

## CHAPTER III

### RESEARCH METHOD

#### A. Research Design

Qualitative research is suitable to be used in this research because the writer wants to describe as the technique of collecting data, then the researcher uses the qualitative method. The approach of this research is descriptive qualitative. According to Sugiyono (2005) states that descriptive method is a method used to describe or analyze the results of research but not used to make broader conclusions.

Since this study is descriptive qualitative research, the analysis of the study is presented in form of words rather than numbers without any statistical calculation (Fraenkel JR & Wallen, NE 1990; McMillan (as cited in Widiyawati 2012). The data were collected from the Kahoot application, to collect the data the researcher play the application repeatedly, classified and analyzed the data descriptively using the relevant theories.

#### B. Subject of The Research

The subject of this research is Kahoot! in form of mobile and web version. In this research, the researcher focused on the game elements and features of Kahoot! is supported in English Language Teaching.

### **C. Data and Source of Data**

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. Sources of research data is obtained from the informants or people who provide information, sources of information, or data sources. According to Ary et.al (2010) argues that in qualitative research, we can use two source to get that is with primary source and secondary source.

The primary data of this research are the game elements and features in Kahoot!. in obtaining the data the researcher uses selected game elements which is always used in educational context and the features can be supported in English language teaching. This study also uses secondary source to get the data, the researchers used the documents as screenshots of Kahoot!

### **D. Technique of Data Collection**

The technique that used to get the data about the game elements in Kahoot! especially in English language teaching is documentary. According to Arikunto (2002) documentary technique is used to collect data based on transcript, books, newspaper, magazine, agenda, and many more. In this study, the researcher uses documentary technique to collect the data about the game elements and what feature of Kahoot! can support in English Language Teaching.

Data collecting method is the writer's way in collecting the data. In the collecting data, the researcher uses the documentary technique by obtaining the data from the Kahoot Web on PC and Kahoot! Application on Mobile. The most appropriate instrument in this research is the researcher himself. To collect data, the writer analyzes the procedure of Kahoot! and game elements that supporting English Language Teaching.

### **E. Data Analysis Procedure**

This section presents the data analysis procedures that are performed on the collected data in order to answer the research questions. Technique of data analysis did by processing the result of documentary . Wiersma (1991) stated "Data analysis in qualitative.

To analyze the data, the researcher uses descriptive qualitative to analyze data. According to Sugiyono (2005), there are three activities to analyze data in descriptive qualitative research. Those activities are data reduction, data display, and conclusion drawing/verification. Based on those statements, the researcher divides the activity in analyzing data into three activities, they are data reduction, data display, and conclusion drawing.

#### **1. Data reduction**

Data Reduction means the process of selecting, identifying, classifying and coding the data that are considered important. In conducting research,

the researcher will get much data. Hence, the researcher must select data that will give valuable information in research. Thus, at first the researcher has to do reduction to analyze the data. Based on the concept of data reduction, reducing the data in this researcher is chosen by identifying game elements and feature on Kahoot! in PC and Mobile Application.

## 2. Data display

Data display means the process to simplify the data in the form of sentence, narrative, or table. Data display refers to show data that have been reduced in the form of patterns. It benefits to help the researcher in understanding the data. In displaying data, the researcher describes data that have been reduced into sentence form. Sugiyono (2005) stated that in qualitative research, the most frequent form of display data is narrative text. Hence, the researcher arranges the data in good sequence of narrative text in order to be easier to understand.

## 3. Conclusion

For the last process is conclusion. In qualitative research, the characteristic of conclusion is temporary. It can change if the researcher doesn't discover strong evidence to support the next collecting data. However, if the conclusion in the previous data can be evidenced by validity and consistency when the researcher is going back to the field, so the

conclusion is credible. In this research, the researcher makes conclusion from the data display.