

Chapter three

Methodology

In this chapter discusses several main topics about the methodology that used for research including the research design, research participant, and research setting. In addition, this chapter discusses how the researcher collects and analyzes the data in conducting the research. In order to support the research, the researcher quoted some statements that related to the main topic.

Research Design

For the research design, the researcher use qualitative approaches. The reason why the researcher use qualitative approach was that this research was based on the phenomena that researcher found at ELED. The phenomenon that the researcher found at ELED is some of the students of ELED playing English video games using various media. According to Siyoto, and Sodik, (2015) the qualitative approach is a research process based on the analysis of social phenomena and problems found in the human environment. In addition, qualitative research produces descriptive data in the form of written or verbal from the participant (Siyoto, and Sodik, 2015).

Because this research focuses on finding student`s perception on the use of video game in term of benefit and the influence of the video games on improving the student`s language skills for English language learning, the researcher use descriptive qualitative. The researcher considered that descriptive qualitative is the best research design to know about the student`s opinion and experiences dealing with video games for language learning. According to Clissett as cited by Tavallaee and Talib (2010) “qualitative research covers a wide range of approaches for the exploration of human experience, perceptions, motivations, and behaviors” (p.571).

Research Setting

The researcher conducted the research at the ELED in a private university in Yogyakarta. There were two reasons the researcher choose ELED in a private University in Yogyakarta. First, from the researcher`s observation at the English language education department, the researcher found the phenomenon that some of the students used their free time for playing English video games online or offline using various medium such as Smartphone and laptop. The last, the researcher has access at Yogyakarta in a private University and it helped the researcher to collect the data. The researcher has conducted the research in November 2018.

Research Participant

Because the phenomenon of playing English video games is happening at English language education department in private university Yogyakarta, the subject of the research is three students of ELED batch on 2015 who were then in their 8th semester. The reason why should the students` batch on 2015 who were then in their 8th semester is because they already took ICT for language learning and Digital Technology in Education course. Therefore, they already learn how to design a game for education and how to use digital technology for language learning. In order to get as much data as possible related to the use of video games for language learning, the participant should have experienced and they often playing English video games. In addition, the participants of this research are the students who already feel some improvement in their language learning from playing English video games. In selecting the participant who already feels the video games influence on improving on their English language learning, the researcher only asked the participants if they felt some influence of the video games on improving their language skill from playing video games before telling the participant about this research. Gathering the data with the specified subject will be useful in order to know the use of video games for

language learning. In addition, the researcher used pseudonyms on the participant such as Reno, Ijal and Aldo.

Data Collection Method

As mentioned before, this researcher used a qualitative approach. The method used by the researcher is the open-ended interview on collecting the data. The open-ended interview is suitable for this research because according to Turner (2010) open-ended interview allowed the participants to contribute as much detailed information as they desire and it allows the researcher to lead the interview. The interview that was conducted by the researcher was face to face with the participant using *Bahasa Indonesia* in order to prevent some miscommunication. In addition, both the researcher and the participant used *Bahasa Indonesia* as the first language. In doing the interview, the researcher did one on one interview with different times for all participants. The reason why the researcher did the interview at different times, it is because the participant has different free time to do the interview. In addition, doing the interview at different times help the researcher get different information about the data from all participants. The researcher and participant do the interview three times in order to get the best information to answer the research question. The length of the first interview duration is eight until fifteen minutes for all participants, but it still lacks the information and has many wrong answers. However, for the second interview duration is thirteen until eighteen minutes and lack little explanation. The last interview duration is eight until fifteen minutes and gets more explanation about the information that still lacks explanation.

Research instrument

Research instrument is a tool used by the researcher to collect the data. According to Arikunto as cited by Natalia (2015), the data collection instruments are tools used by researchers to collect data in order for the activities to become systematic and facilitated.

The research instrument that used by the researcher are the interview guidelines and recorder to collect the data. For the interview guidelines, the researcher used some literature from previous research to arrange the interview guidelines for the interview. The questions of the interview focused on the benefits and the influence of video games on language skill improvement. When the researcher and the participant are doing the interview, the researcher records the conversation using the recorder in order to prevent the loss of some participant`s statement.

Data Analysis

The next step after doing the interview with the participant, the researcher analyzed the data. The data that researcher found from interview need to read or listen repeatedly on purpose to understand and get valid information about the research topic. According to Powell and Renner (2003), the analysis processes get to know your data, focus on the analysis, categorize information, and identify patterns and connections within and between categories, interpretation. Before analyzing the data, the researcher has been transcribed the interview record into the written form and helped the researcher to analyze the data.

After transcribing the data, the researcher does the member checking. The member checking purposes is to review or measure about the participant statement it is accurate or not and in order to gain valid information from participant opinion. According to Harper and Cole (2012), member checking gives the opportunity for the participant to verify their statement in order to gain validity. The results of the interview have been clarified to the interviewee at the member checking to measure the transcript of the participant's statement in accordance with what was conveyed by the participant. According to Rager as cited by Harper and Cole (2012) "Member checking is also known as participant verification" (p.2). In the result of member checking, the researcher and the participant feels need to add more information. In addition, there was some information that needs to be changed because it did

not answer the research questions. Therefore, the researcher did re-interview the participants for three times to collect the data that answered the research question.

The last step in analyzing the data is coding. According to Strauss and Corbin as cited by Wardhono (2011) stated, the coding process has three different types and steps such as open coding, axial coding, selective coding. In the open-coding process, the researcher identifies the main idea of the participant`s answer. After the researcher understands the main idea of all participant`s answer, the researcher does the axial coding. Axial coding is the process classified and categorized the same main idea from all participant`s statement to make compression between different answer. The last is selective coding, which the results of axial coding are classified into conclusions and described in descriptive form. In the coding process, the researcher only uses two steps of coding, the steps that used by the researcher are open-coding and axial coding, the reason why the researcher only use open-coding and axial coding because the researcher already concluded the participant statement in axial coding.