

## **CHAPTER III**

### **RESEARCH METHOD**

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

This research is dedicated to exploring the application of Cyber Experience-Based Learning in the education of Foreign Language (FL) learners, utilizing Virtual Reality (VR) within the VR Nihonggo language exchange platform for Japanese and English online classes. The chosen research design for this investigation is qualitative descriptive research. The central objective revolves around the scrutiny of the Cyber Experience-Based Learning variable with VR and its repercussions on FL learners within the online class framework at VR Nihonggo language exchange. The research methodology entails the utilization of short interviews and documentation, complemented by observation sheets to capture insights during the integration of VR for experience-based learning. Given the dispersed geographic locations of participants, short interviews are selected as the preferred method of data collection. The subsequent data analysis will rely on scrutinizing the observations and feedback obtained from the participants.

## **B. Research Setting**

The researcher will take a language exchange online class and could work from home and anywhere by using Oculus Quest 2 Device to access VR Chat then join the online class that provided by VR Nihonggo Community based on scheduled study session for example VR Chat sessions at 9 am AEDT every Tuesday and Thursday. Unlike the other online course, VR Nihonggo provides live tutor and whole person participant so the teacher significantly interacting with the learner also they use VR-Game massively for learning and that makes them look different from other online courses. Due to this reason, the researcher chooses this community for its approach to distance learning and Experience- Based Learning and all the participants are online learner and that could participate in online meeting or remote course.

## **C. Participants / Subject**

The participants of this research are VR users that learn a foreign language in VR Nihonggo on language exchange sessions. In this research, the researcher focused on the use of VR device in VR Nihonggo on language exchange sessions. There 4 participant of VR Nihonggo learners, recruited as participants through purposive sampling (Hikmawati, 2017, p. 68) to filter the unwanted samples such as non- Immersive VR users, and usually, this community accommodates a maximum of 40 people from various countries but, the geographical time differences issue makes the class sometimes empty or overflowing and the schedule sometimes can be changed beside that

researcher choose Japanese learner rather than Indonesian learner because of not many Indonesian could afford VR device.

#### **D. Data**

In this study, the data is VR-user that learn a foreign language in the language exchange session at VR Nihonggo. This data is from interviewing the participant that came to the class. The data is conducted by interview, observation, and documentation using short time (5-10 minutes) unstructured interview for approaching the participant naturally and researcher want to avoid sociocultural risk because participants come from different countries around the world.

First, observation sheet to observe the VR compatibility with experience-based learning. Then, unstructured interview to be addressed by each participant to measure their Cyber Experience-Oriented learning with virtual reality for foreign language learning in VR Nihonggo. Last, documentation guide. The researcher creates a category for which data will be searched.

#### **E. Technique of Data Collection**

The data collection for qualitative research was adopted from (Hikmawati, 2017) about research method by using.

1. Observation

The first step is observation. The researcher will use observation sheet to get specific information about the VR compatibility with some Experience-Based Learning activities by using Oculus Quest 2 (VR device) and giving checklist.

2. Online Interview

The second step is the online interview. The online interview will use unstructured short time (5-10 minutes) online interview due to geographical time and real time condition because the participant might come from different country not just from Japan. The interview will be asked to the learners as the participants in this research. The interview is about the learning language in Virtual Reality Chat also the different between 2D VS Immersion 3D for distance learning and how about the impact of Virtual Reality affecting the FL Learner experience comparing than regular online 2D for narrative learning experience. Also, the Virtual Reality as Second Reality to replacing regular meeting school during pandemic. The interview will be an online interview because the object in this research is Virtual Reality and Cyber Experience-Oriented Learning for online class to learn a foreign language through an online course.

### 3. Documentation

The third step is documentation. The documentation uses a documentation guide to find suitable data that fits the category that has been made by the researcher.

## **F. Data Analysis**

After collecting data from the result of observation sheet, interviews by the participant, and documenting by adopting these steps from (Akinyode & Khan, 2018):

### 1. Anecdotes

The researcher selected the statement from the participants' answer which was classified and provided by the researcher. Then, summarize the chronological sequence on the narrative explanation based on the topic/subject about Virtual Reality for distance learning.

### 2. Vignettes

The researcher give vignette a small illustration or portrait photograph which fades into its background without a definite border to give brief evocative description or represent the data about Virtual Reality for online class.

### 3. Data Coding

The researcher giving code for the keyword from the explanation text into comprehensive theme to bring out the essence and meaning of the data that respondents have provided.

### 4. Thematic Network

In last step, the researcher categorizes the text into into three themes, basic theme about the problem at online class, organizing themes about experience-based learning for online class, global them the benefit of VR implementation for distance learning.