Abstract

Video game has developed into a potential medium capable of helping language students in learning. Role-playing Game, or known as RPG, is one of video game genres which has a potential as a medium for English foreign language (EFL) students’ language learning. This paper is intended to find the EFL students’ perceptions of the potential of RPG in their learning. Interview will be conducted to collect the data. This paper discusses the perception of EFL student to find the potential of RPG in their learning by using the themes of Bougonjon et al. (2009) that include learning opportunity, usefulness, experience, and ease of use. At the end of this paper, it is hoped that students will perceive RPG as a potential learning system for their language learning. It is expected that this paper could contribute toward the future study related to Role-playing Game and language learning.

Keywords: EFL Student’s perception, Role-playing Game, Potential