

CHAPTER III

RESEARCH METHODOLOGY

This chapter will find out about research design, subject and setting of the study, data sources, data techniques, data analysis, Technique of Data Verification and checking the validity of data. More clearly as follows.

A. Research design

Qualitative approach was employed in this study. The term of qualitative study refers to studies which look into the quality of relationship, activities, situation, or material (Fraenkel et al. 2011: 440). It is a design that consents a researcher to explore people's beliefs, experiences, behaviors, interactions, perceptions, attitudes, feelings and motivations at once to comprehend how they are formed (Deeptee and Roshan, 2008:). According to Cresswell (2007: 249) in qualitative study “the researcher builds a complex, holistic picture, analyzes words, report detailed views of informants, and conducts the study in natural setting”. One of the strengths of the qualitative approach is the natural setting where a researcher gathers the data at the field of participants’ experience to the issue under study (Creswell, 2007: 37).

Meanwhile, research methodology refers to the steps or phases taken by the researcher in order to achieve the goal of the study (Nurhayati, 2016). In relation to the aforementioned definition, this study was conducted to

investigate the phenomenon of using games technique in teaching speaking and to gather an in-depth understanding regarding to its process.

To look into the issues, the researcher used qualitative approach by applying a descriptive method. The goal of a qualitative descriptive study is to generate a comprehensive summary of events at the moment (Sandelowski, 2000). Qualitative is used to find out the kinds of games in teaching speaking at MTs Darul Hikmah Tawangsari. In this study, researchers used descriptive qualitative research to research.

B. Subject of the Study

Subject of the research were an English teacher. She is Mrs. SN. In this research, the researcher chose the subjects of study by applying certain criteria. Qualitative studies more typically use non-random or purposive selection techniques based on particular criteria (Ary, 2006:450). It means that researcher cannot take the teachers randomly as research subject in order to get data which is suitable with this research. For selecting subjects of research who have qualifications graduated from Tulungagung University she is experience more than five years to teaching language skills and speaking teaching used games to teach in order their student can gain speaking mastery, the researcher decided to do pre-observation. at MTs Darul Hikmah Tawangsari Kedungwaru, Tulungagung on October 23rd, 2020. At the time the researcher had the opportunity to see how the teachers taught in the classroom and the researcher known that there was a favorite class in MTs Negeri Tulungagung that was different from the regular class.

The differences are: before starting to learn, the teacher met the criteria often uses the games method for students to have enthusiasm and not bored in learning to and can entertain for teaching speaking English, so that students are more confident and can attract students' interest in learning and the teacher has been teaching for 8 years since 2012 until now. And the second subject are students from grade 9 there are 1 class is class IX-A because the class is students who studying with Mrs. SN at Mts Darul Hikmah Tawangsari, which is located on Tawangsari, Kedungwaru, Tulungagung Regency, East Java 66229. This researcher chose the subject and setting of the study because the researcher wants to know how the teacher uses games to teach English speaking in the classroom, so that students are motivated in learning in the classroom.

C. Data and Data source

1. Data

Data is something important in all of the research, especially in qualitative research, because they contain the answers that related with the research questions need. Data are kind of information that show the answer of research question, those can be “the rough materials researcher collects” (Bogdan and Biklen, 1998). Data of this research are all about ways, activities and method, that conducted by students English in learning speaking. It means the data of this research are any information concerning students used games in learning speaking from the interview.

2. Data source

Data source was a source where data were taken from. In this research data source are interview transcripts. The data source is the research subject from which data can be obtained. Data sources are important in conducting research. Thus, the data source is the substance where the researcher got the necessary information.

In this study using the main source, the researchers used the results of interviews to teacher and students. In this qualitative research, interview results are used as the strongest source to obtain information. The information of the review, one teacher. She is Mrs. SN because the teacher teaching English at MTs Darul Hikmah Tawang Sari has 5 English teachers, one of the teachers chosen is a teacher who teaches the MTs class and is soft and can entertain in teaching English in the classroom using games in English speaking courses and students just took one classes. That is class IX-A, there are 38 students, because the students of class IX-A is one of the classes that the teacher teaches uses games in the classroom. Besides that the English teacher of MTs Darul Hikmah Tawang Sari only allowed the writer to use that class. Beside, the test results in one of the data in this research. Because by using test result we can know about response speaking through games of English department in junior high school of MTs Darul Hikmah Tawang Sari Kedungwaru Tulungagung.

D. Data Collection

Technique The data were collected through one techniques. The techniques that were be used are explained as follows.

1. Interview

The teacher and the students were interviewed to find out the condition speaking skill of students and students feeling of the implementation games. The interview was done in two ways. The first was an interview with the one teacher to find out the students' English speaking skills before implementing using games was and the second is an interview to the three students from MTs class IX-A because the study took three students as a research sample of three students in the class. The reason for the research taking three students as the sample was because chosen convenience sampling technique.

Saunders (2012) stated that: the convenience sampling is perhaps the easiest method of sampling, because participants are selected based on availability and willingness to take part. Useful results can be obtained, but the results are prone to significant bias, because those who volunteer to take part may be different from those who choose not to (volunteer bias), and the sample may not be representative of other characteristics, such as age or sex. Note: volunteer bias is a risk of all non-probability sampling methods, so the study decided to take three students from that classes. This is made the subject. The researcher conducted interview with the teacher and the students on April 5th, 2021.

The researcher also used structured interview. It means the interviewer carries out the interview by using a set of questions arranged in advance. The interview was done at MTs Darul Hikmah Tawang Sari Kedungwaru Tulungagung. The researcher used for this research with aim to know how the students of class IX-A used games in learning speaking in the class and how the teacher' participate for learning process to achieve in learning speaking proses.

E. Technique for analyzing data

After the researchers get the data from the interview and documentary, the data obtained analyzed by examining the clarity and completeness. Then, once considered complete and clear, the researchers identified from the answers in each question. In this stage, the researcher arranged and presented the clear data in a form that is easily understood by the reader.

According to Creswell (1998), there are 4 steps for this analysis. These steps are:

- a. Data organization is divided into several forms (i.e. database, sentences or individual words). In other words, by determining the data or setting limits on the target population, the researcher can limit the target population of the inquiry to implement more pragmatic decisions regarding the cost, place and duration of the project. 50 In this study, the researcher omitted the object of study in question namely members at the regular level who take part in learning using games.

- b. Peruse the data sets several times to gain a complete picture or overview of what it contains as a whole. During the process, a researcher should jot down short notes or summarization of the key points that suggest possible categories or interpretations. As a researcher, we must conduct research to properly examine the data correctly, using it thoroughly. Researchers must explore the data to be studied and understood as a whole. Therefore, a researcher has small notes to make it not forget the understanding of the data so that later can produce clear and accurate data.

In this study, researcher determined the results by interviewing with the teacher and the students so that they use the games in teaching speaking at MTs Darul Hikmah Tawang Sari Kedungwaru Tulungagung.

- c. Identify of general categories or themes and classify them accordingly. This will help a researcher to see a pattern or meaning of the data obtained. In this case as a researcher, before preparing the data must first understand the purpose and the material or content of data to be developed.

In this study, researcher found the results obtained during the study and clarified them with several types of games.

- d. Finally, integrate and summaries the data for the audience. This step also may include hypotheses that state the relationships among those categories defined by the researcher. The data summary could be represented by table, figure or matrix diagram. The point is to evaluate

the data, an analysis can use a lot of help in the form of computer-assisted investigative methods or just based on its own observations and calculations. Implementing computer-assisted investigative methods to interpret data is more practical because it significantly reduces the time and amount of work, in contrast to personal observations and calculations that require extended contact with the target context and qualitative analysis of the results. By interpreting the results, the analysis interprets the data developed from information analysis techniques. Thereafter, the analyst seeks to conclude suggestions on the learner's language requirements by using a data investigation product.

In this study, researcher summarized the data obtained by observing and interviewing technique using graph to determine which games results were most interesting in their opinion.

F. Trustworthiness

In qualitative research there are some techniques that can be used to increase the valid data. For determining the trustworthiness of data, it needs an appropriate technique of evaluation. Bogdan and Bicklen in *Qualitative Research for Education* (1998:104) state that triangulation is needed to establish a fact that needs more than one source of information. In this research used triangulation technique to get the valid. In the technique of collection data, triangulation it mean as technique to collect data that consist of composite of composite of some technique to collect data and the data sources.

As the stated above, in this research the researcher used triangulation method in order to check back all the information or records obtained by way of comparing it with various sources, method or theory such as comparing interview result and data that been obtained with various data sources.

In a research, the quality of the data must be valid. To do that, the researcher did trustworthiness. Examination of trustworthiness in qualitative research consists of credibility (interval validity), transferability (external validity), dependability (reliability), and confirmability (objectivity).

In this research, the researcher used triangulation. William Wiersma in Sugiyono (2014) defined that triangulation is qualitative cross-validation.

It assesses the sufficiency of the data according to the convergence of multiple data sources or multiple data collection procedures.

With the same argumentation, Sugiyono (2014) explained it means as checking data from sources with some methods and times. Accordingly, there are three kinds of triangulation, source, technique of collecting data, and time.

In this research, the researcher used source triangulation. It is source of the teachers, and student's interview. Sugiyono (2014) explained more about that, it is kind of triangulation purposes to examine data credibility done by checking the data that got through several sources.