

CHAPTER III

RESEARCH METHOD

A. Research Design

According to Djajasudarma (1993, in Sugiyono, 2012) there are two types of research, there are quantitative research and qualitative research. Quantitative research contains every kinds of research that based on percentage, table, and the other statistical counting. The other hand, qualitative research is a certain tradition is social science which fundamentally depends on the person and his surrounding through his language. Qualitative research involves the studies use and collection of a variety empirical material, personal experience, life story, interview, historical, international and visual that describes routine and problematic moments and meaning in individual's live.

In this study, the researcher conducted a descriptive qualitative research. This is a descriptive because it is describe the data. The method use qualitative description, the researcher as an observer while the teaching process is going on. The research purpose is to gain a deep understanding of the case or phenomenon itself, not to generalize this case to other cases or context.

B. Research Setting

This study conducted in the seventh grade of SMP Negeri 4 Tanjung in the academic year 2018/2019. This school consists of 15 classes. Every grade has five classes, and every class consists about 25-30 students. The school is located at Jl. Tanjung Selatan, Tabalong.

C. Partisipants

The participants of this research are one of English teacher who teaches eighth grade and one class of eighth grade in SMPN 4 Tanjung. One English teacher and the students of eighth grades was chosen as a participant because only this teacher who teaches in eighth grade and he used Teams Games Tournament in his class.

D. Data and Source of Data

1. Data

The data about the use of Teams Games Tournament and the problem of using Teams Games Tournament technique. All of data collected through interview, observation, and questionnaire.

2. Source of data

The source of data of this research are the teacher who used Teams Games Tournament in teaching and learning English and the students who participated in the class.

E. Techniques of Collecting Data

Based on the aim of the study, the researcher use three research instruments to collect the data, there are:

1. Observation

(Burns, 1999) said that observation is a kind of activities that enable the researcher to document and reflect systematically upon classroom interaction and events, as they actually occur rather than as we think they occur. In this section, the researcher observe the activities that happen in the classroom. The researcher observe the use of Teams Games Tournament used by the teacher in teaching process directly.

2. Interview

Sutopo (2002) said that interview in the descriptive qualitative research is generally done by giving the opened questions which purposed to gain the deep information and it is done by using unstructured formally things in order to get the views of the subject observed about many things that bring advantages for gaining the detailed information. By this technique, the researcher conduct some interview with the teacher. The topic is about teaching and learning by using Teams Games Tournament, the problem that faced by the teacher, and some other questions.

3. Documentation

Documentation is a process of getting information from printed or recorded materials related to the research topic. Sutopo (2002: 9) says that the written document are sources of research, which often have important role in qualitative research.

F. Data Analysis

In analyzing the data, the researcher used the descriptive method. According to (Sutopo, 2006) the process of data analysis is as follow:

1. Collecting Data

The researcher collecting data from the teacher, such as material, syllabus, and lesson plan in the form of document. The researcher also get the data from observing teaching and learning process and interviewing the teacher. The researcher make a field note and transcript of interview.

2. Reducing the Data

Data reduction is done by summarizing field notes by separating main things relating to research problem, and then it is arranged systematically to

describe and to make easy the data searching if sometime it is needed. Not all the obtained data of the research are important. It means that the important information must be taken and unimportant information must be ignored. The data reduction is done during research activities. The researcher reduced information during the research activities if data is unimportant or do not support the data researcher's needed. The researcher selected the data related to the technique of Teams Games Tournament used by the teacher and the problem of using Teams Games Tournament.

3. Presenting Data

After identifying the technique used and the problem faced, the researcher describe the data form of description or narration. The description of the data is presented in logic and systematic order.

4. Drawing Conclusion

In this case, the researcher write not only what she sees each day during observation, but also the interpretation of observation.