

**THE COGNITIVE PROCESSES
OF JAPANESE AS A FOREIGN LANGUAGE LEARNERS
IN UNDERSTANDING VIDEOS**

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THE COGNITIVE PROCESSES OF JAPANESE AS A FOREIGN LANGUAGE LEARNERS IN UNDERSTANDING VIDEOS

Field of Study: **Learning Strategy**

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Abstract

THE COGNITIVE PROCESSES OF JAPANESE AS A FOREIGN LANGUAGE LEARNERS IN UNDERSTANDING VIDEOS

The aim of this study is to explore the differences between the thinking processes of proficient learners and less proficient learners of Japanese language while watching Japanese videos. This study examines facilitating and distracting factors which impact the learners' understanding of the video content. Data of think aloud protocols, verbal summaries and semi-structured interviews were collected from four proficient learners and four less proficient learners while watching two kinds of videos; i.e., a Japanese animation "Doraemon" and a Japanese drama "Nodame Cantabile". Analyses of listening strategies revealed that both proficient and less proficient learners used a lot of visual elements to understand the content of the videos. However, proficient learners used more meta-cognitive strategies to reflect their understanding of the videos. Analyses of distracting factors revealed that there are six factors that distract learners' understanding of videos and they are related to unknown words and phrases, grammatical difficulties, long utterances, fast speech rate, unclear pronunciation and distracting visuals. On the other hand, key words, tone of voice, visual nonlinguistic elements and visual linguistic elements helped learners comprehend the video content.

Abstrak

PROSES KOGNITIF PELAJAR-PELAJAR BAHASA JEPUN DALAM MEMAHAMI TAYANGAN VIDEO

Tujuan penyelidikan ini adalah untuk memeriksa perbezaan proses pemikiran diantara pelajar-pelajar bahasa Jepun yang mahir dan pelajar-pelajar yang kurang mahir sewaktu menonton tayangan video Jepun. Penyelidikan ini meneliti faktor-faktor yang membantu dan faktor-faktor yang mengganggu perhatian, yang memberi kesan ke atas pemahaman pelajar-pelajar terhadap kandungan video. Data mengenai tatacara menterjemahkan apa yang difikirkan, ringkasan lisan dan temubual berbentuk separa struktur yang dikumpulkan daripada empat orang pelajar-pelajar mahir dan empat orang pelajar-pelajar kurang mahir ketika menonton dua jenis tayangan video iaitu animasi Jepun “Doraemon” dan drama Jepun “Nodame Cantabile”. Analisa strategi pendengaran menunjukkan bahawa kedua-dua kumpulan pelajar mahir dan pelajar kurang mahir banyak menggunakan unsur visual untuk memahami isi kandungan kedua-dua video tersebut. Walaubagaimanapun, pelajar-pelajar mahir banyak menggunakan strategi-strategi meta kognitif untuk menunjukkan pemahaman mereka terhadap kandungan video-video tersebut. Analisa faktor-faktor yang mengganggu perhatian mendapati bahawa; terdapat enam faktor yang mengganggu perhatian pelajar-pelajar dalam memahami kandungan video dan faktor-faktor tersebut berhubungkait dengan perkataan dan frasa yang tidak diketahui, kesukaran dalam nahu, ungkapan yang panjang, kadar kelajuan tuturkata, sebutan yang tidak jelas dan pandangan yang mengganggu perhatian. Sebaliknya, kata-kata kunci, lentur suara, unsur-unsur visual yang bukan berbentuk linguistik serta unsur-unsur visual berbentuk linguistik membantu pelajar-pelajar untuk memahami kandungan video.

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List of Abbreviation

BALLI	Beliefs About Language Learning Inventory
EFL	English as a foreign language
GLL	Good language learners
JFL	Japanese as a foreign language
JLPT	Japanese language proficiency test
L1	First language
L2	Second language
LPL	Less proficient learner
PL	Proficient learner
SILL	Strategy Inventory for Language Learning
TAP	Think aloud protocol