

## **CHAPTER III**

### **RESEARCH METHOD**

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

This study uses a qualitative research method with descriptive qualitative approach in research design. This research is used because it is very useful for researchers. The interview process is very important for data collection. based on this, researchers want to research at Uin Antasari Banjarmasin. Researchers hope to collect data using the research methods that have been selected then analyze and conclude from the data.

Based on Creswell, 2009 describe qualitative research is typically used to establish the importance of the central idea and to explore the problem and develop an understanding of small individuals in social problem. As a conclusion, a qualitative approach used to explore the phenomenon in order to understand the practice and behavior in real social situation for small individuals' problem.

Akhmad, 2015 also mentioned that Qualitative descriptive, is a technique that describes and interprets the meaning of collected data by paying attention to and recording as many aspects of the situation being studied at that moment as possible, thus obtaining a general and comprehensive overview of the actual conditions. By using descriptive methods, it means that the researcher analyzes the collected data, which can be in the form of words, images, and not numerical. This data maybe from interview transcripts, field notes, photos,

videotapes, personal documents, notes or memos, and other official documents.

## **B. Research Setting**

This research was conducted at UIN Antasari Banjarmasin . This campus is located at kilometer 4,5 Jalan A. Yani, Banjarmasin, South Kalimantan, This Reseach starting from November 9th to January 9th.. The researcher chose UIN Antasari Banjarmasin because the participants who studied using kahoot media are from that institution.

## **C. Population and Sample/Participant**

In this study, the researcher has chosen English Students at UIN Antasari Banjarmasin as the subject, the sampling technique is purposive sampling. The definition of purposive sampling is a collection of distinct non-probability sampling techniques. Purposive sampling depends on the investigator's judgment in choosing which units to look at (Rai and Thapa, 2015).

The population of this study is English students for even semester at UIN Antasari Banjarmasin. The total population was 115 people in all classes (A, B, C, and D). Based on the study, the criteria were English students who practiced learning English using kahoot media. However, this study took 11 people from one class as representatives. Based on Arikunto, (2012) if the population is less than 100 people, then the sample is taken as a whole, but if the population is greater than 100 people, then 10-15% or 20-25% of the

population can be taken. In other words, the researcher needed 11 English students to be the sample in filling out the interview.

#### **D. Data**

Kahoot application as an alternative English learning strategy for university students is explained and described in this study data. The study uses data from English Students regarding Advantages and disadvantages Kahoot application and some related documents and actions

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

To obtain the data, the writer used only one technique of data collection. Since the study is a qualitative descriptive, therefore the writer uses in-depth interview technique as the primary technique.

##### **1. Interview**

Interview is a data collection technique by way of interviewing selected individual as a respondent. Furthermore, it is a direct face to face attempt to obtain reliable and valid measures in the form of verbal responses from one or more respondents. According to Bungin, (2007), in-depth interview is a process to obtain information for the purpose of research by face to face questioning between the interviewer and informant or interviewee, with or without the use of an interview guide.

The participants were recruited in several ways. Students who attended English lessons using Kahoot were invited to participate. In addition, the author also contacted teachers to refer students who had been taught in

class using kahoot media. Most students were willing to participate, and some were quite eager to share their experiences.

During the initial process with the students, the writer explained the nature of the study and that all interviews would be conducted in Bahasa, students' first language, to elicit answers without limiting or inhibiting the students. Those who indicated a willingness to participate were scheduled for an interview.

Later on, eleven participants were interviewed. All were students of class TBI-19-D. The interview guide was adapted from (Hafizah, 2021) focusing on Advantages and Disadvantages Kahoot application. The following questions were asked:

#### Kahoot Advantages

1. Kahoot as a learning media makes learning activities more interesting. If you agree with the statement, please give the reason, if you disagree, please give the reason.
2. kahoot can influence motivation, participation and interaction in the learning process. If you agree with the statement please give reasons, if you disagree please give reasons.
3. Kahoot can help develop critical, collaborative, and creative thinking skills. If you agree with the statement, please give reasons, if you disagree, please give reasons.

4. Kahoot has the advantage that it is easy to use compared to using other learning media. if you agree with the statement give reasons, if you disagree please give reasons.
5. Kahoot learning media can make students easier and faster to understand lessons. If you agree with the statement, please give the reason, if you disagree, please give the reason.

#### Kahoot Disadvantages

1. Overcoming the problem of unstable or slow internet connection while using kahoot is a challenge often faced by many users. If you agree with the statement, please give reasons, if you disagree, please give reasons.
2. Kahoot is an effective learning media when used for learning evaluation. . If you agree with the statement, please give the reason, if you disagree, please give the reason.
3. The use of kahoot learning media in the learning process can run effectively if there is supervision by the teacher. If you agree with the statement, please give the reason, if you disagree, please give the reason.
4. You feel dissatisfied with the limited number of letters in the form of questions and answers in Kahoot. And you feel less complete and satisfied if you study if there are only a few questions and

answers. Do you agree with the statement and give reasons, if you disagree please give reasons.

5. You want the learning media used by teachers to vary not only using Kahoot but using other learning media. . If you agree with the statement, please give the reason, if you disagree, please give the reason.

#### **F. Research Instrument**

Collecting data for a study is done with various research methods. According to Indrawan and Yuniawati (2017) research instrument is a tool made to measure important in collecting data that is suitable for research.

The instrument used in this research is an interview instrument. because the data collection process emphasizes in-depth interviews with sources/informants to get an understanding of students' opinions about the advantages and disadvantages of kahoot

Informants: informants are providers of information related to research problems in qualitative research.

The instruments used in this research are as follows:

1. Interview guide for Kahoot Advantages
  - a. Kahoot as a learning media makes learning activities more interesting. If you agree with the statement, please give the reason, if you disagree, please give the reason.

- b. Kahoot can influence motivation, participation and interaction in the learning process. If you agree with the statement please give reasons, if you disagree please give reasons.
  - c. Kahoot can help develop critical, collaborative, and creative thinking skills. If you agree with the statement, please give reasons, if you disagree, please give reasons.
  - d. Kahoot has the advantage that it is easy to use compared to using other learning media. if you agree with the statement give reasons, if you disagree please give reasons.
  - e. Kahoot learning media can make students easier and faster to understand lessons. If you agree with the statement, please give the reason, if you disagree, please give the reason
2. Interview guide for Kahoot Disadvantages
- a. Overcoming the problem of unstable or slow internet connection while using kahoot is a challenge often faced by many users. If you agree with the statement, please give reasons, if you disagree, please give reasons.
  - b. Kahoot is an effective learning media when used for learning evaluation. . If you agree with the statement, please give the reason, if you disagree, please give the reason.
  - c. The use of kahoot learning media in the learning process can run effectively if there is supervision by the teacher. If you agree with the statement, please give the reason, if you disagree, please give the reason.

- d. You feel dissatisfied with the limited number of letters in the form of questions and answers in Kahoot. And you feel less complete and satisfied if you study if there are only a few questions and answers. Do you agree with the statement and give reasons, if you disagree please give reasons.
- e. You want the learning media used by teachers to vary not only using Kahoot but using other learning media. . If you agree with the statement, please give the reason, if you disagree, please give the reason.

### **G. Data Analysis**

The data analysis process was divided into three main stages following the qualitative analysis framework developed by Miles and Huberman, (1994): data reduction, data display, and conclusion drawing and verification.

#### **1. Data Reduction**

The vast amount of data must first be sorted, then meaningfully reduced or rearranged. Data reduction, According to Miles and Huberman (1994), is the process of choosing, narrowing down, streamlining, abstracting, and changing the data.

The researcher will choose the information from the interview transcriptions to emphasize, minimize, or leave aside entirely for the study in order to reduce the amount of data.

#### **2. Data Display**



The second step in Miles and Huberman's approach of qualitative data analysis is data display.

Data display generally is an organized, compressed assembly of information that permits conclusion drawing and action. It can also activity in which a collection of data that organized in a logical and understandable manner, allowing conclusions to be drawn. In this step, the researcher displayed and presented data related to the advantages and disadvantages of kahoot application as an alternative of English learning media After the data reduction process, and the data display greatly assisted the researcher in describing the data obtained.

### 3. Conclusion Drawing and Verification

Drawing conclusions requires taking a step back to evaluate the significance of the data analysis and its implications for the research issue. During this stage, the reseachers inferred meaning from the shown data.

Additionally, the accuracy and reliability of the data must be examined. The triangulation approach was employed by the researcher to verify the authenticity of the data. Triangulating is a technique for utilizing several sources and types of evidence to check or validate findings, according to Miles and Huberman. In order to arrive at reliable study conclusions, the reseachers looked over a number of

sources, including observational data and interview replies, as many times as needed.