

## CHAPTER III

### RESEARCH METHOD

#### A. Research Design

This research is belonging to qualitative research by using descriptive method. It's belonged to descriptive because the objective of the research is to describe and interpret the phenomena based on facts in the field. The purpose of this study is to describe the use of gamification method in teaching English for young learners. Therefore, the design of this study is descriptive qualitative because the researcher wants to describe the phenomenon of obtained data objectively and naturally. Descriptive research is a type of research that observe a problem systematically and accurately about facts and characteristics of certain object. It's aiming for explaining, describing, and mapping some facts based on perspective or the particular frame of mind (Sumanto, 1995:75).

In this research, the researcher investigated and described the use of gamification method in teaching English for young learners in naturally without any treatment or training before.

#### B. Research Setting

This research conducted at SDIT Nurul Fikri on Jl. Cempaka Raya Gg. 3, Banjarmasin, South Kalimantan, Post code 70245. In this school consists of 10 classes. Every grade has 2 classes and every class consist 15-20 students. The researcher was chosen SDIT Nurul Fikri is based on the researcher experience when doing study activities

at that school. The researcher saw the teacher using games to teach English at fifth grade. From that moment the researcher interested to research about it.

### C. Subject and Object of the Research

The subject of this research is the English teacher who teach in fifth grade at SDIT Nurul Fikri Banjarmasin. In fifth grade of SDIT Nurul Fikri Banjarmasin, the class divided become 2 classes for boys and girls, so there are two classes such as 5A and 5B. In fifth grade of SDIT Nurul Fikri Banjarmasin, there are two teachers who teach the English learning.

In this research, the researcher chooses the teacher who teach English at fifth grade of SDIT Nurul Fikri. In this class, the students first time learning English, because in first grade until fourth there's still no English learning. The teacher choosing to teach English using gamification method with a purpose to make a fun class and enjoy able to learn English. Some student thinks learning English were difficult and hard to understand. In that case, the teacher using gamification method and hope it can be helpful to learn English to the students.

### D. Data

#### 1. Type of Data

In this research, there are two types of data used in this research. Those are:

##### a. Primary Data

Primary data in this research are the transcriptions of in-depth interview and observation about the practical gamification technique in teaching English in students speaking skill.

In this type data, the researcher will interview the teacher and some students about the practical gamification technique in teaching English in students.

b. Secondary Data

Pictures and video recorders as documentation of the research process, the English teacher profile, and record of the school are the additional data that is collected by the researcher.

2. Source of Data

The primary source of data in this research is the English teachers at SDIT Nurul Fikri Banjarmasin. In this research, the English teachers interviewed and observed to obtain data concerning with the practical gamification technique in teaching English in students.

In addition, secondary source of data is all the students in fifth grade of students SDIT Nurul Fikri Banjarmasin. It is in order to add some information about gamification technique in teaching English in students.

E. Technique of Data Collection

In a research, to collect the data from the field, a researcher usually uses a good instrument and able to take an information from the object or subject research. To achieve a purpose, a researcher can make an instrument. Besides that, researchers also can use the instrument that already exist or that already modification in order to fulfill a good regulation for instrument (Sukardi, 2014: 121).

The instrument used in this research is interview.

According to Esterberg (2002) defined interview as “a meeting of two persons to exchange information and idea through question and responses, resulting in communication and joint construction of meaning about a particular topic. Interview provide the researcher a means to gain the deeper information about a subject of research in interpret a situation or phenomenon.

The depth interview or semi structured interview is the one of interview types that will be used in this research. The researcher asked the English teachers about the practical gamification method when teaching English for the students and also the teacher challenge in the class. The type of this interview is hoped to being freely open to find the problem easily. From this interview, the researcher wants to know what kinds of game that the teacher uses and what are the challenges in practicing gamification method to the students in the class.

#### 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 gets the data from doing interviewing the teacher. The researcher makes 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 needed. The researcher selected the data that related to the gamification method in teaching English.

### 3. Presenting Data

After identifying the technique used and the challenge faced, the researcher describes 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 writes not only what he sees each day during the research, but also the interpretation of interview.