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Bibliometric analysis using VOSviewer with Publish or Perish of Role-play in the Teaching and Learning

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A B S T R A C T

This research aims to analyze research trends regarding role-play using bibliometric analysis methods. Bibliometric analysis methods with VOSviewer were used in this research. The data sources were taken from the Google Scholar database for the period 2019 - 2024. A total of 800 documents were found in the last 6 years. According to the research results, the number of publications on role play testing both increases and decreases every year. From a total of 800 documents, as follows: in 2022 there were 169 related research papers, in 2021 there were 157 papers, in 2020 there were 148 papers, in 2023 there were 147 papers, in 2019 there were 136 papers and related papers in 2024 there were 39 papers. The results of Article data maps produce three visualizations: network visualization, overlay, and density visualization. The mapping results show that statistical research is still needed. especially significance testing, This study concludes that the research trend discussing role-play in classroom English is decreasing. Although in terms of use, it is still very important. This is especially true for processing quantitative research data.

A R T I C L E   I N F O

1. INTRODUCTION

Teaching and learning English has become a necessity since English is, without doubt, the lingua franca (Jenkins, 2009). The growing proportion of pupils for whom English is a second language is especially noteworthy in the context of educational policies that demand strict accountability and high standards for both students and schools (Genesee *et al*., 2005). Moreover, English language instructors are the primary providers of language learning materials for their pupils in a foreign language teaching and learning environment (see https://www.professorjackrichards.com/wpcontent/uploads/RichardsCommunicative-Language.pdf).

In Thailand, English plays an equally crucial role as it does in many other developing nations and the most crucial aspect of student growth is the way that teachers regulate their learning. Speaking is thought to be the most crucial of the four essential language skills for acquiring a second or foreign language. Speaking comprised all other language-related skills. It can be observed that a country's everyday use of English is impacted by a variety of non-changeable geographic, historical, cultural, and political aspects. However, the significance of English at a particular moment in history must influence not just how it is taught but also how it affects students' daily lives and personal development. It is far harder to pinpoint the role that English plays in the lives of many second and foreign-language learners now than it was a few years ago (Rustamov, 2022).

In recent years a debate has developed over which approaches to structuring planning and implementing lessons are more effective. A Task-based Approach Task-based learning offers an alternative for language teachers. In a task-based lesson the teacher doesn't pre-determine what language will be studied, the lesson is based on the completion of a central task, and the language studied is determined by what happens as the students complete it. The lesson follows certain stages (British Council). According to research by Chou (2017), TBL can improve students' listening skills and metacognitive awareness. To ensure student participation and success in the class, TBL adoption involves good listening training and tactful enforcement from the teacher. The main emphasis of the curriculum is on meaning negotiation and using the target language for genuine and meaningful communication. The goal of meaning negotiation is to address communication issues. Task-based learning may be more accurate in situations when students are accustomed to traditional language clarification techniques such as lecture mode and lockstep.

2. METHOD

Bibliometric analysis was carried out as a research method. There are several stages of bibliometric analysis, including: Collecting article data is the first step in conducting literature research using bibliometric analysis. At this stage, published research documents related to the topic of "role-play" are collected. The article data used is article data indexed by Google Scholar from 2019 - 2024. Article data is collected via the Publish or Perish application. The results of collecting article data using Publish or Perish resulted in 800 articles for analysis. The collected research article data is saved in (*.csv) format so that it can be analyzed using Microsoft Excel software, and (*.ris) format so that it can be analyzed and visualized using the VOSviewer application. After data collection, article data was filtered to see the completeness of components (such as year). Next, the article data was analyzed using Microsoft Excel and visualized using VOSviewer.

3. RESULTS AND DISCUSSION
3.1. Development of Role Play Publications 2019-2024

Table 1 shows the annual report on research on "Role-play" which has been published in national and international journals. Based on the data, it is known that the total number of documents found over the last 6 years is 800 documents. Details of the number of research documents regarding "Rol-play" namely 2019 as many as 136 documents, 2020 as many as 148 documents, 2021 as many as 157 documents, 2023 as many as 147 documents, and 2024 as there will be 36 documents.

Based on the number of research documents each year, it is known that research publications regarding "Role-play" have decreased from 2019 to 2023. **Figure 1** shows a graph of the decline in the number of publications regarding "Role-play" more clearly. Over the last 6 years, the highest number of studies on this topic was in 2022 (169 documents) and the lowest number was in 2024 (39 documents). The decrease and increase in the number of documents occur consistently every year, but there was a decrease of around 22 documents from 2023.

Role-play is very important for everyone to know. Role-play can help researchers to conclude that the differences obtained are truly significantly different. The teaching of oral language from descriptions that rest on decontextualized written grammar cannot be expected to continue to serve second or foreign-language learners well, and in much of the recent applied linguistics literature, this position is becoming increasingly persistent. The current state of affairs, however, concerning pedagogically useable spoken grammar and accessible corpora of spoken data is amorphous. Nevertheless, new courses of action applied to linguistic research and pedagogical practice would suggest an urgent need (Burns, 1989). Therefore, this research was conducted to describe the literature review process regarding role-play for various purposes.

Table 1. Annual report research on "role-play".

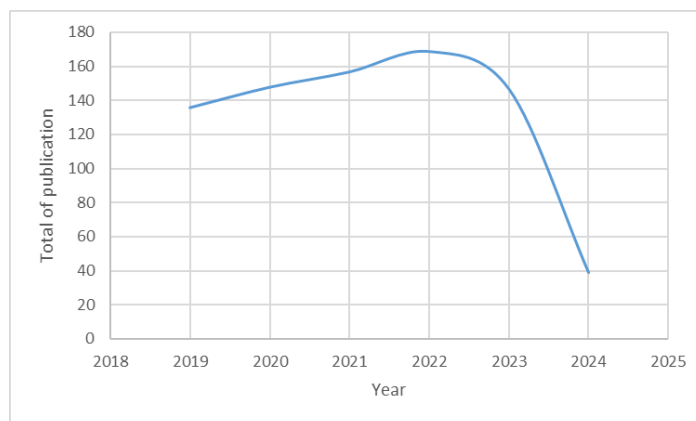| Year	Documents	Percentages (%)
2019	136	17
2020	148	18.50
2021	157	19.62
2022	169	21.12
2023	147	18.37
2024	39	4.87
Total	**800**	**100**

Figure 1. Annual report of publications.

3.2. Trend of Role-play Research Citations 2019-2024

In this research, we present 10 articles regarding role-play that have the highest number of citations. **Table 2** presents some metadata from articles with the highest number of citations. Based on **Table 2**, it is known that many articles with the title "The Use of small-group Discussion to Improve Students Speaking Skill" written by Crisianita and Mandasari (2022) are articles about role-play that are most frequently cited. total 460 cited. The second research article the titled "The Importance of Speaking Skills in English Classrooms" written by Rao (2019) are articles about role-play that are most frequently cited total 781 cited. The third research article titled "Chatbots for Language Learning—Are they Really Useful? A Systematic Review of Chatbot-supported Language Learning" was written by Huang et al. (2022) are articles about role-play that are most frequently cited total 361 cited. The fourth research article titled "The Importance of Role-playing Games in Teaching English in a non-linguistic University" was written by Irkinovich (2022). are articles about role-play that are most frequently cited. total 232 cited. and the fifth research article title "The impact of cooperative learning on developing speaking ability and motivation toward learning English" written by Ehsan et al. (2019) are articles about role-play that are most frequently cited. total 200 cited.

Table 2. Difference role-play and tarticles with the most citations.

No	Cites	Title	Year	Cites Per Year	CitesPer Author	Ref
1	920	The use of small-group discussion to imrpove students'speaking skill	2022	460	460	Crisianita & Mandasari (2022)
2	781	The importance of speaking skills in English classrooms	2019	156	781	Rao (2019)
3	316	Chatbots for language learning—Are they really useful? A systematic review of chatbot-supported language learning	2022	158	105	Huang et al. (2022)
4	232	The importance of role-playing game in teaching english in a non-linguistic University	2022	116	232	Irkinovich (2022)
5	200	The impact of cooperative learning on developing speaking ability and motivation toward learning English	2019	40	67	Ehsan (2019)
6	190	The impact of social media on EFL learners' speaking skill: a survey study involving EFL teachers and students	2019	38	95	Namaziandost & Nasri (2019)
7	152	Concepts for teaching speaking in the English language classroom.	2019	30.4	152	Burns (2019)
8	151	The Discussion of Communicative Language Teaching Approach in Language Classrooms.	2020	37.75	151	Dos Santos (2020)
9	128	Improving EFL learners speaking proficiency through Instagram vlog	2019	25.6	128	Wulandari (2019)
10	123	The influence of tempo rhythmic organization of speech during gaming and theatrical activities on correction of stammering in children	2019	24.6	31	Behas et al. (2019)
11	118	The correlation between speaking class anxiety and students English proficiency	2022	59	59	Dana & Aminatun (2022)

Table 2 (Continue). Difference role-play and tarticles with the most citations.

No	Cites	Title	Year	Cites Per Year	CitesPer Author	Ref
12	115	Integrating the 4Cs into EFL Integrated Skills Learning.	2020	28.75	115	Pardede (2020)
13	112	Needs analysis of academic-English speaking material in promoting 21st century skills.	2019	22.4	28	Menggo (2019)
14	105	Integrative task-based learning: Developing speaking skill and increase motivation via Instagram	2019	21	35	Azlan (2019)
15	105	Virtual reality in problem-based learning contexts: Effects on the problem-solving performance, vocabulary acquisition and motivation of English language learners	2021	35	35	Chen *et al.* (2021)
16	103	Computer-assisted pronunciation training (CAPT): Current issues and future directions	2021	34.33	103	Rogerson-Revell (2021)
17	95	Improving English language speaking skills using "Absyak" on-line learning model for second semester in higher education	2020	23.75	19	Syakur *et al.* (2020)
18	95	Virtual reality–based social skills training for children with autism spectrum disorder	2022	47.5	32	Ke *et al.* (2022)
19	92	Teaching speaking	2019	18.4	92	Burns (1989)

3.3. Visualization of Research Data Mapping

Data mapped using VOSviewer produces 3 forms of visualization, namely network visualization (**Figure 2**), overlay visualization (**Figure 3**), and density visualization (**Figure 4**). Network visualization shows that the terms generated from the abstract and keywords that are considered to correspond to the keywords used when collecting data are divided into 4 clusters with a total of 48 items. Each item has a different link, total link strength, and occurrences. Overall, based on network visualization, the total link strength is 9524 while the total number of links is 983. The following is a more detailed explanation of each cluster:

i)   Cluster 1 marked in red consists of 17 items, benefit, tool, role-play method, perception, influence, role-play technique, foreign language, time, teaching method, article, role-playing game, grammar, technology, from, EFL student, fluency and importance

ii) Cluster 2 marked in green consists of 12 items, role-play task, group, test, speech act, impact, EFL learner, performance, proficiency, anxiety, text, experimental group, and type

iii) Cluster 3 marked in blue consists of 10 items, part, process, need, research, conversation, kind, dialogue, order, roleplaying, and example

iv) Cluster 4 marked in yellow consists of 9 items, roleplay, language teaching, drama, project, video, opportunity, content, English language, and person

Figure 2. Network visualization.

Figure 3. Overlay visualization.

Figure 4. Density visualization.

4. CONCLUSION

The number of publications regarding "Role play" during the last 6 years (2019-2024) was 800 documents. The development of research regarding "Statistical significance" has decreased. 2022 was the year with the highest number of publications, namely 169 articles. This number continued to decrease until 2024. In 2023, the number of publications increased. This increase did not last long because, in the following year, it decreased again. Apart from that, the terms used as keywords when used in the mapping stage using the VOSviewer application produce 48 items which are divided into 6 clusters marked with different colors. Each cluster has a different number of items and each item has a different number of occurrences, links, and total link strength (although it does not rule out the possibility that there are the same number of items). Terms that are often used both as keywords and as abstracts in research articles related to keywords, such as Bibliometric Analysis, English, and Role-play.

5. AUTHORS' NOTE

The authors declare that there is no conflict of interest regarding the publication of this article. The authors confirmed that the paper was free of plagiarism.

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