

CHAPTER III

RESEARCH METHODOLOGY

In this chapter, the researcher discusses the research methodology. It includes the research method, subject of the research, setting, instrument, techniques of data collection, and data analysis.

1. Research Method

A method is step that the researcher do to collect data or information. According to Tavakoli (2012) as cited in Anggara (2014), research methodology is kind of problem that worth investigating and frame, it determines what research approaches and research methods to use, and how to understand what constitutes legitimate and warranted explanation. In this research, the researcher used descriptive qualitative research method. Qualitative research is scientific research that used to collect non-numerical data. The data is collected through research methods such as observational methods and face-to-face interviews. Research methods are used to obtain detail answers through the questions. In line with this Defranzo (2011), qualitative research is primarily exploratory research which used to gain an understanding of underlying reasons, opinions, and motivations. In this qualitative research, participants of the research are asked open-ended questions through interview and questionnaires. It aimed to get the detail information.

The objectives of this research are (1) to know the implementation of the scenario of teaching grammar through Speedy English Grammar game app (2) to know the teacher's and the students' responses toward teaching grammar through Speedy English Grammar game app (3) to investigate the students' difficulties in teaching grammar through Speedy English Grammar game app. The method in this research was descriptive qualitative research because it describes the data sources from participants and in-depth interviews in triangulation, as well as other sources such as observation sheet, questioner and test which be able to make reports systematically, clearly, and detail.

2. Subject of the Research

According to Coleman (2005), subject of research is a person who participates in human subject research by being the target of observation by researchers. In this research, the subject were students of a senior high school in grade eleventh in the academic year 2019/2020 in Cimahi. The researcher chose eleventh-grade students of IPA 3 as the subject research because the class has an English schedule in the morning so it was conducive to conduct the research.

3. Setting of the Research

According to Given (2005), research setting can be seen as the physical, social, and cultural site. The setting of this research is one of the senior high school in Cimahi.

The researcher chose the school, because it was closed with the researcher's home.

The time of the research was carried out from January, 12th to February, 15th 2020.

4. Instrument of Research

According to Tavakoli (2012:277), an instrument is any devices that are used to collect data. To produce accurate and maximum research, the researcher used some research instruments such as observation sheets, questionnaires, interview, and tests. The research instruments will be described as follows.

1. Observation

In this research, the observation sheet was used to record the process of the implementation of the scenario of teaching-learning process. It was filled by an observer. Sita Hedyati Rahayu as the researcher's colleague was as an observer because the real teacher at the school was on another duty. The observation sheet was used as the observer guideline to observe the teacher's and the students' activities during the teaching-learning process. The observation sheet was used in this study the printed papers. The data from this observation sheet was used to answer the first research question, how is the implementation of the scenario of teaching grammar through Speedy English Grammar game app. It contained the teacher's and the students' activities. The observation conducted for one month, which began on January 15th, 2020, and finished on February 12th, 2020. The research was conducted once a week and it adjusted to the students' English lesson schedule. Observation took

place four meetings, which are the first to the third meeting was used for delivering the teaching material and the last meeting was used for interview, questionnaire and tests.

2. Questionnaire

The researcher provided some questions which related to the topic of teaching grammar using Speedy English Grammar game app. It was used to answer the second research question, what are the teacher's and the students' responses toward teaching grammar through Speedy English Grammar game app. The table questionnaires contained thirteen questions which consists of questions, answer and reason. They were made to help the students to answer the question easily. The questions in the questionnaire, they were about students' experiences in learning grammar and their responses toward the teaching grammar using game app. The time to answer the questioner was about thirty minutes.

3. Interview

Interview was aimed to answer the third research question, what are the students' difficulties in learning grammar through Speedy English Grammar game app. The researcher used a cellphone to record the students' answer. It was aimed to strengthen the results of the interview and to make it easier to remember about what had been said by informant (students). Interview was conducted to nine students, which are three high, three moderate, and three low achiever students. The students can

answered the questions by using bilingual language so they can expressed their answer correctly and clearly.

4. Test

According to Merriam Webster dictionary, test is something (such as a series of questions or exercises) for measuring the skills, knowledge, intelligences, capacities, or aptitudes of an individual or group. The test was used to answer the third research question, what are the students' difficulties in teaching grammar using Speedy English Grammar game app. They answered the question in their own papers. In this study, the test refers to Luthfi (2014), which stated that grammar convention consists of structure, sentence structure, spelling, and punctuation. The tests were about structure. The students were given thirty minutes to answer the questions. The questions consisted of 30 items which is divided into three parts. The first part of the tests was about simple present tense with *be*. The second part of the tests was simple present tense with *verb*. The third part of the test was about simple present tense phrase with *have got*.

5. Techniques of Data Collection

The techniques of the data collection will be explained such as follows:

1. Observation

According to Collins English dictionary, observation is something that people have learned by seeing or watching something and thinking about it. The observation was aimed to observe the process of the implementation of the scenario of the teaching-learning process to answer the first research question, what is the implementation of the scenario of teaching grammar through Speedy English Grammar game app. The observer filled out the observation sheet in all the columns that have been provided and it in accordance with the activities of the teacher and the students in the classroom during the teaching and learning process. After the teaching and learning process is done, the observer submitted the observation sheet to the researcher.

2. Questionnaire

According to Kothari (2004), questionnaire consists of some questions printed or typed in a definite order on a form or set of from. In this research, the questionnaire contained some questions about the experiences and responses of students in learning grammar by using the Speedy English Grammar game app. It aimed to answer the second research question, what are teacher's and the students' responses toward teaching grammar through Speedy English Grammar game app. The questionnaire was administered at the fourth meeting. It distributed to all the students. They collected it to the teacher after thirty minutes.

3. Test

The test was used to answer the third research question, what are the students' difficulties in teaching grammar through Speedy English Grammar game app. The teacher distributed the tests to all students. She monitored students while they filling out the tests. If the students did not understand the questions they were allowed to ask to the teacher. The teacher instructed students to submit their work on the teacher's table after 60 minutes.

4. Interview

Burgess (1984:102), defines interview as a conversation with a purpose. The researcher conducted interview by asking questions to the students. The questions is about the students' difficulties in learning grammar using game app which aimed to answer the third research question. Interview was conducted to nine students, which are three high, three moderate and three low achiever students. It was conducted with the same questions for each interview subject. The researcher called three students according to their classifications to be given interview. She recorded all students' answers by using a cellphone to strengthen the results of the interview and to make it easier to remember about what had been said by the students. After all the students answered the interview and it was ended.

6. Analysis of Data Collection

Data analysis is a research rule that must be carried out by all researchers. According to Dey (1995 p.30), data analysis is the process of organizing and sorting data into patterns, categories and basic description units, that themes can be found and work hypotheses can be formulated as suggested by the data. A study without analysis will only produce raw data that has no meaning. In this descriptive qualitative research, the researcher analyzed the data by reducing, summarizing, selecting the main things, focusing on the important things, looking for themes and patterns and removing unnecessary ones. After that, the researcher processed it into content in the finding and discussion and finally concluded the data.

According to Miles and Huberman (1984), qualitative data analysis consists of three procedures. They are as follows:

- a. Data reduction. This stage refers to the process whereby the mass of qualitative data that obtain such an interview transcript, field notes, and the observations sheets are reduced and organized, for example, coding, writing summaries, discarding irrelevant data, and so on.
- b. Data display. To conclude the mass of data, Miles and Huberman suggest that a good display of data, in the form of tables, charts, networks, and other graphical formats is essential.

- c. Conclusion drawing/verification. These initial conclusions can be verified, that is validity examined through reference to the existing field notes or further data collection.