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A. Data Presentation

1. Validity Test of Frequency of Playing Online Game Honkai Star Rail and Reading Interest

A validity test was conducted to verify whether the questionnaire items accurately measured the constructs of *Frequency of Playing Online Game Honkai Star Rail* and *English Reading Interest*. This assessment employed the Pearson Product Moment correlation in SPSS (Version 27), comparing the calculated correlation coefficient (r_x) against the critical value (r -table) at a significance level of 0.05.

Forty-nine (49) pilot questionnaires were distributed to group members of the *Honkai Star Rail Indonesia (HOSI)*, with twenty-eight (28) of thirty-five (35) valid responses obtained for *Frequency of Playing Online Game Honkai Star Rail*, and twenty-four (24) of twenty-five (25) valid responses obtained for *Reading Interest*. Items were deemed valid if $r_x > r$ -table (r -table = 0.281 for $df = 49$, $\alpha = 0.05$). The results, summarized in Table IV.1 & Table IV.2, confirmed the validity of all 60 items :

Table IV.1. The Frequency of Playing Online Game Honkai Star Rail Validity Test

NO	R. Count	R. Table	Result
1	0.157	0.281	INVALID
2	0.365	0.281	VALID



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3	0.341	0.281	VALID
4	0.361	0.281	VALID
5	0.446	0.281	VALID
6	0.226	0.281	INVALID
7	0.291	0.281	VALID
8	0.369	0.281	VALID
9	0.366	0.281	VALID
10	0.352	0.281	VALID
11	0.553	0.281	VALID
12	0.065	0.281	INVALID
13	0.487	0.281	VALID
14	0.354	0.281	VALID
15	0.433	0.281	VALID
16	0.285	0.281	VALID
17	0.338	0.281	VALID
18	0.564	0.281	VALID
19	0.269	0.281	INVALID
20	0.221	0.281	INVALID
21	0.393	0.281	VALID
22	0.212	0.281	INVALID
23	0.417	0.281	VALID
24	0.366	0.281	VALID



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25	0.240	0.281	INVALID
26	0.624	0.281	VALID
27	0.432	0.281	VALID
28	0.634	0.281	VALID
29	0.589	0.281	VALID
30	0.546	0.281	VALID
31	0.510	0.281	VALID
32	0.549	0.281	VALID
33	0.484	0.281	VALID
34	0.592	0.281	VALID
35	0.390	0.281	VALID

Table IV.2. The Reading Interest Validity Test

NO	R. Count	R. Table	Result
1	0.606	0.281	VALID
2	0.786	0.281	VALID
3	0.681	0.281	VALID
4	0.855	0.281	VALID
5	0.738	0.281	VALID
6	0.785	0.281	VALID
7	0.852	0.281	VALID
8	0.814	0.281	VALID
9	0.838	0.281	VALID



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10	0.638	0.281	VALID
11	0.658	0.281	VALID
12	0.565	0.281	VALID
13	0.784	0.281	VALID
14	0.506	0.281	VALID
15	0.596	0.281	VALID
16	0.482	0.281	VALID
17	0.701	0.281	VALID
18	0.720	0.281	VALID
19	0.670	0.281	VALID
20	0.156	0.281	INVALID
21	0.651	0.281	VALID
22	0.647	0.281	VALID
23	0.743	0.281	VALID
24	0.429	0.281	VALID
25	0.680	0.281	VALID

Based on the validity analysis, 52 items (28 from Variable X & 24 from Variable Y) out of 60 questionnaire items demonstrated a correlation coefficient (r) exceeding the critical threshold of **0.281**, confirming their validity for data collection in this study. The remaining 8 items (7 from Variable X & 1 from Variable Y), failing to meet this criterion, were excluded from further analysis.



2. Reliability Test of Frequency of Playing Online Game Honkai Star Rail and Reading Interest

The reliability of the 52 items (28 from Variable X & 24 from Variable Y) questionnaire measuring the variable Frequency of Playing Online Game Honkai Star Rail was assessed using Cronbach's alpha, values above .70 are considered acceptable for group-level analysis Tavakol & Dennick, (2011:53), while scores exceeding .80 denote excellent reliability George & Mallery, (2019:124). The result aligns with Creswell's (2014:165) definition of reliability as "the consistency of an instrument when administered under similar conditions, this reliability ensures that the instrument can stably capture data.

Table IV.3. The Frequency of Playing Online Game Honkai Star Rail & Reading Interest Reability Test

Variable	Cronbach Alpha	Total Items
X	0.857	28
Y	0.951	24

The Cronbach's alpha table above, coefficients for the research instruments **0.857** for Frequency of Playing Honkai Star Rail and **0.951** for Reading Interest exceed the minimum reliability threshold of **0.60**. This confirms both questionnaires exhibit very high internal consistency and are statistically reliable for data collection.

3. Descriptive Statistic Frequency of Playing Honkai Star Rail & Reading Interest

This research was conducted in the digital community of *Perserikatan Firefly* WhatsApp group, where the researcher distributed a Google Form questionnaire to collect data related to the two variables of this study, namely



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Frequency of Playing Honkai Star Rail and Reading Interest. The total number of respondents who participated in this study was 99 individuals, all of whom are active members of the community and voluntarily filled in the questionnaire provided. The Questionnaire used to measure the Frequency of playing Honkai Star Rail consisted of 28 items, while the Questionnaire to measure reading interest consisted of 24 items. Each set of items was designed to capture various dimensions of the respective variables in order to gain a comprehensive picture of the respondents' behaviors and tendencies. In total, the data set collected from all respondents consisted of scores generated from 52 questionnaire items, which were then compiled and analyzed.

Similar to other quantitative studies, the data obtained were intended to provide an overview of the distribution and variation of responses, before proceeding to further statistical analysis. Therefore, the researcher presents the description of the collected data as a preliminary step before examining the possible correlation between the Frequency of Playing Honkai Star Rail and the respondents' Reading Interest. The data showing group members' scores for Frequency of Playing Honkai Star Rail and their Reading Interest can be presented as follows :

Table IV.4. Descriptive Statistic Frequency of Playing Honkai Star Rail & Reading Interest

Descriptive Statistics					
	N	Minimum	Maximum	Mean	Std. Deviation
Frequency of Playing Honkai Star Rail	99	60	132	100.36	14.683
Reading Interest	99	47	120	92.74	14.150
Valid N (listwise)	99				



The results of the descriptive analysis show that for the variable Frequency of Playing Honkai Star Rail, the respondents' scores ranged from a minimum of **60** to a maximum of **132**, with a mean score of **100.36** and a standard deviation of 14.683. This indicates that most respondents demonstrated a relatively high level of playing frequency. Meanwhile, for the variable reading interest, the scores ranged from a minimum of **47** to a maximum of **120**, with a mean score of **92.74** and a standard deviation of **14.150**. These findings suggest that the majority of respondents possessed a high level of reading interest.

1. Normality Test

In statistical analysis, the normality test is an essential procedure conducted to determine whether the dataset follows a normal distribution. This assumption is particularly important because many parametric statistical tests, such as correlation, regression, and t-tests, require the data to be normally distributed in order to produce valid and reliable results. One of the most commonly used methods for testing normality is the Kolmogorov-Smirnov test, which compares the distribution of the data with a normal distribution.

The decision-making criteria for the Kolmogorov-Smirnov test are based on the significance value (Asymp. Sig. 2-tailed). If the significance value obtained is greater than 0.05, the data can be considered to follow a normal distribution. Conversely, if the significance value is less than 0.05, the data distribution deviates significantly from normality.



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Table IV.5. One-Sample Kolmogorov-Smirnov Test of Frequency of Playing Honkai Star Rail & Reading Interest

One-Sample Kolmogorov-Smirnov Test			Unstandardized Residual
N			99
Normal Parameters ^{a,b}	Mean		.0000000
	Std. Deviation		12.49352360
Most Extreme Differences	Absolute		.067
	Positive		.035
	Negative		-.067
Test Statistic			.067
Asymp. Sig. (2-tailed) ^c			.200 ^d
Monte Carlo Sig. (2-tailed) ^e	Sig.		.335
	99% Confidence Interval	Lower Bound	.323
		Upper Bound	.347

Based on the table above, One-Sample Kolmogorov-Smirnov Test as presented in the output, the analysis was conducted using 99 respondents. The results show that the value of Asymp. Sig. (2-tailed) is **0.200**, which exceeds the threshold value of **0.05**. This indicates that there is no significant difference between the distribution of the dataset and the normal distribution. Thus, it can be concluded that the data are normally distributed.

Given that the assumption of normality has been met, the dataset is suitable for further analysis using parametric statistical methods, such as Linearity Test and Pearson Product-Moment Correlation, which will be applied in this study to examine the relationship between the variables of Frequency of Playing Honkai Star Rail and Reading Interest. Ensuring normality strengthens the validity of the subsequent statistical tests and provides a solid foundation for drawing accurate conclusions from the research.

Linearity Test

Before conducting correlation analysis, it is essential to examine whether the relationship between the independent variable Frequency of Playing Honkai



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Star Rail and the dependent variable Reading Interest is linear. The assumption of linearity ensures that Pearson's correlation can be appropriately applied and that the analysis accurately reflects the relationship between the two variables.

Table IV.6. ANOVA Table of Frequency of Playing Honkai Star Rail & Reading Interest

ANOVA Table							
			Sum of Squares	df	Mean Square	F	Sig.
Reading Interest * Frequency of Playing Honkai Star Rail	Between Groups	(Combined)	11805.705	50	236.114	1.450	.099
		Linearity	4324.535	1	4324.535	26.560	<.001
		Deviation from Linearity	7481.170	49	152.677	.938	.589
	Within Groups		7815.467	48	162.822		
	Total		19621.172	98			

As shown in the table IV.6, the Deviation from Linearity is $p = 0.589$, which is greater than 0.05 . This result suggests that there is no significant deviation from linearity, meaning that the relationship between the two variables can be adequately described as linear.

6. Correlation Analysis

To examine the relationship between the two variables, a Pearson product-moment correlation test was conducted. This test was selected because both variables were measured on an interval scale, and the assumptions of normality and linearity had been met.

Table IV.7. Bivariate Correlations of Frequency of Playing Honkai Star Rail & Reading Interest

Correlations		Frequency of Playing Honkai Star Rail	Reading Interest
Frequency of Playing Honkai Star Rail	Pearson Correlation	1	.469**
	Sig. (2-tailed)		<.001
	N	99	99
Reading Interest	Pearson Correlation	.469**	1
	Sig. (2-tailed)	<.001	
	N	99	99

** . Correlation is significant at the 0.01 level (2-tailed).

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The positive correlation coefficient indicates a direct relationship between the two variables. This means that the higher the Frequency of Playing Honkai Star Rail, the higher the Reading Interest of the respondents, and vice versa. Referring to Pearson's formula adopted by Vasantadjaja (2020) in Nur Aisyah Karim (2024:28), correlation coefficient of $r = 0.469$ falls within the range of **Strong Positive Relationship**.

With a sample size of $N = 99$ respondents, these findings suggest that playing *Honkai Star Rail* and reading interest are meaningfully related. However, while the correlation is statistically significant, it should not be interpreted as a causal relationship. Instead, the results demonstrate that the two variables tend to vary together in a moderately positive direction.

These findings support the alternative hypothesis (H_a) stating that there is a significant correlation between the two variables. However, it is important to note that although the correlation is statistically significant, it does not imply a causal relationship. The results highlight that the variables tend to vary together in a moderately positive direction.

B. Research Findings

This study aimed to analyze the relationship between the frequency of playing the online role-playing game *Honkai Star Rail* and English reading interest among members of the Perserikatan Firefly WhatsApp group. To examine this relationship, a Pearson product-moment correlation test was employed, as both variables (gameplay frequency and reading interest) were measured on interval



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scales, and preliminary tests confirmed that the data met the key assumptions of normality and linearity.

The analysis yielded a positive correlation coefficient of $r = 0.469$. According to the classification formula adopted by Vasantadjaja (2020) in Nur Aisyah Karim (2024:28), a coefficient in the range of 0.40 to 0.59 signifies a **Strong Positive Relationship**. This result indicates a direct and meaningful association between the two variables: the higher the frequency of playing *Honkai Star Rail*, the higher the respondents' English reading interest tends to be, and conversely. With a sample size of $N = 99$ respondents, the finding is statistically significant, suggesting that gameplay engagement and reading interest are not independent but related constructs.

To further contextualize the strength of this relationship, the coefficient of determination (r^2) was calculated. An r value of 0.469 corresponds to an r^2 of approximately 0.220, meaning that about 22% of the variance in English reading interest can be explained by the variance in how frequently individuals play *Honkai Star Rail*. This substantial shared variance underscores the practical relevance of the correlation, reinforcing that gameplay habits are a noteworthy factor associated with reading motivation in this digital community.

It is crucial to interpret these results with appropriate caution. While the correlation is statistically significant and indicates a strong positive relationship, it does not imply causation. The data do not confirm whether frequent gameplay *causes* increased reading interest, or if individuals with a pre-existing



interest in reading are more drawn to text-rich games like *Honkai Star Rail*. Instead, the findings demonstrate that these two variables co-vary in a moderately strong, positive direction within the studied sample.

Based on these results, the alternative hypothesis (H_a) which posited a significant correlation between the frequency of playing *Honkai Star Rail* and English reading interest is supported. The null hypothesis (H_0) of no relationship is therefore rejected. This outcome aligns with theories of informal language acquisition (Gee 2007) and contemporary research on gaming (Xu et al., 2021), which suggest that immersive, narrative-driven digital environments can foster engagement with language-related activities, such as reading.

In summary, the study reveals a strong and significant positive correlation between gameplay frequency and reading interest, accounting for a meaningful portion of shared variance. These findings contribute to a growing understanding of how recreational digital practices, such as engaging with complex game narratives, may be interwoven with language learning motivation in informal settings. Future research could employ longitudinal or experimental designs to explore the directional nature of this relationship further.