who have participated in e-Sports competition either locally or internationally. The interview took place after class hours in order not to distract their work during class hours. The researcher had to arrange appointments with the students to fix the time for the interviews to make sure they were most readily available. For this study, semi structured questions were asked during the interview through telephone call. According to Cresswell (2008), semi-structured interviews are conducted with a fairly open framework which allow for focused, conversational, two-way communication.

VI. DISCUSSION ON FINDINGS

Answering the Research Questions.

1) What are the English skills the students of PMJB use the most when they are playing e-sports games?

Data gathered from the questionnaire were arranged and tabulated using percentages to find out the most English skills used during the e-sports games. All the respondents indicated that, the entire English skills components: Speaking, Reading, Writing and Listening are used and applied by the players. From the analysis of these methods, the questionnaire and the interviews, the researchers came across with the findings. Below is the list of the English skills used and applied by the e-sports players during the games performances in order of the most used English skills:

Speaking
Listening
Reading
Writing

2) How aware are the students of PMJB in using English skills when they are playing e-sports games?

All the respondents from the interviews claimed that they are aware of using English skills during e-sports. Elicited from the responses from the respondents during the interview, the researcher found out that most of the students ranged themselves as low proficient and a beginner of English. One of the reasons that might be attributed to this, is the fact that

they are still in their diploma studies and some of them feel that they are still new in e-sports although they have been participated in either local or international competition of e-sports games. They compared themselves with the others competitors especially international players who are the native speakers of English, when the interviews were carried out. Although the students felt as such, they think they are still a beginner, they are actually aware of using the English skills and aware of the cruciality of acquiring the skills in the field e-sports games. The English skill they claimed as the most important to be used during the performance of e-sports is speaking skill.

In general, all respondents from the questionnaire and the interview revealed their positive awareness towards using English skills and realized the importance of developing the skills in order to be a serious player of e-sports games.

3) How does the development of English skills via e-sports helps the students of PMJB in fulfilling their future career needs?

In order to produce a wholesome graduates of polytechnic, especially graduates of PMJB, the researcher had to gain data from the questionnaire and the interviews as guidance. The respondents scaled the skills according to the most importance developed English skills of each component and some of them even proposed new skills to be included as they see those skills are somehow as well important in their future career needs. They realized these skills during their e-sports games performances.

Interestingly, the students claimed that e-sports helps them in developing their English skills especially speaking skill. This is because they are require to speak verbally to the other players and they have to speak English to the international players of e-sports. In the earlier statement, the students labelled themselves as a low proficiency and beginners of English, but due to their passion in e-Sports, they have to force themselves speaking English and this is seen as the biggest contribution factor in developing English skills. The respondents rated their English skills development via e-sports from "very good" to "fair". None of the respondents rated "unsatisfactory" and 'poor' on the development of English skills.

Briefly, the researcher found that e-sports games do help the students to improve their English skills, especially speaking skill and thus supported the industry to align with their needs on English skills among the graduates of PMJB.

VII. SIGNIFICANT OF THE STUDY

From the findings of this study, the researcher hope the students of PMJB become more aware of what is expected in English skills and the appropriateness of the skills for their future career. If the students are already aware of the skills, it is important for them to use the skills in their workplaces. If they are not aware, they should be taught on how crucial the English skills are in order to be employed in the industry. The

polytechnic students will be graduated as technical and vocational education and training (TVET) graduates, and we are aware that English proficiency is important and has become one of the top reasons for recruiting TVET graduates. The passion and interest of playing e-Sports games is meaningless if they do not take the opportunity to grab the chances in developing their English skills while playing the games.

Other than the students, this study will help the English instructors in their teaching. If the result of the study shows that students are not aware of the importance of developing English skills, the instructors should provide more language learning input to help them increase their awareness and become effective students. If the students are already aware of the importance of English skills, the instructors could use the time to enhance the students' skills. In addition, new teaching approaches align with the students' interest in e-Sports can be proposed. The instructors can become more creative and innovative in creating new teaching approaches related to e-sports and at the same time developing the students' English skills while performing the games. This will help enable the instructors to expose students to varieties of relevant situations. Through this way, students will be able to master the English skills tailored to suit the demands in the industry for their future career.

VIII. CONCLUSION

The value of English skills especially among the students of PMJB is highlighted in this study. As a student of new generation, being exposed to e-sports is a revolution of a learning. Developing English skills via e-sports is seen as a revolution in learning.

It would be a wide discussion to be discussed on e-Sports and English skills. Furthermore, it would be a wider researches to be implemented in the future on these two. As for the academic development, similar context searches could be done by other scholars to the other group of respondents from different courses of studies.

Not many similar researches are done locally, in Malaysia, so, the researchers think it would be a wise recommendation for Malaysians scholars to do any researches on the relationship between e-Sports and English skills.

This study involves the knowledge and information in understanding the e-Sports revolution: developing English skills among PMJB students. This study is hoped to assist the students, the e-sports creators and the institution to have a splendid collaboration with each other to fulfil the nation needs.

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