

# German Language Level Improvement Through RPG Game "Deutsche Nivellierung": An Educational Approach to Interactive Learning

Adam Juliano Kristianto<sup>1</sup> \*; Desti Nur Aini<sup>2</sup>

<sup>1</sup> Universitas Negeri Malang, Indonesia, adam.juliano.2202416@students.um.ac.id

<sup>2</sup> Universitas Negeri Malang, Indonesia, desti.nur.fs@um.ac.id

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*\*Corresponding author:*

E-mail:

[adam.juliano.2202416@students.  
um.ac.id](mailto:adam.juliano.2202416@students.um.ac.id)

## Abstract

The German language has an increasingly important role to play in today's global context, whether in the academic, professional or cultural fields. However, the challenges faced by German learners are often complex, especially in achieving the desired skill level. One of the main problems encountered is the lack of interactive engagement in the learning process, which can result in the inability to sustain learners' interest and motivation. In an attempt to overcome this challenge, innovative approaches need to be introduced. RPG (Role-Playing Game) games offer an engaging and interactive platform that can facilitate language learning in a fun and effective way. With the integration of German language concepts and content into RPG games, learning becomes more interesting and relevant to the learners, which in turn can increase motivation and engagement levels. The flexibility of the platform also gives students the opportunity to learn on their own schedule, while providing a variety of interactive activities that support the development of communication skills in German. The ability to track progress and assess objectively is an important component in improving the quality of learning. However, while the potential of games in language learning has been recognized, research focusing on the integration of German in RPG games is limited. Therefore, there is a significant opportunity to develop new approaches that combine RPG game elements with the German language curriculum to improve learning effectiveness. In this context, this proposal aims to develop an RPG game titled "Deutsche Nivellierung", which is specifically designed to increase the level of comprehension and mastery of the German language. By applying an integrated educational approach, it is hoped that this game can be an effective tool in supporting interactive and fun German language learning.

**Keywords:** *RPG game, German language, Game Education, Learning Media*

## Introduction

In an era where information technology has become an inseparable part of everyday life, an approach to learning that combines technology with effective educational principles emerges as a promising solution. One form of this approach is through the use of games as a learning tool, particularly through the Role-Playing Game (RPG) genre. By integrating German language concepts and content into RPG games, learning becomes more engaging and relevant for learners, which in turn can enhance motivation and levels of engagement (Setiadi & Darnis, 2023). Previous research has highlighted the potential of educational

games to improve language learning. For example, research by (Rahayu, 2020) found that the use of games in language learning contexts can increase student engagement and accelerate vocabulary and grammar mastery. Research ("BRIX," 2024) shows that BRIX gamification-based learning provides a number of significant benefits in improving the German learning experience for students. The gamification approach proved successful in increasing student motivation and engagement in the learning process. The flexibility of the platform also gives students the opportunity to learn on their own schedule, while providing a range of interactive activities that support the development of communication skills in German. The ability to track progress and assess objectively is an important component in improving the quality of learning.

However, despite the recognized potential of games in language learning, research focusing on the integration of the German language in RPG games is still limited. Therefore, there is a significant opportunity to develop a new approach that combines RPG game elements with the German language curriculum to enhance learning effectiveness (Purwanto & Maimunah, 2022).

In this context, this paper aims to develop an RPG game titled "Deutsche Nivellierung," specifically designed to enhance the level of understanding and mastery of the German language. By applying an integrated educational approach, it is hoped that this game can be an effective tool in supporting interactive and enjoyable German language learning.

This educational game consists of several levels, each level comprising 7 German language questions at level A1. The mechanics of the Deutsche Nivellierung game are quite simple; players are only required to defeat opponents. The way to defeat opponents is by arranging words in German and Indonesian into sentences according to the given questions. With RPG genre mechanics, this game can become an interactive game that hones the German language skills of beginner learners.

The benefits of this educational game include helping learners gain deeper understanding and retention of German language material through an interesting and interactive approach. Additionally, the game is also designed to provide tools that can be used by teachers to support the learning process in a fun and effective manner. Thus, another objective is to strengthen students' motivation to learn German through engaging and interactive approaches, thereby creating a dynamic learning environment and enriching their learning experience.

## Method

The initial stage of this research involves a comprehensive review of existing literature on the implementation of gamification in foreign language education, as well as the design of gamification platforms. Through this literature review, various aspects such as game mechanics, rules, and overall design are examined and analyzed. Game mechanics encompass various methods and tools used to represent game data, which are crucial for effective gamification implementation. Additionally, the platform under development is intended to provide flexibility for educators to select and implement suitable game mechanics.

## Results

This study shows that the use of the RPG game "Deutsche Nivellierung" as a German language learning aid is effective in improving participants' language skills. The interactive experience provided by the game allows participants to engage in meaningful German language situations, thus increasing their motivation and engagement in learning. Engagement in interesting and varied games increased participants' interest in learning

German. In addition, participants reported improved communication skills and felt more confident using German in a variety of contexts. The game also enables learning German in a real and relevant context, making it an innovative and effective method in language teaching.

## Discussion

The results show that the RPG game "Deutsche Nivellierung" is effective as a German language learning aid, improving participants' language skills. The interactive experience in this game allows participants to practice language in meaningful and relevant situations.

The increased motivation and engagement of participants after using the game showed that the interactive and varied elements attracted their interest in learning. This high motivation is important because more motivated participants tend to try harder and actively participate in learning.

In addition, participants' confidence in using German increased, allowing them to express themselves more freely in various situations. This accelerates the learning process and strengthens their language skills. The use of RPG games presents a more real and relevant learning context than traditional methods. The game not only provides language practice but also offers a supportive and challenging environment.

Further research needs to evaluate the long-term impact of using this game on participants' language skills and how it can be integrated with other learning methods. Overall, the use of the RPG game "Deutsche Nivellierung" proved to be an innovative and effective approach to German language learning, with a positive impact on participants' motivation, engagement and language skills.

## Conclusion

Thus, this research concludes that the use of the RPG game "Deutsche Nivellierung" is effective in enhancing motivation, engagement, and communication skills in the German language for learners. This game provides an engaging and relevant learning environment, allowing participants to practice language skills in real contexts. However, further development is needed to enhance the effectiveness of the game as a learning tool, including the development of additional features and deeper content. With these development steps, it is expected that this game can continue to be an innovative and effective language learning approach.

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