

## Role-Playing Games for Language Enhancement: A Linguistic Study of Baldur's Gate 3

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### ABSTRACT

*This study delves into the linguistic advantages presented by role-playing games (RPGs), with a particular focus on Baldur's Gate 3. Through a thorough examination involving content analysis and sixty hours of personal gameplay observation by the researcher, this research explores the linguistic components embedded within the game that contribute to skill improvement in areas such as vocabulary, grammar, comprehension, and pronunciation. The findings highlight notable enhancements across all linguistic aspects within the game environment. Exposure to a diverse range of lexical elements, including character names and quest-related terms, leads to significant vocabulary enrichment. Moreover, the navigation through the intricacies of non-player character (NPC) dialogues significantly enhances language interpretation abilities. The grammatically rich dialogues and precise pronunciation showcased through character voice acting further contribute to heightened grammatical proficiency and especially improved language articulation. Ultimately, the study underscores the very game, Baldur's Gate 3, as an effective tool for language acquisition, providing the researcher and the potential players with a multifaceted approach to honing their vocabulary, grammar, comprehension, and pronunciation skills. By revealing the specific linguistic features within the game and their corresponding benefits to the aforementioned linguistic skills, this research offers a comprehensive roadmap for individuals interested in utilizing role-playing games for language enhancement purposes.*

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## 1. INTRODUCTION

The immersive engagement with linguistic content of video game that encompasses textual narratives, subtitles, and dialogues is positively correlated with enhanced language learning capabilities. Specifically, engagement with the video game Baldur's Gate 3 will demonstrate significant improvements in vocabulary acquisition, grammar, comprehension, and overall language proficiency.

The term video game is a label that can cover a large area over a lot of different things. In all technicalities, there are a million different types of video games and each of them offer different functions as their own forms of media. The "game" part of the term has been around for so long that recently people debate upon its classification as a genuine interactive form of entertainment or only a mode of amusement devoid of any inherent skill component (Owen, 2016).

Nowadays, all kinds of video games are found in almost every home worldwide. However, these things did not appear out of nowhere, their origin started in a lab of scientists. One of these scientists is A.S. Douglas, a British professor, in 1952, created the OXO, also known as tic-tac-toe or noughts and crosses. In 1958, William Higinbotham created Tennis for Two using a large analog computer and featured moving graphics on an oscilloscope. In 1967, a prototype of a multiplayer, multi-program video game system that could be played on a television was invented by the developers at Sanders Associates, Inc., led by Ralph Baer. In 1983, the North American video game industry experienced a major "crash", also known as "The Video Game Crash." The

industry soon began to recover in 1985 when the Nintendo Entertainment System (NES) came to the United States. Until the era that most people know about, the Modern Age of Gaming came in 2005 and 2006 when the Microsoft's Xbox 360, Sony's Playstation 3, and Nintendo's Wii kicked off the modern age of high-definition (HD) gaming (Onion, et al., 2022). The variety of video game genres and subgenres continues to grow, especially as game developers find a way to blend and mix different types of games in unexpected and new ways. Recently, there are five of the most relevant video game genres or categories that players nowadays know and love: First, Sandbox, it is an open-ended mode that is associated with open environments, non-linear gameplay and player choices. Examples of sandbox games are Minecraft, The Sims, and Grand Theft Auto. Second, real-time strategy (RTS), the human and AI players control different factions and compete against each other in "real time." Examples of RTS games are Warcraft, Command & Conquer, and Age of Empires. Third, Shooter (First-person shooter and third-person shooter), an FPS simulates the first-person human viewpoint and a TPS simulates the perspective from behind of the character showing the surrounding environment. Examples of FPS games are Call of Duty and Half-Life, and the examples of TPS games are Gears of War and Fortnite. Fourth, Multiplayer Online Battle Arena (MOBA) shares many features with real-time strategy games. These games are commonly shown using a top-down perspective that emphasizes map and resource management, and real-time competition against enemy players. MOBA games prioritize multiplayer aspects such as teamwork. Examples of MOBA games are League of Legends, Smite, and Dota 2 (Pavlovic, 2020).

Last, Role-playing Games originate from pen-and-paper RPGs or tabletop (e.g. Dungeons & Dragons or Rolemaster). These are called traditional role-playing games and they have five basic elements: first, the ability to improve a character over the course of the game by increasing the levels and statistics. Second, a combat system that is menu-based with several choices of spells, skills, and active powers as well as an inventory system with wearable equipment. Third, a central quest that runs throughout the game as a storyline and additional (and usually optional) side quests. Fourth, The ability to interact with the environment or storyline through additional abilities (communication skills, lock picking, disarming traps etc.) and last, the existence of certain character classes that define the characteristics, skills, abilities, and spells of a character (e.g. wizard, thief, warrior, etc.). Modern and hybrid RPGs do not necessarily have all of these elements, but usually feature one or two in combination with elements from another genre (Rouse, 2020).

However, in video game RPGs, the role of the "game master" who acts as both the referee and the narrator is automated due to the game being played on a computer with the assistance of the computer's artificial intelligence (AI). Additionally, a fundamental part of old-school RPGs is the development of a central storyline. Most RPGs that are set in fictional worlds with sci-fi or traditional fantasy elements incorporate features such as choosing a race (e.g. dwarf, elf, human, orc, etc.) that affect the characters' in-game characteristics, abilities, and choices. Moreover, in traditional RPGs, there is a clear set of rules that guide how characters can interact with the environment. This is usually implemented with the use of a die that players roll to determine whether an action (striking an enemy or fleeing from combat or persuading a character in a dialogue) was successful. Correspondingly, video game RPGs share many of the traditional features, only that they are now automated and played behind the screen (Rouse, 2020).

Unlike the shooter genre that only has two sub-genres (FPS and TPS), the RPG genre has many sub-genres or sub-categories. These are the Action RPGs (ARPG), Strategy RPG, Adventure RPG, and Multiplayer Online Role-playing Game (MMORPG). The chronology of the most important events in the domain of video games in the Philippines depicts a complex story. It encompasses the development of Filipino game studios and the incorporation of worldwide gaming trends in the country. However, there is a clear difference, as important events in history often do not align with the growth of local gaming interests.

In the early 1980s, video games experienced an unusual ban during Ferdinand Marcos' rule. Making the Philippines the first country in the world to enforce such a restriction. However, this strict period did not last very long and ended along with Marcos' removal in 1986. As the gaming scene evolved, Japanese video game companies began setting up branches in the Philippines in 1992, fostering opportunities for cultural collaboration. The end of the 1990s and the start of the 2000s brought about a time of increasing creativity. This was ignited by ID Software's Quake and the subsequent emergence of independent game studios around the globe. Anito Games was established in 2001, played a pioneering role as the first Filipino game studio, setting the stage for future advancements. Additionally, the year 2003 saw the introduction of Anito: Defend A Land Enraged, the first Filipino-developed role-playing game, contributing to the diversity to the country's gaming offerings. In the middle of the 2000s, Anito Mobile came onto the scene. It was concentrating on mobile games, in sync with the worldwide trend of gaming on portable devices. Moreover, at the same time, the formation of the Game Developers Association of the Philippines in 2007 directed a united endeavor to nurture a lively gaming community. This era also saw the launch of influential games such as Ragnarok Online and Defense of the Ancients, both of which played a role in shaping the gaming identity of the country.

In the following years, there was a blending of global gaming trends and contributions from the Philippines. The video game Farmville gaining worldwide acclaim in 2009 happened around the same time as the launch of League of Legends. Additionally, the Manila Game Jam, organized by IGDA Manila in 2010, emerged

as a significant platform for local game developers. The gaming scene continued to progress with the introduction of DOTA 2 in 2013 and the founding of Ubisoft Philippines in 2016. As the years passed, the story became intertwined with the worldwide esports scene. The 2019 SEA Games in the Philippines became a historic occasion as esports earned recognition as a medal event. Furthermore, Filipino game developers and global gaming trends exist side by side, adding to the diverse narrative of video game history in the Philippines.

Language enhancement refers to a multifaceted domain focusing on various processes and strategic approaches designed to cultivate and refine language skills. It spans beyond improvement of linguistic excellence, extending its scope to the augmentation of communication skills, cognitive refinement, linguistic performance optimization, and the exploration of augmentative and alternative communication methodologies. Put differently, the term broadens its scope to reflect not only a proficiency in language mechanics but also a holistic development that includes critical thinking, enhanced cognitive functions, and the fostering of problem-solving abilities through purposeful language-based exercises. This perspective acknowledges the interplay between linguistic aptitude and cognitive knowledge, highlighting the importance of a well-rounded approach to language enhancement that goes beyond the surface-level aspects of vocabulary and grammar.

The general principles of language competence serve the linguistic skills. They mainly considered this fact in the applied development of the aforementioned linguistic skills. A special argument that both of them also pushed forward is that there is a principled meaning between interpretation and meaning. The researcher believes that interpretation of videogames' texts and the meaning they convey can be extremely beneficial when it comes to learning or enhancing the linguistic skills through gaming. Additionally, the titular topic of this study is *Baldur's Gate 3*, a video game under the genre of RPGs. The game is developed and published by Larian Studios as the third main installment in the "*Baldur's Gate*" series.

*Baldur's Gate 3* is set in the aforementioned *Dungeons & Dragons (D&D) Forgotten Realms* campaign setting. It features a party-based RPG in an isometric perspective and utilizes the 5th Edition Ruleset of the tabletop game it is based on. Moreover, the game's story begins with an outbreak of a dangerous ailment known as the "Mind Flayer tadpole" which infects the main characters that drive the central narrative. The players are encouraged to form an adventuring party of fellow players or AI as companions. Together, they are to explore the fantasy world and embark on epic quests and level up in experience. BG3, at its heart, is a D&D game that focuses heavily on storytelling. The 5th Edition ruleset and the dice are just guides that help the player along. Everything, from dialogue choices to combat decisions are entirely based on the player's decision.

Since its release on the third of August, the game has been dubbed as the "best" in the genre. Many video game developers have tried to make games in the D&D universe but struggled to compete with the freedom the tabletop games have. However, Larian Studios' take on the series surpassed and achieved another level. *Baldur's Gate 3* is one of the first games to reach the freedom of a tabletop D&D session. Players can, at times, feel as if the game has been purposefully built to reflect every decision the player makes, combined with the voice-acted and scripted cinema-like sequences.

The following section of the introduction focuses on the conceptual and theoretical frameworks used in this study. The first one is the RPG, which stands for "Role-Playing Game," is a genre of video gaming where players take on the personas of characters within a fictional world or universe. Within this framework, players engage in activities such as creating narratives, developing characters, and making choices that have an attitude on the game's progression. RPGs can manifest in numerous formats, digital video games, encompassing tabletop games, and live-action role-playing (LARP).

RPGs exhibit several key characteristics. The experience revolves around the players engaging in character creation, sculpting unique in-game personas with distinct attributes and personalities to represent them in the game world. These games often feature intricate narratives, where player decisions shape the unfolding plot, guided by a game master in tabletop RPGs or a game engine in video games. Character advancement is also a common feature, with characters earning experience points or similar rewards as they complete missions, conquer challenges, or meet objectives, resulting in improved abilities and gear access. Encounters involving combat or obstacles are prevalent, requiring characters to utilize their skills and equipment to overcome hurdles, with combat mechanics ranging from turn-based to real-time. Player choices carry weight, affecting the storyline, character relationships, and game outcomes, while exploration leads players to discover new game world elements and locations as they progress.

In summary, RPGs serve as a platform conducive to profound narrative engagement, character evolution, and consequential decision-making. This solidifies their enduring popularity and sustained allure within the domains of gaming, language acquisition, and entertainment.

*Baldur's Gate 3* is set in the aforementioned *Dungeons & Dragons (D&D) Forgotten Realms* campaign setting. It features a party-based RPG in an isometric perspective and utilizes the 5th Edition Ruleset of the tabletop game it is based on. Moreover, the game's story begins with an outbreak of a dangerous ailment known as the "Mind Flayer tadpole" which infects the main characters that drive the central narrative. The players are encouraged to form an adventuring party of fellow players or AI as companions. Together, they are to explore the fantasy world and embark on epic quests and level up in experience. BG3, at its heart, is a D&D game that focuses

heavily on storytelling. The 5th Edition ruleset and the dice are just guides that help the player along. Everything, from dialogue choices to combat decisions are entirely based on the player's decision. Since its release on the third of August, 2023, the game has been dubbed as the "best" in the genre. Many video game developers have tried to make games in the D&D universe but struggled to compete with the freedom the tabletop games have. However, Larian Studios' take on the series surpassed and achieved another level. Baldur's Gate 3 is one of the first games to reach the freedom of a tabletop D&D session. Players can, at times, feel as if the game has been purposefully built to reflect every decision the player makes, combined with the voice-acted and scripted cinema-like sequences.

The Game-based Learning Theory emphasizes that incorporating game elements and principles into educational contexts can significantly boost engagement, motivation, and the retention of knowledge among learners. It highlights the notion that games serve as potent tools for facilitating the acquisition of new skills and knowledge. By applying this theory, the researcher will assess how Baldur's Gate 3 aligns with these principles and its potential to contribute to language skill development.

The Transfer of Learning Theory centers on the transferability of knowledge and skills acquired in one context to another. It underscores the importance of designing learning experiences that foster the practical application of acquired knowledge beyond the immediate classroom or gaming environment. In the analysis, it will be explored how Baldur's Gate 3 may facilitate the transfer of linguistic skills, examining how the language abilities honed within the game may extend to real-world language proficiency.

The Cognitive Theory in the context of video games recognizes that language acquisition is not an isolated phenomenon. It transpires within the dynamic interplay of perceptual input, cognitive processes, situational context, and motor responses. Subsequently, the researcher within this area delves into how players employ cognitive resources to respond and understand in-game language, achieve their objectives, and navigate virtual environments.

Content analysis in this particular study offers the researcher a means to explore the different linguistic content or linguistic element that is present within the game. It will incorporate in the way that it helps in the assessment of the potential impact of Baldur's Gate 3 on English language skill enhancement.

Paired with the content analysis, observation in this study focuses on how the researcher interacts with the different linguistic content (challenges, decisions, etc.) within Baldur's Gate 3. It is mainly a participant observation wherein the researcher actively engages in the "playthrough" of the video game being studied. In short, the researcher becomes the participant and it allows for a firsthand and a more immersive experience and understanding of the video game. In the context of role-playing games (RPGs), this theory supports the idea of the use of language within Baldur's Gate 3 that can provide an authentic and rich environment for language learning. The researcher will engage in meaningful situations in-game such as conversations, negotiations, and navigating problem-solving scenarios. More importantly, Stephen Krashen proposes that this hypothesis highlights the importance of exposure to meaningful language input.

The study aims to explore the potential of *Baldur's Gate 3* as a tool for enhancing linguistic skills, delving into its features and their impact on language acquisition. Central to this endeavor is an in-depth examination of the game, focusing on its design elements and how these contribute to language learning. The study seeks to identify and describe specific features of *Baldur's Gate 3* that can enhance the researcher's language skills. Building on this, it will analyze how these features contribute to improvement in four key areas: vocabulary expansion, comprehension, grammatical accuracy, and pronunciation. Additionally, the study will examine the prerequisites for effective language learning and how these are cultivated throughout the gameplay experience. With these findings, the research aims to craft a practical guide that demonstrates how *Baldur's Gate 3* can be used as an innovative tool to enhance the four core language skills, offering insights for both players and educators alike.

## 2. METHODS

The study employed a qualitative content analysis method, focusing on the linguistic components embedded in *Baldur's Gate 3*. Content analysis was particularly suitable for this research due to its ability to capture and interpret the linguistic data present in the game's dialogues, quests, and character interactions. By systematically analyzing these elements, the researcher through the study identified patterns that contributed to linguistic skill enhancement. This design allowed for a detailed examination of in-game language features that supported vocabulary growth, grammatical improvement, and better comprehension and pronunciation skills.

Acknowledging the researcher's dual role as both the player and analyst, measures were taken to reduce bias. These included pre-determined criteria for linguistic features to be observed (e.g., specific NPC dialogue patterns, vocabulary frequency, and grammatical constructs). The researcher also maintained objectivity by using

an objective checklist and by adhering to strict note-taking procedures and avoiding subjective interpretations during gameplay. This approach allows the findings to reflect the in-game linguistic data accurately.

Furthermore, employing qualitative methods, the observation used was instrumental in gaining profound insights into how the researcher perceived, engaged with, and derived knowledge from the game. In addition to observation, the study incorporated mixed-methods approaches, combining observational studies and content analysis. This hybrid approach aimed to meticulously observe and document player interactions and learning experiences within the video game. The analysis extended to in-game text, dialogue, and subtitles, shedding light on the game's effectiveness as an English language learning tool. Additionally, it was imperative to consider the role of personal experiences of the researcher in the research process. While the researcher's own experiences with the video game provided valuable context and insights, it was essential to maintain objectivity and transparency throughout the study. Therefore, the researcher will document their experiences with the game in an appendix or a separate section, clearly outlining personal observations from empirical finding. The chosen source of data for this research was the video game Baldur's Gate 3, which offered a rich and complex environment for the study. There was a difficulty that encompasses various aspects, such as complex gameplay mechanics, steep learning curves, or even physical barriers that posed a challenge to the researcher when studying the linguistic content of the game.

Baldur's Gate 3 was the exclusive focal point of this study, allowing for an in-depth exploration of its intricacies in linguistic content and the experiences of the researcher who engaged with it. Furthermore, developed and published by Larian Studios, the game benefits from the studio's reputation for creating immersive and engaging role-playing games. It was set in the Dungeons & Dragons (D&D) universe, providing a rich backdrop of lore, characters, and gameplay elements that can be explored and analyzed. This connection to the D&D universe not only offered a vast array of narrative and gameplay possibilities but also connected the game to a well-established and passionate fan base. In addition to these points, it was worth noting that Baldur's Gate 3 has garnered significant attention and critical acclaim since its release by winning the Game of the Year Award in 2023, making it a relevant and timely subject for research, especially in a language study. Its popularity and the challenges it presented to the researcher made it a compelling choice for an in-depth investigation into accessibility issues within the context of video games. Further exploration of Baldur's Gate 3 provided valuable insights into the intersection of learning the English language and proving that the game had enough linguistic content to be an effective constructive tool in learning a language.

In this research, data was collected through the utilization of content analysis. This approach enabled the researcher to thoroughly examine various linguistic elements within Baldur's Gate 3, including but not limited to text, dialogue, subtitles, and more.

**Table 1**

*Data Gathering Tool for Analysis of Linguistic Content/Features within Baldur's Gate 3*

| <b>Element</b>   | <b>Specific Content From Baldur's Gate 3</b>   | <b>Linguistic Aspect</b>                                | <b>Enhancement</b>                         |
|------------------|--|---|--|
| In-game dialogue | <b>Lae'zel:</b> Abomination. This is your end.<br><b>Narrator:</b> *Your head throbs and your skin tingles. Visions rush past: a dragon's wing, a silver sword – and a flash of your face seen through the strange woman's eyes.*<br><b>Lae'zel:</b> My head. What is this... ngh.<br><b>Lae'zel:</b> Tsk'va. You are no thrall – Vlaakith blesses me this day! Together we might survive.<br><b>Dialogue options given to the player:</b><br>1. What made you think I was a thrall?<br>2. Who are you?<br>3. We need to figure out where we are.<br>4. What do you suggest? | Vocabulary<br>Grammar<br>Pronunciation<br>Comprehension | Expanded<br>Improved<br>Refined<br>Refined |

The goal was to identify the linguistic skills that were improved with these elements, such as vocabulary, grammar, comprehension, and pronunciation. Employing this method ensured a comprehensive and streamlined data collection process, as illustrated in the following example table above.

**Table 2**

*Data Gathering Tool for the Prerequisites for Effective Language Learning*

| <b>Subject</b> | <b>Linguistic Skills</b> | <b>Attitudes</b> | <b>Motivation</b> | <b>Engagement</b> |
|----------------|--------------------------|------------------|-------------------|-------------------|
| Researcher     | High                     | Positive         | High              | Very Engaged      |

|                 |                     |                 |                                 |
|-----------------|---------------------|-----------------|---------------------------------|
| Moderate<br>Low | Neutral<br>Negative | Moderate<br>Low | Somewhat Engaged<br>Not Engaged |
|-----------------|---------------------|-----------------|---------------------------------|

This table showcased the prerequisites or the skills and knowledge had for the researcher to be able to play Baldur's Gate 3 while gathering data and conducting observation. These aforementioned prerequisites had a probability of either increasing or decreasing throughout the data gathering and observation stages.

An observation checklist was developed based on key linguistic categories recognized in language acquisition research, including vocabulary, grammar complexity, comprehension, and pronunciation. These elements were chosen because they are fundamental to improving language skills and they tied in very closely to the prerequisites for effective language learning, and are easily measurable in the context of game dialogue, quests, and character interactions. Observations were logged according to pre-determined criteria, ensuring consistency in the data collection process.

**Table 2**

*Data Gathering Tool for the Prerequisites for Effective Language Learning*

| Linguistic Element  | Observation Criteria  | Yes | No | Remarks  |
|---|---|-----|----|--|
| <b>Vocabulary</b>   |   |     |    |  |
| Unique vocabulary terms encountered in dialogues and quests.            | Did the player encounter at least 5 new words per gaming session?                           | /   |    | Encountered terms like "druid," "artifact," and "tiefling," enriching vocabulary related to fantasy. |
| Use of context clues to understand unfamiliar words                     | Were new terms understood based on the context provided by NPCs or quests?                  | /   |    | Most unfamiliar words were understood from the narrative or character actions.                       |
| Introduction of specialized or fantasy-related terminology.             | Did the game introduce terms related to the game world (e.g., item names, character roles)? | /   |    | Many new terms related to game lore (e.g., "Mind Flayer," "Githyanki") were introduced.              |
| <b>Grammar</b>  |   |     |    |  |
| Use of varied sentence structures in dialogues.                         | Did NPC dialogues demonstrate a mix of complex and simple sentence structures?              | /   |    | NPCs used a mix of simple, compound, and complex sentences, reflecting different speech patterns.    |
| Correct use of grammatical rules (tense, subject-verb agreement, etc.). | Were the sentences in NPC dialogues grammatically correct?                                  | /   |    | No noticeable grammar errors were found; dialogue was syntactically sound.                           |
| <b>Comprehension</b>  |   |     |    |  |
| Ability to follow and understand quest instructions.                    | Did the player successfully interpret the objectives and instructions of quests?            | /   |    | Quests were clearly communicated, with instructions easy to follow and complete.                     |
| Understanding of NPC dialogue and responses.                            | Was the player able to fully comprehend NPC interactions without difficulty?                | /   |    | NPC dialogue was understood without difficulty, even during complex discussions.                     |
| <b>Pronunciation</b>  |   |     |    |  |
| Clear and correct pronunciation of words by characters.                 | Did the characters' voice acting demonstrate correct pronunciation of words?                | /   |    | Characters (voice actors) pronounced words clearly, enhancing comprehension.                         |
| Exposure to varied accents or dialects through voice acting.            | Did the game expose the player to different English accents (e.g., British, American)?      | /   |    | The game featured different accents (e.g., British and American) that diversified exposure.          |

An observation checklist is used during the gameplay sessions and became the basis for the prerequisites, detailing the specific linguistic components observed, such as vocabulary use, grammar structures, dialogue comprehension, and pronunciation accuracy. These linguistic skills are further explained through the findings section.

The data collection involved sixty hours of gameplay observation. Each session was meticulously logged, with specific attention paid to the frequency and nature of linguistic interactions—such as dialogues with non-player characters (NPCs), vocabulary used in quest logs, and the pronunciation and grammatical structures presented through voice acting, etc. A detailed record of these elements was kept to ensure transparency and replicability of the findings. This structured approach ensured that the data collection remained consistent and comprehensive across all sessions.

The research endeavor started with a comprehensive playthrough of *Baldur's Gate 3*, a thorough exploration that involved the meticulous examination of the video game's linguistic content and its potential to enhance a variety of linguistic skills. This multifaceted investigation focused solely on the observation done by the researcher using content analysis. Additionally, this encompassed several intricate elements, including scrutinizing in-game text, meticulously analyzing subtitles, and delving deep into the rich tapestry of both audio and text-based dialogues. These features were parallel to this study's objectives.

Regardless of the researcher relying solely on personal observation of the game and its content—as there was no requirement for additional participants other than the researcher themselves, the anonymity and confidentiality of data are presented in this study, if necessary, and with coherence to the research aims and objectives. Strict rules were followed to maintain the integrity and ethical standards of the study.

Furthermore, the study has incorporated sufficient measures to mitigate the potential risks or discomforts associated with the topics under investigation. The researcher acknowledged the potential negative effects stemming from extended exposure to video games, including but not limited to addiction or vision impairment. In order to address these concerns, the researcher was obligated to obey responsible gaming practices, including moderate gameplay duration and regular breaks to prevent prolonged exposure. Moreover, the researcher was encouraged to report all and any discomfort or negative effects experienced while conducting the study.

Following the culmination of data gathering from the researcher's immersive journey with *Baldur's Gate 3*, the specific linguistic content within the video game underwent a rigorous classification process. This classification will involve organizing the content into distinct groups, based on the potential linguistic skills they might enhance and whether such enhancements can be readily observed or not, thus leading to a nuanced and in-depth understanding of the game's linguistic impact.

As the researcher was the sole observer of the gameplay sessions, there was a potential for a conflict of interest. To mitigate this, a structured observation checklist was employed along with the tool on observing the prerequisites for effective language learning to ensure that the data gathered was focused on measurable, objective linguistic elements such as vocabulary usage, grammar structures, and pronunciation. Additionally, efforts were made to ensure that all observations were consistent across different gameplay sessions. While there were no additional researchers directly observing alongside the researchers, the data collection method followed a predefined structure to minimize the subjectivity inherent in self-observation.

The researcher, as a Bachelor of Arts in English Language student, possesses the necessary qualifications and academic training to conduct linguistic analyses, particularly in the areas of vocabulary acquisition, grammar comprehension, and pronunciation. The academic background, coupled with direct experience in language studies and research methodologies, equips them with the capability to perform detailed linguistic observations. Future research could involve multiple observers to further validate the findings and minimize the conflicts of interest.

In the context of *Baldur's Gate 3*, the treatment of data began with an extensive phase of data gathering. This involved conducting a content analysis and making careful observations as the researcher immersed themselves in this captivating virtual world. This initial phase was crucial, as it established the foundation for a subsequent and more detailed layer of content analysis.

Following the initial data acquisition, the contents drawn from *Baldur's Gate 3* went to a comprehensive analysis. More importantly, this phase involved another round of meticulous scrutiny. This focuses on the deliberate attention on identifying specific linguistic elements that aligned with the research objectives within the gameplay.

During this analysis, the researcher thoroughly extracted linguistic content, of which carefully highlighting its significance. Furthermore, this content was then tested to unravel the intricate interplay of features that involve words within the game. The analysis aimed to distinguish the impact of these elements on the researcher's linguistic skills, pinpointing areas of enhancement, development, or potential neglect.

This classification of linguistic elements served as a crucial guide, leading to an understanding of the linguistic dynamics that shaped the game's rich narrative and immersive experience. Additionally, through this methodical process, the researcher gained valuable insights into the ways in which language and narrative intertwine in the world of gaming, ultimately enriching the gameplay experience for both players and English language learners.

The data for this study was primarily sourced from the video game *Baldur's Gate 3* and the researcher who have played it, ensuring legal and ethical access to the game. The researcher actively engaged with the game by playing it, and data was collected directly from this gameplay experience. This data encompasses both specific linguistic content, as well as general content in the form of images captured during the gameplay.

In this study, the researcher also served as the sole participant. Given that no external participants were involved, traditional ethical considerations—such as informed consent, voluntary participation, and anonymity—did not apply in the same manner as in studies involving other individuals. However, steps were taken to address any potential conflicts of interest or ethical concerns associated with self-participation. Specifically, the research employed a predefined and objective observation checklist, focusing solely on measurable linguistic elements, to minimize subjective bias during gameplay. The observation process was carried out in a structured and replicable manner to ensure transparency and consistency.

Although the research does not involve external participants, ethical transparency is maintained through the researcher’s self-awareness of potential bias as both a player and observer. To mitigate this, a structured and replicable process for observing and analyzing the gameplay experience was followed. Additionally, the research ensures that personal data, such as gameplay records, is treated with confidentiality.

While the researcher participated in the study, the nature of the research—analyzing linguistic elements in a game—did not involve any interventions, risks, or manipulations that would typically raise ethical concerns about voluntary participation.

Furthermore, it was important to emphasize that the research process was driven by well-defined research objectives. Only those aspects of the game that directly contribute to achieving these research goals were utilized in the study. This selective approach ensured that the data collected remained relevant and aligned with the study's purpose.

It was crucial to note that the outcomes of this research are intended exclusively for educational purposes. *Baldur’s Gate 3*, being a versatile RPG game, offered a diverse range of content catering to players with varying motivations. However, this study represented a pioneering effort, focusing specifically on whether the game furnished sufficient linguistic content to serve as an effective and constructive tool for learning the English language.

### 3. RESULTS AND DISCUSSION

The findings from the gameplay observations revealed a wide range of linguistic benefits associated with playing *Baldur’s Gate 3*. Notable improvements were observed in vocabulary acquisition, as the researcher was introduced to a variety of lexicons through character interactions and quest terminology. Furthermore, the game's NPC dialogues are not only rich in grammatical structure but are also delivered with clear pronunciation, enhancing the player’s language comprehension and articulation.

More importantly, it is important to note that while the researcher’s involvement as the primary player may introduce subjective elements, the structured approach to gameplay observation minimizes the potential for bias. Each observation was carefully documented, focusing on measurable linguistic outcomes such as vocabulary variety and syntactic complexity. Furthermore, during the comprehensive playthrough of *Baldur’s Gate 3* undertaken by the researcher, encompassing a minimum duration of sixty hours, the results obtained using content analysis coupled with observational methods demonstrated a wealth of valuable data that predominantly align with the objectives of the study. It is reiterated that the primary aim of this investigation was to substantiate that *Baldur’s Gate 3*, as a role-playing game, offers a sufficient abundance of linguistic material conducive to facilitating the teaching, learning, or enhancement of English language proficiency among learners/players.

#### 3.1. Results

This section under discussion pertained to the "features" present within *Baldur’s Gate 3*, specifically focusing on linguistic content. These features encompass various forms including textual elements, dialogues, narrations, language variations, and others, all contributing to linguistic content.

In order to maintain alignment with the primary objectives of the study, the researcher has opted to categorize these linguistic features into four distinct classifications: vocabulary, comprehension, grammar, and pronunciation. Each of these classifications will be presented upon the table below. Bear in mind that this part was purely for the identification of linguistic features within the game and the discussion of each part will be on the later pages.

**Table 4**  
*Features of Baldur’s Gate 3 that enhanced vocabulary*

| Category   | Linguistic Features  |
|------------|--|
| Vocabulary | Character Names and Terms<br>Character Creation<br>Cultural and Historical (in-game) Vocabulary<br>Quest-Specific Vocabulary<br>Dialogue Options |



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Item and Spell Names and Descriptions  
Skill and Ability Descriptions

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In the vocabulary category, it encompassed various arrays of lexical items employed within the game. These comprised of character names, geographical locales, item and skill names and descriptions, skill and ability descriptions, historical allusions, quest-related vocabulary, and the diverse array of dialogue options available to the researcher. As an example, players encountered distinctive characters such as Astarion, Shadowheart, and Lae'zel, along with significant locations such as Baldur's Gate, The Underdark, and terminology associated deep within the game's lore, such as the Illithids.

**Table 5**

*Features of Baldur's Gate 3 that enhanced comprehension*

| <b>Category</b> | <b>Linguistic Features</b>  |
|-----------------|---|
| Comprehension   | Understanding NPC Dialogue<br>Following Quest Instructions/Tutorials<br>Grasping Narrative Context<br>Item and Skill Descriptions<br>Character Creation<br>Loading Screen Tips<br>In-game Documents |

Comprehension represented the researcher's adeptness at understanding the dialogic exchanges with NPC (non-player characters). This applied at adeptly following directions pertaining to quests and instructions, and grasping the overarching narrative through dialogues. Furthermore, the researcher is tasked with grasping the intentions of these NPCs, comprehending the objectives of quests, assimilating contextual background to effectively advance within the game.

**Table 6**

*Features of Baldur's Gate 3 that enhanced grammar*

| <b>Category</b> | <b>Linguistic Features</b>  |
|-----------------|---|
| Grammar         | Sentence Structure<br>Verb Conjugations<br>Pronoun Usage<br>Agreement |

Grammar pertained to the structuring and utilization of linguistic content within dialogic interactions in BG3. This covered ensuring the correctness of sentence structures, the proper employment of pronouns, the harmonization between subjects and verbs, and the precision of verb conjugation. The researcher was constantly and consistently presented with grammatically sound dialogues throughout the playthrough, thereby augmenting a seamless narrative milieu.

**Table 7**

*Features of Baldur's Gate 3 that enhanced pronunciation*

| <b>Category</b> | <b>Linguistic Features</b>  |
|-----------------|---|
| Grammar         | Sentence Structure<br>Verb Conjugations<br>Pronoun Usage<br>Agreement |

Pronunciation encompassed the oral dimension of dialogue, encapsulating character voice enactments and the accurate enunciation of proper nouns and other lexical items. More importantly, voice actors conveyed lines with apt accents, intonations, and emphasis, thereby elucidating character traits and emotions. Lucid pronunciation served as a cornerstone for player comprehension and deep-seated immersion within the game's context.

The next segment of this paper was subdivided into three parts to align with the tripartite narrative structure of the game. These segments encompassed significant portions of gameplay in a sequential manner, making them ideally suited for delineating the prerequisites attained by the researcher over the course of the sixty-hour playthrough of Baldur's Gate 3. More importantly, each of these prerequisites emphasized the development of linguistic skills, attitudes, motivation, and engagement throughout the course of the game.

**Table 8**  
*Researcher’s Observation of Act 1 through Act 3 in Baldur’s Gate 3*

| Participant  | Linguistic Skills | Attitudes | Motivation | Engagement   |
|--------------|-------------------|-----------|------------|--------------|
| <b>Act 1</b> |                   |           |            |              |
| Researcher   | Moderate          | Positive  | High       | Very Engaged |
| <b>Act 2</b> |                   |           |            |              |
| Researcher   | High              | Positive  | High       | Very Engaged |
| <b>Act 3</b> |                   |           |            |              |
| Researcher   | High              | Positive  | High       | Very Engaged |



Throughout Act 1, spanning an estimated fifteen to twenty hours of gameplay, the researcher's self-assessment yielded generally favorable outcomes. The researcher, a Bachelor of Arts student majoring in English Language, commenced Act 1 of Baldur’s Gate at a moderate level of linguistic proficiency, as delineated in the preceding table.

Based on the researcher's observation of the second act of Baldur's Gate 3, the continuation and augmentation of the linguistic skills, attitudes, motivation, and engagement introduced in the preceding act were enhanced and continued. Consequently, the outcomes were largely consistent with those observed in the prior act. The primary factor contributing to the researcher's sustained positive evaluation pertained to the narrative aspect.

The third and final act of Baldur's Gate 3 represents the peak of the researcher's journey, continuing the positive development of linguistic skills, attitudes, motivation, and engagement. What distinguishes this act is its definitive conclusion, ending the researcher’s interaction with the game world—a notable departure from the usual open-ended structure of most RPGs.

The guide developed from the findings of this study serves as a comprehensive reminder to players of Baldur's Gate 3. It focuses on encouraging them to engage with the game in a way that not only enhances their four linguistic skills—vocabulary, pronunciation, grammar, and comprehension—while also preserving the game's raw and natural flow (the way the game is intended to be played). In other words, guide aims to strike a balance between purposeful linguistic development and maintaining the authenticity of the gaming experience, ensuring that the enjoyment of the game remains intact while still offering educational benefits. For detailed instructions and further insights, access to the guide is provided below via a QR code and is also attached in the appendices.

**Table 9**  
*Guide in using Baldur’s Gate 3 for language learning*

| <b>Level Up English: A Gamer’s Guide with Baldur’s Gate 3</b>   |  |
|---|--|
| <p>LEVEL UP ENGLISH: A GAMER'S GUIDE<br/>WITH BALDUR'S GATE 3</p>  |  |

**3.2. Discussion**

Every one of these linguistic skills assumed a pivotal role in configuring the linguistic content within BG3, enhancing the researcher’s linguistic skills through play with effort in classifying each linguistic features to their corresponding skills. In the following part of the paper, these features are discussed further.

For the vocabulary section, Baldur’s Gate 3 incorporated various vocabulary that are used within the game, including but not limited to names, locations, cultural and historical references (in-game), quest related terms, and dialogue options. In language learning context, these aspects of the game not only served to immerse

the researcher in the fantasy world, but also to provide opportunities for language learning and enhancement (Seli & Santosa, 2022).

**Table 10**

*Character names and locations observed in Baldur's Gate 3*

| <b>Character Names and Locations</b> |   |
|--------------------------------------|---|
| Character Names                      | Astarion, Gale, Karlach, Lae'zel, Shadowheart, Wyll, Halsin, Minthara, Jaheira, Minsc (Boo), Withers, Owlbear<br>Cub, and Scratch   |
| Locations                            | Baldur's Gate, Etlurel, Candlekeep, Waterdeep, Moonrise Towers, Underdark, Druid's Grove, Hell, Sorcerer Sundries, Elfsong Tavern, Astral Prism, Faerûn, Blighted Village, etc. |

The inclusion of both in-game and real-world names and locations afforded the researcher an avenue to transcend reliance solely on conventional language. Serving as an augmentation to the researcher's vocabulary bank, these distinct terms facilitated the enlargement of the researcher's lexicon and the refinement of language proficiency.

Restating that the primary objective of this investigation revolved around assessing whether the linguistic elements within Baldur's Gate 3 contributed to the enhancement of players' English language proficiency. Within the context of character names and geographical locations, these linguistic components functioned as reference points for the researcher.

Baldur's Gate 3 encompassed over a hundred characters, including playable characters and non-playable characters (NPCs), along with numerous distinct locations. To accurately identify a specific entity within the game, the researcher needed to retain the associated terminologies, namely, the names of characters and locales.

An illustrative instance of this phenomenon pertained to an NPC named Scratch, a dog that was encountered near the location Blighted Village. Subsequently, upon locating Scratch, the researcher utilized the potion Speak with Animals to engage in discourse with the canine, eventually extending an invitation for Scratch to accompany the researcher in their camp as a pet.

These lexical elements, encompassing names and locales, remained ingrained within the researcher's memory owing to the distinctive nature of the gaming experience, thereby aligning with the underlying objective of enriching one's lexicon, whether by design or happenstance, through gameplay (Kozlova, 2021).

**Table 11**

*Character Creation observed in Baldur's Gate 3*

| <b>Character Creation</b> |  |
|---------------------------|--|
| Character Races           | Elf, Tiefling, Drow, Human, Githyanki, Dwarf, Half-Elf, Halfling, Gnome, Dragonborn, Half-Orc                            |
| Character Classes         | Barbarian, Bard, Cleric, Druid, Fighter, Monk, <u>Paladin</u> , <u>Ranger</u> , <u>Rogue</u> , Sorcerer, Warlock, Wizard |
| Background                | Acolyte, Charlatan, Criminal, Entertainer, Folk Hero, Guild Artisan, Noble, Outlander, Sage, Soldier, Urchin             |

The character creation feature of Baldur's Gate 3 exposed the researcher to fantasy terminology imbued with unique lore, serving both role-playing and immersion objectives. Primarily encompassing races, classes, and backgrounds, these terms significantly enrich the researcher's vocabulary within and beyond the game's fantastical realm.

Baldur's Gate 3 boasted one of the most intricately detailed character creation systems within the RPG genre. Illustrated in the table above are the primary attributes of a customizable character available to players. The researcher finds this resource invaluable, as despite the generalized depiction, it aids in fostering a sense of familiarity with their custom character.

Drawing from personal observation and experience, the researcher selected the human race to maintain proximity to reality. Humans are the most common face in the world of Faerûn, they are known for their tenacity, creativity, and endless capacity for growth. Moreover, the race afforded proficiency in weaponry, armor, and skills aligned with the researcher's preferred playstyle.

With a plethora of classes to choose from, the researcher acknowledged the necessity of retaining and incorporating these options into their vocabulary for future endeavors, particularly considering class changes. Initially opting for the fighter class, the researcher was enticed by the perk of having mastered the art of combat while wielding weapons with unmatched skill and wearing armour like a second skin.

Deliberating on the background of the custom character, the researcher was confronted with a variety of options, some familiar yet uncommon in everyday language. Given the character's established human and fighter attributes, the chosen background must seamlessly fit. Consequently, the researcher selected the Folk Hero background, embodying the champion of the common people, challenging tyrants and monsters to protect the helpless. Saving innocents in imminent danger will make your legend grow.

The diverse array of choices in Baldur's Gate 3's character creation process introduced novel vocabulary to the researcher, such as "charlatan" and "tenets." The game's approach to introducing these terms was straightforward, with text-heavy screens facilitating ease of comprehension. Another vital point of why remembering the words mattered was because of how the researcher's choices affected the character they were going to use during the tens of hours long journey (Zhang et al., 2017).

**Table 12**

*Cultural and Historical Vocabulary and Quest-specific Vocabulary observed in Baldur's Gate 3*

| <b>Cultural and Historical (in-game) Vocabulary</b>   |
|---|
| The Sundering, Bhaalspawn, Time of Troubles, Spellplague, Netheril, Mystra, Grand Design, Illithids, The Zhentarim, The Harpers, The Guild, etc.  |
| <b>Quest-specific Vocabulary</b>  |
| Shadowheart's Quest, Mysterious Artefact, Githyanki Eggs, Astarion's Amulet, Wyll's Pact, Druid Grove Ritual, Halsin's Cure, Hell's Rebellion, Seeking Zevlor, Unravleing the Cult Conspiracy, Rescuing Mayrina, etc. |

The references to fantasy elements, both the quest-specific vocabulary and the cultural and historical events helped the game's narrative. The terms use in-game, these specific words can also be used in real-world, which entailed a very useful source of vocabulary expansion. Exploring these references provided the researcher insights to the game's history, mythology, and cultural symbolism. Additionally, these fostered a deeper understanding of English language and literature.

Based on the researcher's observation of over a sixty-hour gameplay, the words depicted in the aforementioned table represented only a fraction of the extensive lexicon employed within the game. These terms primarily functioned as mnemonic devices, aiding in recalling the significance of items and quests within the narrative framework and character development.

For instance, the Illithids, portrayed as monstrous humanoid aberrations with ambitions of world domination within the setting of BG3, served as the primary antagonists driving the storyline. Consequently, whenever the researcher encountered the term "Illithid," its contextual meaning within the game's narrative was readily understood.

The game predominantly utilized these terms to introduce and elaborate upon its lore. However, this lore was intricately interwoven with the narrative without direct exposition. To delve deeper into the lore, the researcher was required to engage with in-game texts, scrolls, and books. Through this immersive reading experience, the researcher's vocabulary naturally expanded with each encounter, further enriching their understanding of the game world and its intricacies.

**Table 13**

*Item and Spell Names and Descriptions observed in Baldur's Gate 3*

| <b>Item and Spell Names and Descriptions</b>   |
|--|
| <b>Potion of Angelic Slumber:</b> Drink to fall into a two-turn slumber. Unless interrupted, you gain the benefits of a Long Rest. One of the few ways for elves to experience sleep. Other methods include taking narcotics and being hit very hard with a chair. |
| <b>Everburn Blade:</b> Silent flames surge the lengthe of the blade as soon as it clears the scabbard.   |
| <b>Eldritch Blast:</b> Conjure 2 beam(s) of crackling energy.  |
| <b>Moonbeam:</b> Call down a beam of light that damages any creature that enters the beam or starts its turn in the light. You can use an action to move the beam 18m.   |

Item and spell names and descriptions often provided the researcher on the appearance and uses of various in-game objects. The new terms these provided are related to materials, effects, and enchantments. Additionally, the descriptive language used in these items expanded the researcher's vocabulary. Taking the Potion of Angelic Slumber as a primary example, the researcher, equipped with experience in the game and a comprehensive

understanding of its workings, recognized the significance of reading the description of this specific item, particularly in critical situations.

In combat scenarios, the utilization of this potion induces a two-turn slumber upon one of the researcher's playable characters. Given the considerable duration of two turns in combat, the potion's usage necessitated careful consideration and an intimate knowledge of its effects. Consequently, comprehending both the potion's name and the nuances of its description was imperative for both in-game strategy and vocabulary enrichment.

Baldur's Gate 3 featured an extensive array of thousands of items and spells. While striving to retain and recall every detail was deemed essential, it proved to be a near-impossible task. Throughout the researcher's playthrough, a lack of familiarity with the names and effects of these items could potentially result in missed opportunities to sway the outcomes of both combat encounters and narrative progression.

Hence, the researcher diligently endeavored to read each item and spell they encountered, thereby augmenting their vocabulary through this continual exposure and exploration.

**Table 14**

*Skill and Abilities Descriptions observed in Baldur's Gate 3*

| <b>Skills and Abilities Descriptions observed in Baldur's Gate 3</b> |   |
|--|---|
| Abilities  | <p><b>Strength:</b> Influences your chance to land a hit (attack roll) and your damage with Strength-based weapons. It affects the distance you can Jump and the weight you can carry.</p> <p><b>Charisma:</b> Bards, paladins, sorcerers and warlocks use Charisma as their spellcasting ability - the likelihood spells will land.</p>  |
| Skills   | <p><b>Arcana:</b> Arcana is knowledge of magic and its applications, useful for interacting with enchanted items or powerful spells.</p> <p><b>Animal Handling:</b> Animal Handling is equal parts empathy and knowledge, allowing you to gain the trust of wild creatures. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver.</p> |

Skill and abilities are the unique capabilities and talents of a character in BG3. The researcher chose and improved these throughout the playthrough to enhance the characters in interactions, exploration, and combat.

The descriptions of these terms contained terminologies related to specialization, proficiency, and utility. More importantly, engaging with these terms helped the researcher understand the nuances and mechanics of the characters, as well as being able to apply the vocabulary on other features of the game.

Utilizing the researcher's character as a foundational example, it is noteworthy that the character embodied both human race and the proficiency of a fighter. The ability of Strength stood as the character's primary ability, carrying significant implications within the game dynamics. Understanding its essence (it influences the chance to land a hit and the amount of damage it gives) held paramount importance in devising strategies for character advancement throughout the gameplay experience.

Moreover, among the skills available, the researcher's character possesses proficiency in Athletics, a skill pivotal for executing physical movements such as climbing, jumping, and swimming. Given the character's human lineage and martial prowess as a fighter, proficiency in Athletics assumed a crucial role in navigating through various challenges encountered within the game world.

Much like the previous features discussed, this part was essential for the researcher's character growth. The words needed to be remembered and understood for it to work effectively. It may be a forceful way to introduce new words to the researcher, but it was extremely successful.

Similar to the aforementioned features, this aspect constituted a cornerstone in the researcher's character development journey. The comprehension and retention of pertinent vocabulary associated with these attributes and skills are imperative for the effective utilization of the character's capabilities. While the introduction of new terminology may initially appear forceful, its incorporation into the gameplay proved to be immensely successful in facilitating the researcher's vocabulary and strategic growth within the game environment.

**Table 15**

*Dialogue Options observed in Baldur's Gate 3*

| <b>Dialogue Options</b>  |
|--|
| <p><b>Generalized:</b> Persuade, Intimidate, Lie, Charm, Diplomacy, Insight, Aggressive, Friendly, Sarcastic, Investigate, Flirt, Beg, Command, Suggest, and Eavesdrop.</p>  |
| <p><b>Dribbles the Clown:</b> Tell me – what makes <i>you</i> special?</p> <ol style="list-style-type: none"> <li>1. My courage: I do something even if it scares me.</li> <li>2. I treat everyone around me with kindness.</li> </ol> |

- 
3. My strength, of course. I won't let anything stand in my way.
  4. There's something unique about my... brain.
- 

**Ketheric Thorm:** Perhaps you hoped to learn your place in history before you are erased from it. A bright flash of clarity before the snuffing-out.

1. I just want to be free of my parasite.
  2. I'm here to snuff out this whole evil plot – and you along with it.
  3. And what is my place, Ketheric?
  4. Why is the Prism so important to you?
- 

**Nine-Fingers Keene:** If we take a little tribute in return, or tie strings of service to those we help, well – what of it? So long as we're working as one, it all runs quick, quiet, and clean.

1. That's a very utopian way of saying you're a gang of petty thugs.
  2. I'd trust the Guild over the City Watch and the Flaming Fist any day.
  3. And what is it the Guild wants?
- 

The dialogue options represented various responses and choices available to the researcher during conversations with NPCs (non-playable characters). Most of the dialogue interactions in the game gave new words to expand the researcher's vocabulary.

Furthermore, these choices mattered (see the three examples in the figure above), they change the course of the narrative and create and shape the researcher's character's personality, motivations, and relationships with other characters, adhering to the soul of a "role-playing" game.

In the table provided above, a dialogue excerpt featuring a character named Dribbles the Clown is depicted. His inquiry, "Tell me — what makes you special?" instigated a sense of introspection within the researcher, prompting them to reflect not only on their character's past exploits within the game but also on their own attributes and qualities.

Subsequently, four dialogue choices are presented: courage, kindness, strength, or a literal assessment of the character's brain state (a tadpole was inside the character's head). Regardless of the option chosen by the researcher, it directly influenced Dribbles the Clown's subsequent response, thereby engendering an immersive and engaging dialogue experience in BG3. Concurrently, these interactive dialogue choices serve as opportunities for the researcher to encounter and internalize new vocabulary within the game context.

The integration of dialogue options into the vocabulary enhancement mechanism seamlessly complemented the subsequent comprehension phase. Furthermore, this distinctive linguistic feature of the game significantly impacted the narrative trajectory through the researcher's character decisions.

The Proficiency in comprehending and discerning the meanings of these words held the potential to either facilitate or hinder the emergence of unique in-game scenarios, thus underscoring the pivotal role of language proficiency in navigating the intricacies of the game's narrative landscape.

Ultimately, the vocabulary component of *Baldur's Gate 3* as seen in the tables presented and discussed, facilitated a robust language learning experience, owing to its plethora of word sources—both novel and familiar.

These diverse sources provided the researcher with ample opportunities to augment their vocabulary, cultivate contextual comprehension, actively engage with language, and apply acquired knowledge in real-world contexts. Through the immersive gameplay and interactive dialogue options, the game served as an effective platform for linguistic exploration and enrichment, fostering a deeper appreciation for language acquisition within the dynamic realm of gaming.

The findings reveal that *Baldur's Gate 3* provides substantial opportunities for vocabulary enrichment. Players are exposed to a wide range of unique and specialized terms, particularly related to the game's lore and fantasy elements (e.g., "Mind Flayer," "Githyanki," "artifact"). This exposure aids in expanding the player's lexical knowledge beyond everyday language use.

This finding was consistent with Seli and Santosa (2020), which discussed how role-playing games, through immersive environments, introduce players to new vocabulary. The study highlighted that RPGs help learners acquire domain-specific language in context, similar to the findings in this research.

The implications of this result were significant for language acquisition in non-traditional learning environments. The integration of RPGs like *Baldur's Gate 3* into educational settings could help learners enhance their vocabulary, particularly in specialized contexts such as fantasy and storytelling. Future studies could explore how students react to specialized vocabulary and whether such games are effective tools for long-term vocabulary retention.

In *Baldur's Gate 3*, comprehension is intricately intertwined with various elements such as dialogue, quest instructions, tutorials, narrative exposition, item and spell descriptions, as well as in-game documents.

These aforementioned components collectively contributed to providing researchers with a profound sense of immersion within the world of Faerûn, while concurrently furnishing them with substantial textual

information. This information necessitated comprehension in order to effectively increase the overall level of understanding experienced by the researcher.

**Table 16**

*NPC Dialogue observed in Baldur's Gate 3*

| <b>Understanding NPC Dialogue</b>  |  |
|--|--|
| <b>Auntie Ethel:</b> Lads, for the love of all that is holy, I've never clapped eyes on your poor sister.  |  |
| <b>Johl:</b> Drop the act, hag. You was the last to see Mayrina.   |  |
| <b>Demir:</b> Just let her go. Please.   |  |
| <b>Auntie Ethel:</b> Thank goodness you're here, sweetie. I – I don't know what's come over these boys.  |  |
| <b>Narrator:</b> Wisdom (Insight): *Auntie Ethel's face creases with false concern. You realise she's lying about seeing this girl, Mayrina.*  |  |
| <b>Demir:</b> Stop this! We... we won't ask again.   |  |
| <ol style="list-style-type: none"> <li>1. How about you all just calm down. What's going on here?</li> <li>2. Lower your weapons. I know this lady.</li> <li>3. <b>You're lying; you have seen this girl.</b></li> <li>4. This is nothing to do with me. Goodbye.</li> </ol> |  |
| <b>Auntie Ethel:</b> You were supposed to rush to my defence, love. Fat lot of good you are. Some advice? You ever darken my door, you'd best have that head bowed and an apology at the ready. *disappears*   |  |
| <b>Johl:</b> She could shoot fireworks out of her backside for all I care; the hag has Rina.   |  |
| <ol style="list-style-type: none"> <li>1. <b>Will someone please tell me what's going on?</b></li> <li>2. Well, good luck with that.</li> </ol>  |  |
| <b>Demir:</b> We haven't seen her since, and no good ever came from dealing with a hag.  |  |
| <ol style="list-style-type: none"> <li>1. <b>Let me – I'll bring Mayrina home.</b></li> <li>2. You're on your own. I have enough problems.</li> <li>3. I'm sorry. I wish you luck in finding her.</li> </ol>   |  |

The provided NPC dialogue intricately weaved together character dynamics, plot progression, player agency, and worldbuilding to create a fine example for comprehension through compelling narrative experience. This, as well as all the other examples taken from BG3 are considered to be the standard experience for most players, however, the game features a choice-based dialogue system. This means that not every player chooses the same exact dialogue options to get the same resulting scenarios.

Using the table as an example, understanding the context and the meaning of the words behind Auntie Ethel's deceptive facade, Johl's aggressive accusations, and Demir's desperate plea, the researcher gained insights into each character's personality, motivations, and relationships. Auntie Ethel's manipulation set the stage for a conflict surrounding the disappearance of the two brothers' sister, Mayrina, immediately drawing the researcher into the mystery at hand.

As the researcher navigated the dialogue options presented to them, they are given agency to shape the direction of the conversation and potentially alter the course of the narrative. These choices not only allowed the researcher to role-play as their character but also provide a sense of immersion and investment in the game world. Furthermore, references to hags and the ominous warning about dealing with them hint at the broader lore and dangers within the game world, enriching the researcher's understanding of the setting.

Overall, the provided NPC dialogue effectively enhanced comprehension in English through its nuanced portrayal of character dynamics, plot development, and interactive storytelling elements. By immersing the researcher in a scenario fraught with tension and conflict, the dialogue prompted them to engage with complex language structures and vocabulary.

**Table 17**

*Quest and Tutorials observed in Baldur's Gate 3*

| <b>Quest and Tutorials</b>       |   |
|----------------------------------|---|
| Quest Name: Rescue the Tieflings | <b>Objectives:</b><br><b>Speak to the tieflings.</b> <ul style="list-style-type: none"> <li>• Bex thanked us for reuniting her with her lover, Danis.</li> <li>• Rolan thanked us for saving his family.</li> <li>• The tieflings arrived safely in Last Light. We should speak to them.</li> </ul> |
| Tutorials                        | <b>Highlight Items:</b> Highlight nearby items, making it easier to find loot. Press Left Alt to highlight lootable containers.   |

---

**Party View:** You can see inventories of all party member in the Party View. Press Tab to open Party View. Press Left Ctrl and click to select multiple items.  
**Camp Supplies:** Be sure to collect food and drinks. You will need them to restore your health and resources when taking a Long Rest.

---

The quest instructions and tutorials provided offered valuable guidance and support for the researcher as they navigate through the Baldur’s Gate 3, enhancing comprehension in English through clear objectives and informative tooltips. The quest objectives were structured logically, with each step building upon the previous one, reinforcing the narrative progression.

By detailing specific interactions with NPCs and locations, such as speaking to the tieflings and meeting them in Last Light, players are given a clear sense of direction and purpose within the quest.

Furthermore, the inclusion of tutorials serves to familiarize players with essential game mechanics and controls, such as highlighting items, accessing the party view, and managing camp supplies. This was also a huge part of comprehending what was being read or heard as well as understanding how the game worked to the researcher’s advantage.

Overall, the quest instructions and tutorials worked synergistically to support the researcher in their journey, promoting comprehension in English through contextualized guidance and practical assistance just as presented in the table above — which was only few of many.

**Table 18**

*Narrative Contexts observed in Baldur’s Gate 3*

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**Grasping Narrative Context**

---

**Tav:** What’s going on with that rune? Looks unstable somehow.

**Narrator:** \*You approach the sigil on the stone. Magic glitters and swirls from it erratically, as if malfunctioning. It looks slightly dangerous.

1. Touch the sigil.
2. Leave

**Gale:** A hand? Anyone?

1. Who are you?
  2. Slap the hand.
  3. [STRENGTH] *Grab the hand and pull.*
  4. *It’s far too dangerous. Leave him to his fate.*
- 

**Lord Enver Gortash:** The Iron Throne. A ruin from the city’s dark past that could become a template for a brighter future. It is a most useful tool for motivating my Gondian workforce – key to the construction of the Steel Watch that keep the city safe. But like all tools, the moment it ceases to be useful, I will break it. Thanks to your trespassing, that moment may have come.

**Lord Enver Gortash:** Return to the city, Find Orin, and claim her Netherstone as you agreed to do. And then I will forget this transgression.

**Narrator:** \*Your conscience pricks – you did agree to an alliance, after all. But then again, what honour need there be with someone like Gortash?\*

**Narrator:** \*Your mind turns to the Gondian hostages, bound in fear, their futures hanging by a thread in Gortash’s web.\*

1. *Dock at the Iron Throne.*
  2. *Turn the submersible around and retreat.*
- 

Presented in the table above, the scene unfolds with the researcher’s character noticing an unstable rune, which set the stage for potential danger or mystery. The narrator's description of the magic swirling erratically adds to the sense of tension and uncertainty.

As the researcher delved deeper into the scene, they are presented with a series of choices, each revealing different facets of the characters' personalities and motivations. Gale's call for help highlighted a sense of urgency and possibly camaraderie among the characters.

Meanwhile, Lord Enver Gortash's commanding presence introduces a more authoritarian figure whose words carry weight and consequence. The narrative further deepened as Lord Gortash discussed the Iron Throne and his motivations, revealing a complex character with ambitions that may not align with traditional notions of honor. The mention of the Gondian hostages added a layer of moral complexity, as the player must weigh their allegiance to agreements made against the well-being of innocent lives.

These examples from Baldur’s Gate 3 were the perfect examples of comprehension through grasping the narrative context of the game. Ultimately, the researcher is faced with a pivotal decision: whether to dock at the



Iron Throne as instructed by Lord Gortash or to retreat. This choice encapsulated the broader themes of loyalty, morality, and the consequences of one's actions within the narrative world.

Overall, these examples demonstrated a compelling blend of fantastical elements, character-driven storytelling, and moral dilemmas, inviting the reader to engage with the narrative on multiple levels as they navigate through the branching pathways of the story.

**Table 19**

*Item and Spell Descriptions observed in Baldur's Gate 3*

| <b>Item and Spell Descriptions</b> |  |
|------------------------------------|--|
| Items                              | <p><b>Lute:</b> Many a bard's first instrument, the lute is heard in taverns all across Faerûn.</p> <p><b>Adamantine Scale Mail:</b> The Wearer of this Item gains: All incoming damage is reduced by 1. Attackers can't land Critical Hits on the wearer. Disadvantage on Stealth rolls.</p> <p><b>Soul Coin:</b> Strange, incomprehensible whispers emanate from this coin, pervading your mind with rage and despair.</p>   |
| Spells                             | <p><b>Sunbeam:</b> This spell allows spellcasters to project a beam of light, Blinding and dealing Radiant damage to everything in its path. You can then use Recast Sunbeam on subsequent turns without expending a Spell Slot.</p> <p><b>Detect Thoughts:</b> This spell allows spellcasters to telepathically link to unprotected minds and hear the thoughts of targeted creatures while talking to them.</p> <p><b>Speak with Animals:</b> This spell allows spellcasters to understand and talk to beasts and animals for a day.</p> |

Within the context of a study aimed at enhancing English comprehension through the exploration of Baldur's Gate 3, these item and spell descriptions offered rich material for analysis and interpretation, facilitating a deeper understanding of both language and narrative elements within the game. Through the observation of the researcher, these descriptions offered them development of their vocabulary and grasp nuanced meanings, as well as hone their ability to infer context and draw connections between textual elements.

The lute, a beloved instrument among bards, symbolizes the cultural tapestry of Faerûn, its melodies echoing through taverns and tales alike, weaving stories and memories wherever it is played. In contrast, the Adamantine Scale Mail presented a formidable piece of armor, imbued with protective properties that render its wearer nearly impervious to harm, yet at the cost of stealth, emphasizing the age-old trade-off between defense and agility on the battlefield. The enigmatic Soul Coin, shrouded in whispers of rage and despair, hints at a darker power, its true nature obscured yet undeniably potent, suggesting both temptation and peril to those who possess it.

Turning to the spells, Sunbeam emerged as a radiant manifestation of power, allowing spellcasters to wield light as a weapon, blinding foes and dealing radiant damage with its searing brilliance. The ability to recast it without expending additional spell slots underscored its versatility and strategic potential in prolonged conflicts, offering the researcher a beacon of hope or a scourge to adversaries depending on their intentions. Detect Thoughts, on the other hand, delved into the intricacies of the mind, granting access to the innermost thoughts of other NPCs' telepathic connection, a double-edged sword that can unveil truths or breach privacy with equal ease, highlighting the ethical dilemmas inherent in such invasive magic. Last, Speak with Animals opened up a realm of communication between spellcasters and the natural world, bridging the gap between humanity and beasts for a fleeting moment, fostering understanding and cooperation.

Overall, the item and spell descriptions in Baldur's Gate 3 served as invaluable tools for English comprehension enhancement based on the researcher's sixty-hour playthrough, offering them a wealth of linguistic and narrative material to explore, analyze, and interpret. Through engagement with these descriptions, the researcher not only developed their language skills but also deepened their understanding of Baldur's Gate 3 and its underlying themes, enriching their overall gaming experience.

**Table 20**

*Character Creation observed in Baldur's Gate 3*

| <b>Character Creation</b> |   |
|---------------------------|---|
| Character Races           | Elf, Tiefling, Drow, Human, Githyanki, Dwarf, Half-Elf, Halfling, Gnome, Dragonborn, Half-Orc |

|                   |  |
|-------------------|--|
| Character Classes | Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Warlock, Wizard             |
| Background        | Acolyte, Charlatan, Criminal, Entertainer, Folk Hero, Guild Artisan, Noble, Outlander, Sage, Soldier, Urchin |

In the context of improving English comprehension in this part of the study, exploring character creation options in games like Baldur's Gate 3 was an immersive and effective method. The diversity of character races, classes, and backgrounds not only provided the researcher with choices for their in-game characters but also presented a wealth of linguistic material to analyze and interpret.

As an example, the variety of character races introduced players to different cultural and societal contexts within the world of Faerûn. By reading about each race's characteristics and abilities, the researcher expanded their vocabulary as they encountered terms like "Tiefling," "Drow," and "Githyanki," prompting them to learn and understand new words in the process. Moreover, delving into the lore and history of each race enhanced reading comprehension skills, as the researcher needed to absorb information about their origins and roles. Similarly, the selection of character classes offered a wide range of classes and skill sets, each with its own unique abilities and attributes. As the researcher read through class descriptions such as "Barbarian," "Rogue," and "Sorcerer," they encountered specialized terminology related to fantasy tropes and gameplay mechanics. Analyzing these descriptions required understanding complex sentences and identifying key information, fostering critical reading skills essential for comprehension.

Additionally, the background options provided for character creation's deepened immersion by offering the researcher insight into their custom character's backstory and motivations. Exploring backgrounds like "Charlatan," "Folk Hero," and "Sage" required interpreting character traits and narrative hooks, encouraging the researcher to engage with descriptive language and infer connections between their chosen backgrounds. Overall, character creation in games like Baldur's Gate 3 served as a dynamic platform for improving English comprehension skills. By engaging with diverse races, classes, and backgrounds, the researcher not only expanded their vocabulary, but also enhanced reading comprehension, and developed critical thinking abilities, all while immersing themselves in the rich lore and narrative of the game. Through this interactive process, the researcher created personalized characters and sharpened their language skills in an engaging and immersive context.

**Table 21**

*Loading Screen Tips observed in Baldur's Gate 3*

| <b>Loading Screen Tips</b>  |
|---|
| Shoving foes into chasms may kill them instantly – but could cost you precious loot.                          |
| Edge panning speed can be set or disabled in the Game section of the Options Menu.                            |
| Both the living have plenty to say, but corpses won't be inclined to speak to their killers.                  |
| Standing in dark areas obscures you, making it harder for enemies to hit you or spot you when you are hiding. |
| Need a bit of magic to turn the tides? Scrolls allow you to keep extra spells on hand.                        |
| Use Middle Mouse Button + Move Mouse Right or Move Mouse Left to rotate the camera.                           |

Throughout the researcher's playthrough of BG3, the loading screen tips offered a unique opportunity to enhance English comprehension skills through practical gaming advice and in-game mechanics. Each tip provided the researcher with valuable insights into gameplay strategies and mechanics while presenting linguistic challenges that encourage active engagement and interpretation.

The first tip introduced the researcher to a tactical decision: shoving foes into chasms. This tip not only offered strategic advice but also presented a scenario that required the researcher to weigh the potential benefits and drawbacks. By exploring the consequences of such actions, the researcher expanded their vocabulary by encountering terms like "chasms" and "precious loot," while also honing their ability to analyze complex situations and make informed decisions.

The subsequent tip addressed game customization options, specifically edge panning speed, found within the Options Menu. This tip served as a practical instruction, guiding the researcher to adjust game settings according to their preferences. By familiarizing themselves with terminology like "edge panning" and "Options Menu," players strengthened their understanding of complicated sentences and gaming interfaces, and navigation while building their technical vocabulary.

The third tip delved into the game's narrative and world-building, reminding players of the distinction between living characters and inert corpses. This tip not only reinforced immersion but also introduced the researcher to the concept of environmental storytelling. By analyzing the language used to convey this information, the researcher deepened their comprehension of narrative elements and character interactions within BG3.

Overall, loading screen tips in Baldur's Gate 3 served as valuable resources for improving English comprehension skills within a gaming context. By presenting practical advice, narrative insights, and gameplay mechanics, these tips engaged the researcher in active learning experiences that fostered vocabulary expansion, critical thinking (comprehension), and strategic decision-making. Through interaction with these tips, the researcher not only enhanced their language proficiency but also deepened their understanding and enjoyment of the game.

**Table 22**  
*In-game Documents observed in Baldur's Gate 3*

**In-game Documents**



Throughout the researcher's observation, there were a vast amount of in-game documents from Baldur's Gate 3, such as books, newspapers, and scrolls. They offered an immersive and enriching opportunity to enhance English comprehension skills within the context of BG3. Each document presented a unique blend of narrative, lore, and gameplay information, providing the researcher with valuable insights into the game's universe while presenting linguistic challenges that encouraged active interpretation and analysis.

Books within the game often contain detailed accounts of historical events, mythical creatures, or magical spells, offering the researcher the chance to delve into the rich lore. In the example given above, it was a document of an account of Dwarvish lore. By reading these books in-game, the researcher encountered specialized terminology related to fantasy literature, such as "arcane rituals," "eldritch creatures," and "forbidden knowledge," expanding their vocabulary and comprehension of complex concepts within the Faerun.

Newspapers like the one presented above (Baldur's Mouth) found in Baldur's Gate 3 provided glimpses into the societal and political landscape of the game world, especially the location of Baldur's Gate. These featured articles on current events, rumors, and scandals. Analyzing these documents required the researcher to infer context, identify biases, and discern fact from fiction, honing their critical reading skills and fostering a deeper understanding of the game's narrative themes and conflicts.

Overall, in-game documents in Baldur's Gate 3 served as additional resources for improving English comprehension skills within a gaming context. Through interaction with books, newspapers, scrolls, and other texts, the researcher not only deepened their understanding of the game's lore and narrative but also strengthened their vocabulary, critical thinking, and analytical abilities. By engaging with these documents, the researcher embarked on a sixty-hour journey of discovery and learning that enriched their gaming experience while simultaneously enhancing their language proficiency.

These findings aligned with Flemons (2020), which emphasized the role of narrative-driven games in improving comprehension. That study found that RPGs, by providing deep narrative experiences and decision-based outcomes, compel players to process and understand language in a way that is akin to real-world

communication. It also suggested that comprehension was enhanced through tasks that require players to interpret instructions, conversations, and textual information.

These results suggested that RPGs like *Baldur's Gate 3* can serve as powerful tools for improving comprehension skills in a language learning context. Educators could utilize the game's dialogue trees and quest instructions as practical exercises to improve students' listening and reading comprehension. This approach also held potential for learners of English as a second language (ESL), as they could benefit from engaging in conversations that simulate real-life communication in a controlled, immersive environment. Future research might explore whether comprehension gains from RPGs translate into improved language performance in non-gaming contexts.

In the context of grammar, the linguistic features identified within *Baldur's Gate 3* as closely correlated with improvements in grammar included sentence structures, verb conjugations, pronoun usage, and agreement. These features were discerned through meticulous observation and content analysis, facilitating their identification with considerable ease and comprehension when approached with due diligence.

**Table 23**

*Sentence Structure observed in Baldur's Gate 3*

| <b>Sentence Structure</b>  |   |
|----------------------------|---|
| Simple Sentences           | "You have lived a life of violence and sin."<br>"I want to talk about all that's happened to us."<br>"Why is he called the Prince of the Comet?"  |
| Compound Sentences         | "It will serve you well. 'A Study of the Slayer', penned by Jon Irenicus. It's one-of-a-kind, so do try to keep it away from the inevitable bloodbath."<br>"Two words – Guild business. Only an idiot gets between them and their shipments."<br>"You have stolen lives and broken families." |
| Complex Sentences          | "If you hadn't saved me from that mob, I'd be penning a Guide to the Afterlife, based on first-hand experience." "Excuse the interruption, Captain, but can I pay for the father's berth?"<br>"If you ever have children, you'll understand what you've done for us."                         |
| Compound-complex Sentences | "Are you here for Waveservant Holli's funeral? It's already started – they're just inside."<br>"You are asking the impossible! Gyronetics require a steady hand and a sharp gaze – I can barely keep my eyes open. I need to rest."   |

The researcher's observations of the sentence structures from *Baldur's Gate 3* provided an excellent opportunity to enhance English grammar skills across a spectrum of sentence structure complexity levels.

Simple sentences, such as "You have lived a life of violence and sin," conveyed clear and direct messages, enabling the researcher to grasp the meaning easily while encountering descriptive language that enriched their understanding of grammar and vocabulary.

Compound sentences, like "It will serve you well. 'A Study of the Slayer,' penned by Jon Irenicus. It's one-of-a-kind, so do try to keep it away from the inevitable bloodbath," combined two independent clauses with coordinating conjunctions, offering the researcher nuanced information about an in-game item while challenging them to follow multiple ideas within a single sentence.

Complex sentences, such as "If you hadn't saved me from that mob, I'd be penning a Guide to the Afterlife, based on first-hand experience," introduced dependent clauses that provide context and conditionality, encouraging players to parse the relationship between clauses and infer meaning from contextual cues.

Compound-complex sentences, like "Are you here for Waveservant Holli's funeral? It's already started – they're just inside," weaved together multiple independent and dependent clauses, offering the researcher rich information within a single sentence, requiring them to track concurrent events and understand the nuances of dialogue and interpersonal interactions.

Overall, through active engagement with the diverse sentence structures found within the researcher's observation of *Baldur's Gate 3*, they not only delved deeper into the intricacies of the game's narrative but also underwent a transformative process of improving their English grammar skills.

By navigating through a range of sentence complexities, from simple to compound-complex, the researcher honed their ability to understand nuanced syntax, thereby refining their capacity to extract meaning from context with greater precision.

Furthermore, this immersive experience served also as a catalyst for vocabulary expansion, as the researcher encountered a plethora of specialized terminology and descriptive language within the dynamic world of the game.

Through this multifaceted approach to language acquisition, the researcher not only gained a deeper appreciation for the rich tapestry of storytelling within Baldur's Gate 3 but also emerges with heightened linguistic proficiency, especially the knowledge of different sentence structures that extended beyond the confines of the gaming realm.

**Table 24**

*Verb Conjugations observed in Baldur's Gate 3*

| <b>Verb Conjugation</b>  |
|--|
| "And every use <b>will sicken</b> us further." " <b>Free</b> me and <b>find</b> out."                      |
| "If we <b>should meet</b> again... well, we <b>will have met</b> again."                                   |
| "The House of Hope. Where the tired <b>come</b> to rest, and the famished come to <b>feed</b> – lavishly." |
| "I'm <b>getting</b> tired of your games."  |
| "And what <b>is</b> madness but a denial of reality?"  |

The sentences showed in the table above showcased various instances of verb conjugation within dialogue from Baldur's Gate 3. The presence of diverse verb forms and tenses reflected the complexity and richness of language used in the game, which, according to the study's goals, purportedly enhances the researcher's grammar skills.

In the first sentence, "sicken" demonstrated the use of the future tense, while in the second, "find" was an imperative form, indicating a command. The conditional tense was evident in the third excerpt with "should meet," suggesting a hypothetical scenario. Moreover, the fourth excerpt employed present participles ("coming," "resting," "feeding"), illustrating continuous actions. The fifth excerpt featured a contraction ("Im" for "I'm") and a progressive tense ("getting"), reflecting colloquial speech. Finally, the last excerpt employed the interrogative form ("is") and the subjunctive mood ("but a denial"), indicating a hypothetical or speculative statement.

Overall, these examples exhibited the Baldur's Gate 3's capacity to immerse the researcher in a linguistically diverse environment, potentially fostering a deeper understanding and proficiency in verb conjugation and grammar skills. The varied use of verb forms and tenses encouraged the researcher to engage with language in different contexts, enhancing their grammatical knowledge and proficiency.

Through interacting with such linguistic complexity, the researcher developed a more nuanced understanding of grammar rules and conventions, thereby potentially improving their language skills outside the game environment.

**Table 25**

*Pronoun Usage observed in Baldur's Gate 3*

| <b>Pronoun Usage</b>  |
|---|
| <b>Raphael:</b> Hope. Hahaha! Such a tease.   |
| 1. And if <b>I</b> do want to take this deal – how would <b>I</b> find you?   |
| 2. <b>I'll</b> have the last laugh in the end.  |
| 3. Take me back. After that, <b>I</b> never want to see you again.  |
| 4. <b>I'll</b> rip out your mocking tongue.   |
| A pregnant hyena infected by a Gnoll<br>*You land a swift strike against her skull. She yelps, then goes still.*<br>*As the life fades from her eyes, the <b>gnoll</b> within her dies too, stillborn.* |
| <b>Narrator:</b> *One horn. This is the devil Wyll has been tasked to kill.*  |
| 1. Are you all right?   |
| 2. <i>Try to douse the flames.</i>  |
| 3. <i>She looks dangerous – watch <b>her</b> carefully.</i>   |
| 4. <i>These are no natural flames – prepare to fight.</i>   |
| 5. I know <b>you</b> – you're the monster the Blade of Frontiers is hunting.  |
| <b>Shadowheart:</b> I like <b>her</b> . <b>She</b> looks like she could throw me on <b>her</b> shoulder and carry me to safety, should the need arise.  |

The provided sentences in the table above demonstrated various instances of pronoun usage within dialogue from Baldur's Gate 3, as experienced through the perspective of the researcher-controlled character and

interactions with other NPCs (non-playable characters) within the game. For the researcher's custom character, named Jiralt, pronoun usage reflected personal agency and assertiveness.

In the first excerpt, Jiralt used the pronoun "I" to assert control and agency over their actions, indicating a willingness to engage in negotiation. Similarly, in the second excerpt, "I'll" denoted determination and confidence, showcasing assertiveness in claiming victory. The third excerpt utilized the pronoun "me" to express a desire for agency and autonomy, indicating a boundary-setting stance. Finally, the fourth excerpt employed the pronoun "your" to assert dominance and threat, suggesting assertiveness in confrontation.

In interactions with other characters such as the pregnant hyena infected by a Gnoll, the researcher-controlled character's actions were described, illustrating their impact on the game world. The use of pronouns such as "You" and "her" in the first excerpt highlighted the researcher's active role in combat and its consequences. Similarly, in the second excerpt, "her" was used to describe the hyena's demise, emphasizing the interconnectedness of actions within the game world.

Finally, in the encounter with Karlach, various characters engaged in the said dialogue, demonstrating different attitudes and perspectives. The pronoun "she" was used by Shadowheart to express admiration and trust towards Karlach, suggesting a positive impression based on physical appearance and perceived strength.

These examples highlighted the nuanced use of pronouns in character interactions, reflecting agency, assertiveness, and interpersonal dynamics within the game world. Through the deliberate selection of pronouns, the researcher and non-playable characters asserted their autonomy, established boundaries, and conveyed emotions, thereby enriching the narrative experience. Pronoun usage not only shaped individual character traits but also influenced the power dynamics and relationships between characters.

For instance, the researcher-controlled character's assertive use of pronouns asserted their agency and determination, shaping the course of dialogue and interactions. Similarly, pronoun choices in interactions with other characters revealed underlying attitudes, whether it be admiration, hostility, or empathy, contributing to the depth and complexity of interpersonal relationships within the game. Furthermore, the diverse contexts in which pronouns are employed, ranging from negotiation to combat, highlight the versatility and impact of language on gameplay and character development. Overall, the meticulous attention to pronoun usage in Baldur's Gate 3 not only enhanced the immersion of players in the game world but also underscored the significance of language in shaping narrative dynamics and character interactions.

**Table 26**

*Agreement observed in Baldur's Gate 3*

---

**Agreement**

---

"I promise I'd be back."

"I see you've been using the powers the tadpole gives you - good."

"These parasites are more than illithid spawn – they are vessels for control."

"You must discover the source of the magic that controls the parasites before that happens."

---

The provided sentences exemplified instances of agreement within dialogue from Baldur's Gate 3, showcasing the coherence and consistency of language usage. Agreement in grammar typically involved ensuring that various elements within a sentence align in terms of number, tense, and other grammatical features.

In the first sentence, the subject-verb agreement was maintained with the phrase "I promise I'd be back," where "I" agrees with "promise" and "I'd be" agrees with the singular subject "I." Similarly, in the second excerpt, agreement was observed between the subject "you" and the verb "have been," ensuring grammatical coherence. The third excerpt demonstrated agreement between the plural noun "parasites" and the plural verb "are," maintaining grammatical consistency. Furthermore, in the fourth excerpt, agreement was maintained between the singular subjects "You" and the singular verb "must discover," ensuring clarity and coherence in the expression of commands or imperatives.

Overall, these examples illustrated how Baldur's Gate 3 maintained agreement in grammar throughout its dialogue, contributing to the clarity and effectiveness of communication within the game. By adhering to grammatical principles, the game not only ensured grammatical accuracy but also facilitates immersive storytelling.

Consistent agreement enhanced the coherence of character interactions, allowing the researcher to more easily follow the narrative and comprehend the motivations and intentions of the characters they encountered. Furthermore, adherence to grammatical rules fostered a sense of authenticity and credibility within the game world, as characters spoke with linguistic consistency and coherence. This linguistic fidelity enhanced the researcher's immersion in the game environment, enabling them to suspend disbelief and fully engage with the narrative unfolding before them.

Additionally, by maintaining grammatical agreement, Baldur's Gate 3 streamlined communication, reducing ambiguity and enhancing the researcher's understanding of quests, objectives, and plot developments. As

a result, the researcher was better equipped to make informed decisions and navigate the complexities of the game world. In essence, the meticulous attention to grammatical detail in Baldur's Gate 3 not only served as a testament to the developers' (Larian Studios) dedication to linguistic authenticity but also enriched the overall gaming experience, fostering deeper engagement and enjoyment for the researcher and other players.

Pavlovic (2020), supported these findings, as it discussed how RPGs simulate real-world communication through dialogues that follow correct grammatical rules. This aligns with the observations that games like *Baldur's Gate 3* provide consistent grammatical models for players. These findings had implications for game-based learning in language education. By interacting with complex, grammatically correct dialogues, players can enhance their understanding of sentence structures and grammatical rules in a more engaging and practical context. Educators can use this to develop lesson plans that incorporate RPG dialogues into grammar teaching, helping students reinforce classroom learning with interactive media.

In the context of Baldur's Gate 3, pronunciation refinement pertained to distinct attributes primarily linked to auditory elements. Namely, these encompassed narration, characterized by the narrator's manner of enunciation; character dialogue, characterized by variations in pronunciation across different characters and the voice actors portraying them; random NPC dialogue; and musical compositions. This refinement denoted a meticulous attention to detail aimed at enhancing the immersive quality of the auditory experience within the game.

**Table 27**

*Features observed in Baldur's Gate 3 that refined pronunciation*

| <b>Agreement</b>    | <b>Specific Context/s</b>   | <b>Pronunciation Score</b> |
|---------------------|---|----------------------------|
| Narration           | Entering the Shadowfell   | 100%                       |
| Random NPC Dialogue | Walking around the Lower City of Baldur's Gate and any other populated locale | 100%                       |
| Songs               | Weeping Dawn; Raphael's Final Act; Down by the River; Nightsong               | 100%                       |
| Character Dialogue  | Shadowheart and the Nightsong's conversation inside the Shadowfell            | 100%                       |

The provided data in the table above offered the most valuable insights into pronunciation scores observed by the researcher across various linguistic contexts within Baldur's Gate 3. The researcher opted for showing the quality of the pronunciation observed throughout the sixty-hour playthrough through personal experience shown in percentage.

The first feature was the narration, specifically in the context of when the researcher was about to enter the Shadowfell to find out what the Nightsong was. The narrator in Baldur's Gate 3 was voiced by Amelia Tyler, she exhibited a commendable level of clarity in pronunciation, characterized by articulate enunciation and precise delivery. Each word was pronounced with distinct clarity, allowing for easy discernment of individual syllables and phrases. The narrator's speech was not only well-articulated but also delivered with a sense of expressiveness, enhancing the overall understanding and engagement with the narrative. Furthermore, the narrator maintained a steady cadence throughout, ensuring a consistent flow of dialogue that aided in the comprehension of the storyline. Overall, the narrator's clear pronunciation contributed significantly to the immersive experience of the game, making it a valuable resource for language learners seeking to enhance their pronunciation skills.

The second feature pertained to character dialogue, specifically focusing on the exchange between Shadowheart and Nightsong. Voiced by Jennifer English, Shadowheart exhibited a meticulous approach to her dialogue, ensuring each word was articulated with precision and clarity, thus facilitating easy comprehension. English's portrayal of Shadowheart was characterized by a nuanced yet expressive delivery, enriching the immersive quality of each interaction.

Similarly, Helen Keeley's rendition of Nightsong's dialogue was notable for its exceptional clarity and diction. Keeley's performance imbued Nightsong's lines with a compelling blend of gravitas and authenticity, effectively capturing the intricacies of the character's personality while upholding a clear and coherent delivery. Both voice actors demonstrated a commendable proficiency in pronunciation, thereby elevating the overall immersion and engagement of the conversation.

In summation, the exchange between Shadowheart and Nightsong underscored the remarkable talent of the voice actors involved and their adeptness in delivering dialogue with precision and clarity. Upon reaching the third act, the researcher, situated in the densely populated area within Baldur's Gate 3, observed a noteworthy phenomenon: random non-playable characters (NPCs) in the Lower City engaged in spontaneous dialogues. These dialogues, often perceived as background or ambient noise within the game environment, contributed to the immersive experience. Notably, akin to the character dialogue previously discussed, these random NPCs exhibited commendable levels of linguistic clarity and pronunciation proficiency. Their articulate delivery ensured that their messages were easily comprehensible to the researcher.

Arguably the most captivating feature of voiced content within the entirety of the game, as discerned by the researcher, were the musical compositions. These songs were strategically employed in various contexts, such as narrative climaxes, ambient settings within inns, and encounters with formidable adversaries in combat. An exemplary illustration of this phenomenon was exemplified in "Rapahael's Final Act," a composition specially orchestrated for his climactic boss battle. The enunciation of the lyrics in this piece resonated with strength, imbuing the encounter with a sense of gravitas and menace, while simultaneously maintaining a remarkable level of clarity and intelligibility.

The researcher's recognition of the musical compositions as notably captivating facets of the game indicated that the integration of music augmented their immersive experience. In particular, the enunciation of lyrics within songs such as "Rapahael's Final Act" not only heightened the atmosphere and dramatic impact of key junctures but also emphasized the meticulous attention to detail and craftsmanship evident in the game's overall design. This commitment to linguistic clarity within musical performances served to reaffirm the potential for Baldur's Gate 3 to facilitate pronunciation enhancement, as the researcher encountered well-articulated words within a dynamic and immersive auditory landscape.

The observation of pronunciation scores across different linguistic contexts within Baldur's Gate 3 suggested that the game offered a rich environment for language learners to enhance their pronunciation skills. From the meticulously articulated narration voiced by Amelia Tyler to the expressive character dialogue performed by Jennifer English and Helen Keeley, the game presented diverse opportunities for the researcher to engage with clear and precise pronunciation. Additionally, the observation of random NPC dialogues and the immersive musical compositions further reinforced the potential of Baldur's Gate 3 as a tool for pronunciation improvement.

Overall, the findings underscored the game's effectiveness in providing a dynamic and immersive auditory landscape conducive to enhancing pronunciation proficiency by enabling the researcher to imitate the words pronounced in-game.

This finding is supported by Struck (2020) which explored the impact of voice-acted dialogues in games on pronunciation skills. The study highlighted how listening to correct pronunciation in interactive contexts helps players improve their articulation and phonological awareness. The exposure to different accents and dialects found in *Baldur's Gate 3* mirrors the conclusions of [Insert Another Study from Your Paper], which pointed out that hearing authentic, diverse spoken language in games contributes to more nuanced phonetic skills in learners.

The implications of these findings are particularly relevant for language educators, especially those focusing on pronunciation training. By incorporating RPGs with strong voice-acting features into language curricula, teachers could provide students with opportunities to practice pronunciation in a dynamic, engaging context. The variety of accents and dialects found in the game could also expose learners to a broader range of spoken English, helping them become more adaptable in real-world communication settings. Future studies could investigate the effectiveness of such games in improving specific phonetic elements, like vowel sounds or intonation patterns, in comparison to traditional methods.

As expounded upon in the earlier discourse concerning vocabulary, grammar, comprehension, and pronunciation, Baldur's Gate 3 (BG3) provided an ample array of linguistic material for the researcher's evaluation. More importantly, this, in turn opened an opportunity for the researcher to assess the prerequisites (linguistic skills, attitudes, motivation, and engagement) for effective language learning while playing the video game. This evaluation primarily involved the researcher questioning themselves, "What does this mean?" and subsequently resolving such inquiries through continued gameplay. A typical scenario involved encountering unfamiliar terms, such as "charlatan" in the character creation menu, prompting the researcher to engage in further reading to grasp the term's significance within both the context of Baldur's Gate 3 and the real world. Furthermore, the narrative framework of the game, wherein the narrator elucidated past and forthcoming events, proved readily understandable to the researcher.

The researcher's attitude towards the game and their motivation for engaging with it were intrinsically linked, thus warranting joint discussion in this section. As previously mentioned, the researcher, being both a language student and an avid gamer, harbored a genuine fondness for playing Baldur's Gate 3, approaching the data collection process with a mindset devoid of any perception of it as "work."

Moreover, as the researcher traversed through the first act of the game, they encountered familiar role-playing mechanics (refer to chapter one for definition and history). Throughout this narrative segment, the researcher's attitude remained consistently positive, devoid of any discernible shifts towards neutrality or negativity.

The game's immersive nature, captivating narrative, satisfying gameplay, and abundance of linguistic content collectively contributed to the researcher's sustained engagement. Conversely, the researcher's motivation for embarking on this gaming endeavor stemmed from a desire to demonstrate the potential of certain video games to serve as effective tools for teaching or augmenting players' linguistic proficiency. Firmly believing that Baldur's Gate 3 exemplified such potential, the researcher remained motivated throughout Act One.

As aforementioned above and in the previous sections of this study, the game offered a very intriguing narrative that catered to fantasy RPG enjoyers. In Act One of Baldur's Gate 3, the researcher found themselves



stranded near Baldur's Gate after a daring escape from a mind flayer Nautiloid, carrying a parasitic tadpole in their head that threatened to transform them into the monstrous mind flayers. Seeking a cure, they embark on a quest to find a healer while navigating a world filled with allies, enemies, and mysteries. Along the way, they uncovered clues about the true nature of their affliction and the machinations of the sinister cult known as the Absolute, culminating in a confrontation where difficult choices must be made to confront this threat and unravel the secrets of their destiny.

Baldur's Gate 3 also featured classic role-playing gameplay with a modern twist, offering the researcher a vast and immersive world to explore. With its turn-based combat system, the researcher engaged in tactical battles against a variety of enemies, utilizing a diverse range of spells, abilities, and strategies. The game emphasized player choice and consequence, allowing for extensive dialogue options, moral decisions, and branching storylines that shape the course of the narrative. Alongside the main quest, the researcher engaged in side quests, interacted with a colorful cast of characters, and uncovered hidden secrets scattered throughout the world. With its deep customization options, engaging storytelling, and challenging gameplay, Baldur's Gate 3 offered an expansive and rewarding role-playing experience for the researcher to be engaged throughout the whole game and not just the first act.

Throughout the second act, the researcher encountered a diverse array of characters, factions, and adversaries, each characterized by their own distinct agendas and motivations. These interactions frequently presented players with intricate moral decisions and conflicting interests, necessitating masterful strategies. Whether forming alliances with influential factions and individuals or thwarting the machinations of malevolent antagonists like Ketheric Thorm, each decision significantly influenced the trajectory of the narrative, impacting the fate of residents within locales such as the Last Light Inn and the Shadowcursed Lands. Combat retained its pivotal role in Act 2, as the researcher confronted progressively formidable adversaries and challenging scenarios. Battles transcended mere displays of strength and skill, evolving into strategic engagements demanding meticulous planning and resource allocation. It can be asserted that this phase of the game effectively kept the researcher engaged and alert.

Significantly, Act 2 emerged as the most extensive section of the game, which made it an excellent opportunity for offering ample opportunities for the expansion of lexical resources, thereby reinforcing linguistic competencies discussed in preceding sections. Consistency in comprehension, pronunciation, and grammatical application facilitated a seamless transition for the researcher from the previous act to the current one, minimizing any abrupt disruptions.

Act 3 emerged as the most captivating segment of the trilogy primarily due to its narrative depth. From the outset, the decisions undertaken by the researcher wielded a profound influence over the trajectory of the storyline, shaping its course and eventual resolution. The significance of text and dialogue options was magnified during this climactic phase, as they served as pivotal conduits for either fortifying or fracturing relationships with key characters. While the act was punctuated by intense sequences of action, characterized by a succession of challenging boss encounters, it remained steadfast in its commitment to introducing diverse forms of textual interaction and dialogue.

The rewarding nature of engaging with textual elements and dialogue options cannot be overstated, as they not only enriched the gameplay experience but also offered a platform for the subtle refinement of linguistic skills. Through this immersive engagement, the researcher found themselves organically honing their linguistic abilities, albeit in a subconscious manner, as they navigated the intricate webs of narrative intricacies and interpersonal dynamics woven throughout the culminating act.

The researcher's language exploration through Baldur's Gate 3 illustrated the symbiotic relationship between gaming immersion and linguistic development, it also revealed the transformative potential of gaming as a language acquisition tool. Across three acts mirroring the game's narrative structure, the researcher's linguistic skills evolved from moderate to high proficiency, driven by active engagement with the game's rich linguistic tapestry. Their positive attitudes and high intrinsic motivation sustained immersive engagement, fostering continual linguistic growth. As the narrative deepened and gameplay complexity increased, the researcher adeptly navigated moral dilemmas and strategic challenges, refining linguistic skills organically within the immersive gaming environment. Ultimately, the researcher's journey underscored the profound impact of gaming on language learning, highlighting avenues for future exploration in the field.

According to the results of the observation and content analysis conducted by the researcher, a manual/guide was created to inform prospective players and/or language learners about the most effective methods for enhancing the four linguistic skills through participation in Baldur's Gate 3. The format of this manual (included as an appendix to the paper) was modeled after online guides produced by gaming journalists such as IGN, The Gamer, GameSpot, Metacritic, and others.

#### 4. CONCLUSIONS AND SUGGESTIONS

Upon comprehensive exploration by the researcher, Baldur's Gate 3 emerged as a promising avenue for advancing English language proficiency, as revealed through observation and content analysis. Through an examination of its linguistic features, including vocabulary, comprehension, grammar, and pronunciation, the study highlighted the game's intricate incorporation of language into its narrative. Vocabulary enrichment was evident through diverse lexical elements such as character names and quest-related terminology, while the demanding comprehension required by NPC dialogues sharpened language interpretation skills. Furthermore, exposure to grammatically robust dialogues and precise pronunciation via character voice acting reinforced grammatical proficiency and language articulation. These findings underscored Baldur's Gate 3's potential to provide an immersive environment conducive to linguistic skill development, offering valuable opportunities for language learners and educators alike. First, the linguistic study of Baldur's Gate 3 elucidated how the game served as a platform for vocabulary expansion, contextual comprehension, and active language engagement. Throughout a sixty-hour playthrough, the researcher is immersed in diverse vocabulary sources, from character names to cultural references, enriching their lexicon. The character creation system, item descriptions, and dialogue options offer interactive encounters with new vocabulary, deepening understanding of character attributes and narrative. However, a more nuanced approach could address potential limitations and provide specific examples to support the game's impact on language learning. Second, the linguistic investigation conducted within Baldur's Gate 3 provided valuable insights into the potential of role-playing games for enhancing English grammar and comprehension skills. Through thorough observation and content analysis, various linguistic features such as sentence structures, verb conjugations, pronoun usage, and grammatical agreements were identified within the game's dialogue. Engaging with these linguistic complexities facilitated the researcher's understanding of grammar rules and conventions while also being exposed into situations where comprehension comes into play. The immersive environment of the game offered a diverse landscape for language enhancement, challenging the researcher to comprehend and apply different linguistic elements. These experiences not only supported language skill development but also enriched the gaming experience by fostering deeper engagement with the narrative and characters. Third, the results underscored the significant role that role-playing games like Baldur's Gate 3 can play in language proficiency enhancement, particularly in aspects such as pronunciation. The exemplary clarity and precision exhibited in various aspects of the game's audio content, including narration, character dialogue, random NPC interactions, and musical compositions, indicated the game's potential as a valuable resource for language learners seeking to refine their pronunciation skills. Additionally, the inclusion of dynamic elements like random NPC dialogues and immersive musical compositions further emphasized the game's effectiveness as a tool for pronunciation improvement, enhancing the overall immersion and enjoyment of the gaming experience. Last, through an analysis of the game's narrative structure across three acts, the researcher observed an improvement in personal and in-game level, the linguistic proficiency moved from moderate to high levels. Engagement with the game's linguistic content, including vocabulary, grammar, and dialogue options, contributed to this progression. Positive attitudes and intrinsic motivation toward both language learning and gaming were identified as key factors in sustaining engagement and facilitating continued linguistic growth. Additionally, the study highlighted the rewarding nature of interacting with textual elements and dialogue options within the game. These findings suggested avenues for further research in exploring the relationship between gaming immersion and language acquisition, offering potential insights for educational applications in the future.

The following section distills key findings from the conclusions into actionable insights, offering practical steps to address issues or grab on opportunities. More importantly, this bridges theories and practices while guiding future research. First, promote to language learners the cultivation of positive attitude and intrinsic motivation towards Baldur's Gate 3. Emphasize the importance of maintaining a strong, genuine interest in language enhancement focusing on the four linguistic skills alongside gaming. Second, employ a notion that Baldur's Gate 3 can be seen as an auxiliary educational resource: integration of Baldur's Gate 3 into a language learner's extra educational exercises and routines as a supplementary resource. Players, parents, and educators are encouraged to develop teaching and/or instructional materials centered on the language content (emphasis on vocabulary expansion, comprehension activities, pronunciation practice, and grammatical analysis) within Baldur's Gate 3. Third, construction of educational modules and/or manuals focused to address the diverse linguistic content inherent in Baldur's Gate 3. Create exercises aimed at enhancing vocabulary. Integrate tasks that augments comprehension abilities, and create grammar- oriented exercises. Last, encourage further research endeavors focusing on the relationship between language acquisitions and gaming immersion (especially role-playing games). Further examine the ways in which Baldur's Gate 3 can facilitate language learning. By conducting further researches in this area, more valuable opportunities for games such as Baldur's Gate 3 will be paved for a more innovative approach to language education. Furthermore, a more favorable addition to this is the incorporation of Computer Role-Playing Games (CRPG) in programs where the latest technology and language are both involved.

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