

## CHAPTER III

### RESEARCH METHOD

#### A. Research Design

This research uses a method that is a case study. Case studies are qualitative research where specific individuals or units are used as research objects to understand phenomena about what is experienced by research subjects, such as behavior, motivation, perceptions, actions, and so on. This is completed holistically and utilizes descriptions in words and language in a unique natural context (Moleong, 2007). This case study research employed some procedures as follows:

1. Establish a broad case to investigate

Gamification is the newest method that can be applied in tertiary institutions in learning English and can be used in various English teaching, one of which is grammar. This is an essential case of how gamification is used in university grammar teaching.

2. Define the research questions

The researcher has two questions that must be studied: the implementation of gamification in teaching grammar and students' responses to learning using gamification.

3. Choose the proper case to use

This research was conducted at the Language Development Unit of Antasari State Islamic University Banjarmasin, focusing on applying gamification in teaching grammar.

4. Determine data collection and analysis techniques

The researcher used qualitative methods in this study. The researcher collected data by observing learning activities at the university, conducting interviews with a teacher and several students, and conducting documentation to strengthen the data.

5. Prepare to collect the data

The researcher use pens, books, field notes, and photographic documentation to prevent data loss and to prepare data for easy retrieval, repetition, and archiving as research evidence.

6. Collect the data

The researcher collected data by conducting interviews, documenting, and observing how gamification was applied in grammar learning through a lecturer and students as participants.

7. Analyze the data

This study uses data to find the relationship between research questions and objects. Yin (2009) claims that information sources have six

types listed in the data collection. This data can be in the form of a holistic analysis. This analysis combines various networks or comprehensive analyses for unique, extreme, or exceptional cases. There are three analytical techniques in case studies. The first is time series analysis which is based on the time sequence in making observations and is widely used for quasi-experimental and experimental approaches. Then the second is pattern matching, an analytical technique to compare empirical-based patterns with data, to compare patterns to match actual data with predictions. The similarity of the two patterns can strengthen the internal validity of the case. The third is making explanations; this analysis aims to study the data and analyze cases in depth by making explanations (Yin, 2009).

#### 8. Prepare the research results

The researcher reports the results by describing the data through interview transcripts, stories, and quotes.

### **B. Research Setting**

The researcher conducted present research at the local 97 (ninety-seven) in the Language Development Unit of Antasari State Islamic University Banjarmasin. The researcher conducted research for one month or approximately four weeks. First, a researcher sends a letter of permission to research in a class that the use of gamification has determined. After that, a researcher conduct research accompanied by responses from participants.

### **C. Participants**

This study's participants are the lecturer and the students at local 97 (ninety-seven) in the Language Development Unit of Antasari State Islamic University Banjarmasin. A researcher utilized purposive sampling to choose participants. This was done to ensure that the sample sufficiently reflected the target population, that the most critical information was obtained, and that data informational adequacy and appropriateness were allowed.

### **D. Data**

#### 1. Data of the Research

The data in this study was gained from three instruments, observation, interview, and documentation. This study contains the implementation of gamification in learning Grammar, and a researcher wants to explore the students' responses.

#### 2. Source of Data

In the data source, a researcher obtained data from observing the lecturers in class while teaching grammar material and conducting in-depth interviews with teachers and students. Finally, a researcher took documentation to strengthen the research.

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

To collect the data, a researcher employed three instruments. The instruments used in the present research were observation, interview, and documentation.

### **1. Observation**

Hammersley (2007) pointed out that observation can be used as an alternative or addition to interviews, documentary data, or questionnaire data. It is typically regarded as occurring in natural rather than experimental conditions, even though experiments rely on the experimenter's observations. To get in-depth student responses and strengthen the instrument in this study, this study also used observation for triangulation. Observations were made to determine the reality of student responses in the interview and whether there are similarities between the results of the discussion and activities in the classroom that describe students learning to use gamification. The researcher used observation guidelines and field notes for data collection tools. This observation answer research questions number one.

In addition, a researcher observed the process of teaching and learning English in the local 97 (ninety-seven) Language Development Unit of Antasari State Islamic University Banjarmasin to demonstrate the implementation of gamification in learning grammar. This study uses non-participant observation, which means that a researcher is not directly involved in the observed situation.

A researcher only sees grammar teaching and the learning process using gamification in the classroom.

Table 3.1 List of Observations

No	Date	Teaching Material
1	Friday, November 11, 2022	Seasons (Grammar Focus: Present Continuous Tense)
2	Friday, November 18, 2022	Grammar Focus: Present Continuous with conjunction and & But
3	Thursday, November 24, 2022	Job (Grammar Focus: Simple Present Tense with WH Questions)
4	Friday, November 25, 2022	Job (Grammar Focus: Simple Present Tense with Adjective)

## 2. Interview

The researcher used interviews as an instrument in this study. The researcher uses in-depth interviews and online interviews. The researcher conducted face-to-face meetings with the research participants to comprehend the study respondents' perspectives on their lives, experiences, or social conditions as stated in their native language (Taylor & Bogdan, 1984). In addition, in-depth interviews are two-way conversations in an equal, intimate and informal setting. The researcher wants to explain the experience of human subjects: a life history that allows them to realize the study subject intimately, view the world through their eyes, and enter through experience. The researcher conducted this in-depth and online interview flexibly, open, unstructured, and non-standard manner. The researcher used interview guidelines for data collection tools. The researcher wanted to explore the implementation of gamification in teaching grammar and students' responses to this learning by interviewing a lecturer about teaching and learning

gamification at the local 97 (ninety-seven) Language Development Unit Antasari State Islamic University Banjarmasin. This answers the questions from research questions number one and two by interviewing eight students and a lecturer.

Table 3.2 List of Interviews

No	Date	Participant
1	Saturday, November 26, 2022	The Students
2	Friday, November 25, 2022	The Lecturer
3	Wednesday, November 30, 2022	The Lecturer

### 3. Documentation

The documentation used by a researcher in this study includes English textbooks at the Language Development Unit and some pictures as data that can be studied. As highlighted by Hitchcock and Hughes (2002), the documents are primarily written texts that deal with some part of the social environment. Official documents to private and personal records, such as diaries, letters, and pictures, are examples of written texts or documents that may have been meant for public consumption. In addition, this study uses documentation from field notes, textbooks, and photographs.

## F. Data Analysis

Miles, Huberman, and Saldana (2014) pointed out that data analysis is a collection and study of sentences based on documents, interviews, observations, or artifacts. These data collection activities are usually carried out near local setting locations over a long time. The data generally cannot be directly analyzed

but requires some form of processing, such as raw field notes that must be typed and expanded, images that must be documented and analyzed, and audio recordings that must be transcribed and edited.

In this research, the researcher utilize Miles, Huberman, and Saldana (2014) model to analyze the data. The data analysis model by Miles, Huberman, and Saldana (2014) is carried out in the following steps:

1. Data Condensation

Data condensation is selecting, simplifying, focusing, and changing the data contained in interview transcripts, field notes, documents, and empirical data obtained. Based on the data obtained, the researcher looks for patterns, data, and themes that are more important to write, while data considered unnecessary be discarded. In this study, data condensation was carried out by direct observation and interviews of the lecturer and students at the local 97 (ninety-seven) of the Language Development Unit of UIN Antasari Banjarmasin, thus as to produce data that had been selected and simpler.

2. Data Display

In the data display, the researcher presents the data that has passed the condensation stage. The researcher applies this to make it easier to understand the problems found in research, and then this can be continued to the next stage. After collecting data related to the implementation of gamification in teaching grammar, carried out at the local 97 (ninety-seven) of the Language Development Unit of UIN Antasari Banjarmasin, the



researcher group is next the results of direct observations and interviews to be presented and discussed in detail.

### 3. Drawing and Verifying Conclusions

After carrying out the steps on the condensation and data display, the last step that must be carried out is to draw and verify conclusions. Conclusions are substantiation of the research conducted. After presenting the data that related to the implementation of gamification in teaching grammar, which was carried out at the local 97 (ninety-seven) of the Language Development Unit of UIN Antasari Banjarmasin, the researcher drew conclusions about the process of implementing gamification in teaching grammar and the researcher verifies the data well and checked to ensure the data obtained are reasonable, strength, confirmation, and validity. The data collection and analysis matrix can be seen in the table below.

Table 3.3 Matrix of Data Collection and Analysis

No of RQ	Technique of Data Collection	Tools to Collect the Data	Participants	Investigated Data	Design	Data Analysis
1	In-depth interview, Observation, Documentation	Interview guidelines, Observation guidelines, field notes, English Textbooks, and photographs	Lecturer, Students	<ul style="list-style-type: none"> <li>• The teacher's views on teaching grammar using gamification in higher education</li> <li>• The process of implementing grammar teaching using gamification in the classroom</li> <li>• The teaching and learning process</li> <li>• The grammar material</li> <li>• The classroom environments</li> </ul>	Case Study	<ul style="list-style-type: none"> <li>• Interactive model of data analysis</li> </ul>
2	Online interview	Interview guideline	Students	<ul style="list-style-type: none"> <li>• The students' responses to learning grammar using gamification</li> </ul>	Case Study	<ul style="list-style-type: none"> <li>• Interactive model of data analysis</li> </ul>