

**A SYSTEMATIC LITERATURE REVIEW ON VISUAL NOVEL AS AN
ENGAGING MEDIUM FOR LEARNING ENGLISH SKILLS**

OUTCOME BASED EDUCATION (OBE)

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FACULTY OF TEACHER TRAINING AND EDUCATION
UNIVERSITY OF LAMBUNG MANGKURAT
BANJARMASIN**

2024



LETTER OF ACCEPTANCE

April 18th, 2024

Dear Authors,

On the behalf of INTERACTION: Jurnal Pendidikan Bahasa board editors, we are pleased to inform you that your article with the title:

**“A Systematic Literature Review on Visual Novel as an Engaging Medium
for Learning English Skills”**

Written by:

“Athaya Rewanda Putri, Moh Yamin, Eka Puteri Elyani”

Has been **ACCEPTED** and will proceed to be publish in the next issue Volume 11, No.1, May 2024.

We congratulate you on your achievement. The technical issue about the publication will be informed later. Thank you very much for publishing in our journal.

Kindest Regards,

Editor-in-Chief of INTERACTION:Jurnal Pendidikan Bahasa



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Indexed by



LETTER OF APPROVAL

This is to certify that the journal article equivalent to the *Sarjana's* Thesis of Athaya Rewanda Putri, Reg. Number 1710117220041 entitle "A Systematic Literature Review on Visual Novel as an Engaging Medium for Learning English Skills" has been approved by the advisors for oral examination with the Outcome-based Education OBE Scheme.

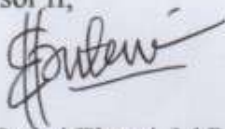
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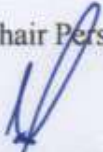
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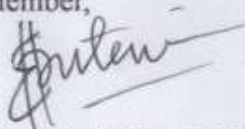
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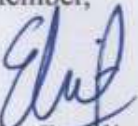
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**PERNYATAAN KEASLIAN TULISAN
(STATEMENT OF ORIGINALITY)**

Saya yang bertanda tangan di bawah ini:

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Apabila dikemudian hari terbukti atau dapat dibuktikan Skripsi ini hasil jiplakan, maka saya bersedia menerima sanksi atas perbuatan tersebut.

Banjarmasin, 4 Mei 2024

Yang membuat pernyataan,



Athaya Rewanda Putri

ABSTRACT

Putri, Athaya Rewanda. 2024. *A Systematic Literature Review on Visual Novel as an Engaging Medium for Learning English Skills*. English Language Education Study Program, Faculty of Teacher Training and Education, Lambung Mangkurat University, Banjarmasin. The first advisor: Dr. Moh. Yamin, M.Pd, and the second advisor: Eka Puteri Elyani, M.Pd.

Keywords: English Skills, Reading, Visual Novels

Visual novels represent an innovative approach to language learning, particularly in enhancing reading comprehension and expanding vocabulary in English. This qualitative research investigates the impact of visual novels on various language competencies, including reading comprehension, vocabulary expansion, and motivation for language learning. The research approach used in this study is qualitative and systematic literature review (SLR) method to identify and evaluate relevant studies on visual novel as an engaging media for learning English skills. The five previous studies that discuss similar topics were collected as a data collection tool. The data collected of previous studies used are in the range of 2015-2023. The study's findings indicate that visual novels serve as a promising and helpful tool for individuals seeking to improve their language skills. The findings highlight the numerous advantages of visual novels, such as increased motivation, better reading comprehension, and improved vocabulary acquisition. The study highlights the potential of visual novels as valuable tools in language education, emphasizing their ability to make language learning enjoyable, engaging, and applicable to real-life contexts. Through their narrative-driven gameplay and immersive multimedia elements, visual novels offer learners an interactive and captivating learning experience. The integration of cultural aspects within visual novels further enriches the language-learning process, fostering deeper engagement and meaningful connections with the language. Additionally, the structure of visual novels accommodates diverse learning styles and proficiency levels, promoting motivation among learners. Furthermore, the interactive aspect of visual novels offers learners an exciting environment for language acquisition that is both engaging and enjoyable.

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