CEFR VOCABULARY LEVEL FOUND IN GENSHIN IMPACT'S TEYVAT CHAPTER STORYLINE PREVIEW: TRAVAIL

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Abstract

Experts confirmed that vocabulary help learners acquire the four main language skill. Despite its critical role in learning a language, vocabulary is often underestimated and this resulted in confusion among learners about what vocabulary is suitable for their levels. Addressing this, CEFR was established and made the CEFR level vocabulary which are A1, A2, B1, B2, C1, and C2. This article aims to know what vocabulary level is used in the very first of Genshin Impact's trailer which has 16 million views, hence it will reveal what sort of CEFR vocabulary level needs to fully understand the context given in the trailer. Descriptive research was used and using the EVP (English Vocabulary Profile) as a tool to identify the vocabulary levels. The authors first convert words from spoken form to written form and then analyze them with EVP. A total of 449 of 492 words was found with all levels of CEFR vocabulary levels. While the most frequent is A1 (53%) and the least frequent C1 (3%) appeared. It is important to notice that C2 (5%) also appeared. Thus, it implies that viewers have at least a grasp of the C2 CEFR vocabulary level to fully understand the trailer.

Keywords: Vocabulary, CEFR Level, Genshin Impact, Game Trailer

INTRODUCTION

Vocabulary will always play a significant role in learning a foreign language. Learners who have a strong vocabulary will be able to master English and its four main skills, which are listening speaking, reading, and writing. In another word, If a learner aims to be fluent in English, he or she has to gain as much English Vocabulary as he or she can as it is one of the most critical components in English. According to Endarto and Subekti (2020) vocabulary is one of the important components of English language mastery. Further, Carter & McCarthy (2014) also stated that vocabulary is widely regarded as one of the most important aspects of language proficiency. Therefore, the more words are memorized, the more they become fluent in that language. Vocabulary, by definition, has three different meanings: total words available in language; all the words someone is familiar with or that are used in a certain book, subject, etc.; and words list along with their definitions (Honrby, 1995). Mastering vocabulary implies that learners have a deep understanding of vocabularies, including their meanings, spoken and written forms, grammatical behavior, word derivation, collocations, register (spoken and written), connotation or associations, and frequency (Thornbury, 2002). Vocabulary is often underestimated aspect in the L2 learning environment and that resulted in an inability to decide which vocabulary the learners already recognize and what realistic vocabulary targets for their levels are likely to have a negative impact on the learner's advancement in the chosen language, that is all too frequent in foreign language contexts. Likewise, failing to evaluate how well textbook vocabulary meets the necessities of learners frequently leads to a lack of learning. Fortunately, this issue has been acknowledged by CEFR (Common European Framework of Reference for Languages). The CEFR serves as a foundation for the creation of language

curriculums, standards, tests, textbooks, and other educational resources across Europe. It went into detail about what language learners need to learn in order to communicate in a language, including what knowledge and skills they need to gain in order to make progress effectively. (Council of Europe, 2001). The CEFR vocabulary framework explains the progression of vocabulary knowledge as learners gain proficiency. According to this, language learners should progress as they move through the CEFR levels. And their lexicons in the foreign language will eventually become increasingly large and complex. Further. As a learner's communicative competence grows, his or her vocabulary should grow in size and sophistication. The possibility for this as a diagnostic instrument is evident, so if vocabulary knowledge can be tested, learners may be quickly and simply matched to the proper CEFR level. Of course, such a test would not provide information on every element of language performance, but it could be a valuable basic measure in addition to providing a placement inside the framework for vocabulary knowledge (Milton, 2010). The diagnostic instrument for measuring the vocabulary level within CEFR criteria nowadays is available online at englishprofile.org called the English Vocabulary Profile (EVP). EVP gives trustworthy information on which words (and, more crucially, what meanings those words have) and phrases learners at each level of the Common European Framework (CEF) know and use. In addition to the words themselves, it contains data about phrases, idioms, and collocations. Users can generate word lists for every level by leaving the search box empty and choosing one of the levels; these can be filtered using the advanced search feature to find out what vocabulary or phrasal verbs specific learners know. There are versions in both British and American English, as well as audio pronunciation for all entries. Considering its features, the researcher use the tools to find what levels of CEFR vocabulary in Genshin Impact Teyvat Storyline Preview: Travail. This is the very first trailer of the game that reveals its storyline and has been viewed 16 million times. it is important to know what vocabulary level is used so that what specific level of learners or viewers can fully understand it.

METHOD

Descriptive research is used in this article means to explain a phenomenon and its characteristics and is more related to what happened rather than how or why it happened instead. This leads to observation and surveys as tools that are widely used to collect the data (Gall, 2007, as cited in Nassaji, 2015). Although data in these studies may be gathered qualitatively, it is commonly statistically analyzed, with frequencies, percentages, averages, or other statistical analyses used to identify relationships. (Nassaji, 2015). The observation data collection technique used in this article is analyzing monologues on the game trailer and converting them into the form of spoken to written. Then, Words are counted then analyzed each word and placed according to CEFR vocabulary level with EVP tools provided by the English Profile American English version.

RESULTS AND DISCUSSION

Results

CEFR Vocabulary Level
The vocabulary level criterion or vocabulary range announced by the Council of Europe is as follows:

Table 1. Vocabulary range from the Council of Europe (2001).

Level	Vocabulary Range

C2	Has a strong command of a wide range of vocabulary, including idioms and colloquialisms, and demonstrates an understanding of connotative levels of meaning.
C1	Has a strong command of a wide vocabulary, allowing gaps to be filled in with circumlocutions with little apparent searching or avoidance. excellent command of idioms and common phrases.
B2	Has a wide vocabulary for both topics that are specific to their field and those that are more general. Despite the ability to change the formulation to avoid repetition, lexical gaps can still lead to hesitancy and circumlocution.
B1	Has a sufficient vocabulary to communicate on most issues about his or her daily life, such as family, hobbies and interests, work, travel, and current events, with some circumlocutions
A2	Has a sufficient vocabulary to carry out regular, everyday transactions involving well-known circumstances and subjects. Has a sufficient vocabulary that is adequate for meeting their basic communication needs. Has good enough vocabulary to meet basic survival needs.
A1	Has a basic vocabulary of phrases and isolated words that are connected to specific real-world situations.

The Script

Table 2. Trailer script

No	Chapter	Monologue
1	Opening	We had no time to say goodbye, so let's not call it that. The war has already begun. It is just a continuation of past battles. The gods goad us on with the promise of their seven treasures. Rewards for the worthy. The doorway to divinity. Yet buried in the depths of this world lies smoldering remains, a warning to those that dare trespass. "That throne in the sky is not reserved for you" But mortal arrogation never stops. None will escape the flames. See for yourself.
2	Act. Prologue	The Outlander Who Caught the Wind The dragon who defended Mondstadt for a millennium finally faces his perturbation. What does freedom really mean, when demanded of you by a god?.
3	Act. I	Farewell, Archaic Lord The God of Contracts, senselessly slaughtered as his people watched on in horror. In the end, he will sign the contract to end all contracts.
4	Act. II	Omnipresence Over Mortals

		In the secluded land of the immortal Shogun, the Bakufu rules eternal. But what do mortals see of the eternity chased after by their god?.
5	Act. III	Truth Amongst the Pages of Purana The God of Wisdom's enemy is wisdom itself, and the oasis of knowledge is a mirage in the desert of ignorance. In the city of scholars there is a push for folly, yet the God of Wisdom makes no argument against it.
6	Act. IV	Masquerade of the Guilty The God of Justice lives for the spectacle of the courtroom, seeking to judge all other gods. But even she knows not to make an enemy of the divine.
7	Act. V	Incandescent Ode of Resurrection The rules of war are woven in the womb: the victors shall burn bright, while the losers must turn to ash. When the God of War shares this secret with the Traveler, it is because she has her reasons.
8	Act. VI	Everwinter Without Mercy She is a god with no love left for her people, nor do they have any left for her. Her followers hope only to be on her side when the day of her rebellion against the divine comes at last.
9	Act. Khaenri'ah	In the perpetual meantime of a sheltered eternity, most are content to live, and not to dream. But in the hidden corners where the gods' gaze does not fall, there are those who dream of dreaming. Some say a few are chosen and the rest are dregs, but I say we humans have our humanity. We will defy this world with a power from beyond.
10	Ending	Now, you who has set foot in this world. Your journey has reached its end, but one final doorway remains. Step forth, if you have understood the meaning of your journey. Defeat me, command me to step aside, show me that you are worthier than I to rescue her. Then, the threads of all fate will be yours to re-weave. My memory has all but faded completely, but I will always remember how much she too, loved these flowers.

The Analysis

Table 3. Number of words

Chapter	Words	Percentage
Opening	89	18.09%
Act. Prologue	30	6.10%
Act. I	28	5.70%
Act. II	28	5.70%
Act. III	48	9.75%
Act. IV	33	6.71%
Act. V	43	8.74%
Act. VI	43	8.74%
Act. Khaenri'ah	71	14.43%
Ending	79	16.05%
Total	492	100%

Table 3. CEFR Vocabulary Level

No	Chapter	Available Words	Unavailable Words	CEFR Level					
				A1	A2	B1	B2	C1	C2
1	Opening	84	5	44	10	15	11	1	3
2	Act. Prologue	25	5	10	7	4	4	1	1
3	Act. I	23	5	12	3	3	2	-	3
4	Act. II	23	5	12	2	1	-	-	6
5	Act. III	43	5	25	6	4	5	2	1
6	Act. IV	30	3	19	4	3	4	-	-
7	Act. V	35	8	19	7	5	3	1	-
8	Act. VI	41	2	22	8	4	4	1	2
9	Act. Khaenri'ah	67	4	34	7	10	8	5	3
10	Ending	78	1	42	13	10	9	1	3
Total		449	43	239	67	59	50	12	22
%		91.26%	8.74%	53%	15%	13%	11%	3%	5%

Discussion

Based on the result above, a total of 10 chapters were found in the game's trailer and a total of 492 words were converted from spoken to written form, resulting in the script shown above. The word spreads were more focused on the beginning and ending chapters. Continuing to the analysis of the CEFR vocabulary level. The authors found that not all the words are available on the EVP. There are 449 words available which make up 91.26% and the rest are not, which make 43 words or 8.74% to be precise. The authors' assumption, in that case, was not all the English vocabulary was used on the CEFR-related test. Hence, including every vocabulary possible is not necessary. Then, all levels of CEFR vocabulary were found on the game's trailer,

Which are A1, A2, B1, B2, C1, and C2. While A1 level is the most frequent and C1 level is the least frequent vocabulary used in the game's trailer, 53%, and 3% respectively. Even if the A1 levels dominated the vocabulary used, it is important to recognize that all vocabulary levels existed in the trailer. Therefore, a person that has some grasp of C1 and C2 CEFR vocabulary criteria will most likely have a deep understanding of the context being told or given in the game's trailer while a person below the CEFR vocabulary level criteria will most likely have a difficult time or takes more time to comprehend the trailer.

CONCLUSION

In conclusion, vocabulary is indeed one of the most important factors to master a language. A person who possesses a deep and rich understanding of vocabulary range will understand the context given on any occasion. Great vocabulary range means that he or she can understand it in the spoken and written form, as well as grammatical behavior, word derivation, word collocations, register (spoken and written), connotation or associations, and frequency. Those factors of vocabulary fall into what is called the CEFR vocabulary level which ranges from low to high as in A1, A2, B1, B2, C1, and C2 respectively. They categorized it to make learners clear views of what vocabulary to be studied next. In this article, the authors choose Genshin Impact's Teyvat Chapter Storyline Preview: travail as an object of observation and use EVP to search for CEFR level vocabulary used in that trailer. The authors found that 492 words all fall in every CEFR vocabulary level, with the A1 level being the most and the C1 level the least dominant vocabulary used. In addition, it is important to be aware that the C2 level also exists. Hence, this implies that a person needs to at least have a grasp understanding of C1 and C2 levels to fully understand the context given in the trailer.

ACKNOWLEDGMENTS

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