

## **CHAPTER III**

### **RESEARCH METHOD**

This chapter presents and discusses research design , research setting, subject and object research, research instrument, data collection, and data analysis problem.

#### **A. Research Design**

This research implements with qualitative descriptive type within this research. According to Cresswell (1994) a qualitative research is defined as an inquiry process of understanding a social problem, based on building a complex, holistic picture, formed with words, reporting detailed views of informants, and conducted in a natural setting. According by Bogdan and Taylor in Moleong ( 2001 .p 8 ) suggest qualitative research that produces descriptive data in the form of written words as well verbal from people and observed behaviour. Descriptive types case study is a type of research that describes a phenomenon that occurs in real life. This is in line with research that will be conducted by researchers, in addition to this research to illustrate how the use of flash card games in basic writing skills is also related to the phenomena that are now rife in real life, there are still many students who are less interested in learning English . This is the rationale of researchers with the aim of research to illustrate how the use of a good flash card in basic

writing skills in the hope that it can be used later by the teachers so that cases of lack of student interest in learning English are reduced.

## **B. Research Setting**

The research has been conducted at MTs Al Istiqomah Banjarmasin , this school located at Jl Pekapuran Raya, Banjarmasin, South Kalimantan, Indonesia.

The time to conduct the research would be in effective time on 2<sup>th</sup> September 2019 until 19<sup>th</sup> September 2019. MTs Al Istiqomah Banjarmasin have 8 class that are VI A, VI B, IV C, VIII A, VIII B, VIII C, IX A, and IX B. VII A AND VII C class of MTs Al Istiqomah Banjarmasin will be setting for this research. Researcher choose the place of MTs Al Istiqomah banjarmasin because students knowledge and enthusiasm for learning English here is still lacking, especially in basic writing skills in English which are of concern to researcher. Besides that, Mts Al Istiqomah Banjarmasin is a private Islamic school under the auspices of the Al Istiqomah Islamic Boarding School Foundation in Banjarmasin that still holds fast to the values of Islamic traditions and seems not to be too affected in terms of modernization, including in the field of English. The emphasis and interest of students is more in Arabic than in English. So that the impact on students' lack of interest continues to their difficulties in fostering basic English writing skills themselves. Researchers also chose class VII A and VII C at MTs Al Istiqomah

Banjarmasin, because this class is a class that has an interest in English that experiences ups and downs, sometimes they really like English, sometimes not, so the researcher decides to do research in this class because of the level the possibility of student participation increases rapidly so that research will run smoothly in this class.

### **C. Subject / Participant**

Subject of study is where data for variable research obtained Arikunto (2010). The subject of this study is one English teacher and two classes that are VII A and VII C class which have 60 students of MTS Al Istiqomah Banjarmasin students at MTs Al Istiqomah Banjarmasin. Researcher observed the teacher in teaching process in the class.

### **D. Data and Source Data**

The data that investigated this research primary data. It is used to collect data in this research.

#### **1. Data**

- a) The data of the how the use of flash card game used in learning basic writing skill.
- b) The data of students response through questioners.

### **E. Technique of Collecting Data**

The techniques that the researcher used to get the data in learning of basic writing skill through flash card game at Junior High School. The techniques are : Observation and questioner.

## **1. Observation**

Observation is a technique that involves systematically selecting, watching and recording behavior and characteristic of living beings objects or phenomena. The objects of observation were the situation while teaching learning process happens and how teacher teaches. Observation is the best technique to use when an activity, event, or situation can be observed firsthand, when a fresh perspective is desire, or when participants are not able or willing to discuss the topic under study (Merriam, 1998: 96). In this study, the researcher observed and look directly how the teacher using flash card game in learning and teaching process about basic writing skill in this the researcher will found how the use of flash card game in learning basic writing skill for students at junior high school grade.

## **2. Questioner**

The researcher gave some questions in questioner for students about using flash card game for learning basic writing skill for knowing how respons of students for flash card game and how effective the use of flash card game in learning basic writing for them. Researcher collected data about learning of basic writing skill through flash card game at Junior High School. Through questioner which has been filled in by students of MTs Al Istiqomah Banjarmasin. That questioner collected to know how much which agree with flash card game for learning writing basic skill and how much disagree with flash card games for learning process basic writing

skill and also knowing how is the use of flash card game in learning basic writing for them.

## **F. Analysis Data**

For present the data in this research, researcher using research model from Miles and Huberman (in Sugiyono, 2009: 247 – 252) , which divides the steps in analysis data of qualitative research involve four things the data collection, data reduction, data display, and the conclusion drawing. In this research, the process of the analyzing data is aim to describe how the use of flash card game in learning basic writing skill at Junior High School.

### **1. Data Collection**

Sukmadinata (2007: 147) state that researchers collect data relating to the implementation of activities that are the focus of the problem. In this study, researcher collecting data from observation data from the beginning until end of the observation, as well as data from student questioner sheets related how the use of flash card game in learning basic writing skill at Junior High School.

### **2. Data Reduction**

Data reduction is summarizing, choosing the main things, focusing on the important things, looking for themes and patterns and removing unnecessary. The data that has been reduced will provide a clear drawing

and make it easier for researchers to carry out further data collection (Sugiyono, 2009: 247).

In data reduction the researcher summarize the data that has been obtained from observation and questioner. From these data a clearer drawing will emerge and make it easier for researcher to data display and draw conclusion related how the use of flash card game in learning basic writing skill at Junior High School.

### **3. Data Display**

Data display is intended to find meaningful patterns and to provide the possibility of drawing conclusion from the research. Display data in research aims to find a meaning from the data that has been obtained, then arranged systematically, from the form of complex information to be simple but selective. The data obtained can be in the form of descriptions, charts, relationships between categories of flowcharts and so on. (Sugiono, 2009: 249).

In this research the data presentation was made in the form of a description of the data that had been obtained from the observations and questioners of students regarding how the use of flash card game in learning basic writing skill at Junior High School.

#### **4. Conclusion**

Conclusion is drawn after the data collection and presentation is complete, after that the data analysis is done to draw a conclusion, so that it can describe the final answers related to the formulation of the problem under study. Miles and Huberman in Sugiono (2009: 252) also state that the final step in qualitative data analysis is drawing conclusions.

From the reduction of data and the presentation of data obtained based on observation and student questioners and after analyzing the data from the data display, the researcher can draw final conclusion related how the use of flash card game in learning basic writing skill at Junior High School.