

CHAPTER III

RESEARCH METHOD

A. Research Design

The researcher's objective in this study was to obtain information on Application webtoon for teaching English especially for speaking skills. In this research, the researcher was employ the exploratif qualitative design. According to Yusuf (2017), Exploratory analysis can be a study by conducting searches, particularly in consolidating ideas which was be employed in a wider scope of research with a bigger abstract reach. In conducting exploration, mature concepts become goals in research and a wider conceptual reach. Morissan (2017), The meaning of exploratory research is initial research that aims to get an overview of a research topic that will be studied further.

The case of this research was speaking skills using storytelling techniques, and the subject was the Application Line-Webtoon This research employs the Exploratory Search because it is consistent with the study's objectives: Webtoon application as a means to learn and teach both teachers and students in learning English, especially speaking skills. The results of the research emphasize more toward the data interpretation found in the in people's previous research studies on the matter.

B. Research Setting

The research location is in the province of South Kalimantan, Jl. Margasari km.27 Candi Laras Selatan Kabupaten Tapin Kode Pos 71162 .The reason for taking research there is because it is in accordance with the objectives of the researcher. Reseachar choses 1 teacher who used the "Webtoon" application in teach procedure.

C. Research Participants

The Participants of this research is an English teacher at an SMAN 1 Candi Laras Selatan and 10 Students in the class XII MIPA 1.

D. Data and Source of Data

1. Data

Researcher need data from teaching teachers who teach at the institution to find out how the teacher uses the Webtoon application and the challenges faced by both teachers and students.

2. Source of Data

Source of data in this research are teacher and students.

E. The technique of Data Collection

In this research, the researcher uses technique of data collection they are :

1. Observation

According to Cresswell (2012), there are two types of observation, namely participant observation and non-participant observation. A participant observer is an observer who takes part in activities in the setting he/she observes. In the other words, a participant observer is an observer who lives as a member of the subjects of the study while observing. In this study, the researcher uses participant observation, namely people who make observations take part in the lives of the people being observed. Generally, participant observation is conducted for exploratory research. This observation was carried out from August to October depending on the data obtained by the researcher.

- a. Join the English class at SMAN 1 Candi Laras Selatan, to observe the teaching and learning process there for several meetings.
- b. Giving check-list sign (√) in the column that suitable with the data observed by giving an answer Yes/No. Yes, if the data collected are found, No, if the data collected are not found and give some comment or description.

2. Interview

The researcher used semi structured interview.

The researcher utilized the following steps to obtain data from interviews:

- a. The researcher develops certain questions to ask chosen professors The researcher also gets a recorder ready to record their response.
- b. The researcher asks and speaks in a courteous manner based on the planned questions.

c. The researcher took note of their response.

F. Data Analysis

In this study, the researcher used technique of data analysis based on Miles and Huberman (1994) cited Sugiyono (2014.p.247-252) which is involving three steps: data reduction, data display, and conclusion drawing/verification.

1. Data Reduction

According to “Sugiyono (2014), Data reduction means Outline, choose the basic things, focusing on important things, look for themes and patterns. The irrelevant data which were not related to research questions were discarded. The researcher chose only the essential data from the observation, questionnaire, and interview. Theory that can help answer the first research question about how teachers teach English using webtoons, namely. According In line with (Hamidah, 2020) webtoons can be used by teachers as learning supports with a new atmosphere, namely web-based digital comics to increase knowledge and implement what is in the webtoon story. In addition According to Rizka in (Siwi et al., 2018) that webtoon is an abbreviation of website and Cartoon (cartoon) and contains a collection of images such as comics which are published digitally via the web and can be accessed easily via android/ios smartphones, laptops, tablets. and others on condition that they must be connected to internet data. With this theory, researchers can answer the first research question, namely by using a webtoon as a learning medium, it can be done and using the application is also easy to do.

There is a theory that can help provide answers to the second research

question about the challenges of teachers and students learning to teach using a webtoon application, namely. Technology is the most important thing in online learning, such technology can be in the form of smartphones, laptops and other supporting objects. Smartphones/gadgets are the things most commonly used by students than laptops, because they are more practical and have many advanced features (Subiyakto, et al., 2019). This theory reveals that using applications as learning media has several challenges, especially in terms of internet data. because if the application is online we need a connector in the form of the internet to run the application that is where one of the challenges in using media, especially Webtoon as a learning medium.

2. Data Display

A display can be used to represent exploratory, basic, or initial data or at the other of the process of analysis, it could help in showing detailed or causal explanations, and it could even be used as a way of generating reseach hypotheses and developing theory (Burke et al, 2005).

This is the research problems are :

- a. Could digital comic (webtoon) application be used as a means of learning English, especially speaking skills?
- b. How is the application of the webtoon application learning media with speaking skills?

This step is finished by presenting a structured set of knowledge from the teacher, and the possibility of concluding. The researcher collects the collected data in detail and thoroughly and then looks for the pattern of the relationship to draw the right conclusions. The presentation of the data is then

arranged in the form of a description or report in accordance with the research results obtained. The data obtained during qualitative research is usually narrative, thus requiring simplification without reducing its contents. After displaying the data, a conclusion is drawn.

3. Conclusion Drawing or Verification

Conclusions are also verified as the analyst proceeds. The conclusion drawing is started after the data were collected by making temporary conclusion (Onisia, 2016). In the other words, it can be said that the conclusion is analyzed continuously and verified the validity to get the perfect conclusion about The Use Of Webtoon In Teaching Speaking.