

CHAPTER III
RESEARCH METHOD

A. Research Design

This research wants to find out the effectiveness of Pictionary game method that is called “experimental”. That experimental is used to find out the effect of treatment. The approach used in this research is quantitative. It is quantitative because the prospect analyzing numerical data send shivers down the spines many novice researcher who not only baulk at the thought of statistic but also hold fundamental objection to what they see as the mathematisation of nature (Cohen, 2007:501). The researcher did this experimental study by involving two groups: an experimental group and control group with receives the different treatment. This study uses design pre test - post test.

Arikunto (2010:76) explained the design of the experiment can described as follows:

E	01	X	02
C	03	Y	04

Where:

E: Experimental group

C: Control group

01: Pre-test for the experimental group

02: Post-test for the experimental group

03: Pre-test for the control group

04: Post-test for the control group

X: Treatment with Pictionary game

Y: Treatment with non Pictionary game

In the design above, subjects were grouped into an experimental group (top line) and control group (bottom line). Their language proficiency of the subject was first checked by pre-testing them (01 and 03). Then the treatment taught with Pictionary game was applied to the experimental group, while the control group was taught with non Pictionary game. The test type was completion. The result of which (02 and 04) were then computed statistically.

B. Research Setting

The research take place in SDN Belitung Selatan 4, where is located on Jl. Pembangunan I Banjarmasin is purposively selected as the research setting because of two major reason. Firstly, its location is reachable for researcher to conduct the research. The second reason why it is selected to be the research setting is its students' variety. Therefore, there is a great possibility of students' heterogeneity of intelligences and competences, social background and students' characteristics. It will be held form 10th September into 10th November 2015

C. The Subject and Object the Research

1. Subject of research

The subject of this research is the fourth grade students at SDN Belitung Selatan 4 Banjarmasin Academic Year 2015/2016. There are 24 students in this class.

2. Object the Research

The object of the research is to know whether effective or not using Pictionary game. To prove this game is effective or not to improve students' English concrete nouns in the fourth graders of SDN Belitung Selatan 4.

D. Data and Source Data

The data and source of data of this research as follow:

1. Data

The data will be investigated in this research are:

a. Primary data

The primary data in this research includes data about to know whether Pictionary game. To prove this game is effective or not to improve students' English concrete nouns in the fourth graders of SDN Belitung Selatan 4.

b. Secondary data

Secondary data are collected to complete the primary data such as:

- 1) The data about brief history of SDN Belitung Selatan 4
- 2) Description about the data about the document about the data of teacher, staff, and students

2. Source Data

- a. Respondents: English teacher and all of students that have selected at SDN Belitung Selatan 4
- b. Informant: Chief and Secretary of SDN Belitung Selatan 4
- c. Document: all written reports which related to the primary and secondary data needed in this research

E. Data Collection Procedure

The procedure and technique of collecting data are follows to the technique of data. The technique of data collection in this research is:

a. Observation

This technique is used to observe detail about the condition facilities at SDN Belitung Selatan 4 by using Pictionary games, the condition of the school is general and the condition of environment around the students.

b. Written test

This technique is used to get data of the students' achievement in pre test and post test to improve students' English concrete nouns in the fourth graders of SDN Belitung Selatan 4.

c. Documentary

This technique is aimed at looking for all written reports or document. For keeping detailed records of primary data and secondary data from document.

F. Design of Measurement

To know the results of research to be obtained, then used two kinds of tests that pre-test and post-test. Pre-test be used at the beginning of the meeting a study to know the ability of the students about the concrete noun. Post-test was used to know the results obtained after the understanding of the concrete noun given to students.

Test form used is multiple-choice with 25 questions. Total of the questions will be multiplied by 4 so it will get the value of a hundred. Pre-test and post-test have the same number questions. That will be seen from the results of the learning progress about the concrete noun.

To get mean of the score the pattern bellow is used (Arikunto, 1999: 72):

$$M = \frac{\sum x}{N}$$

M : Mean Score

$\sum x$: Accumulative Score

N : Number of Respondents

G. Techniques of data processing

The technique of data procedure in this research are:

a. Editing

This technique is used for the purpose of re-examining all the collected data to make sure they have been adequately completed.

b. Coding

The technique makes certain codes on all collected data and classifies them into each category.

c. Scoring

The writer scores the students' answer.

d. Tabulating

The writer tabulates all the collected data based on frequency computation. To calculate the percentage score, the writer uses the following formula:

$$P = \frac{F}{N} \times 100\%$$

P = Percentage

F = Frequency of respondent who answered

N = Number of cases.

e. Data Interpretation

The data are interpreted by the writer's each word as founded in the field of research.

H. Data Analysis technique

In this research, the writer uses test to know whether effective or not using Pictionary game. The students will be given 25 test item for pre test and post test.

Every correct answer will be marked 4 per item. The Maximum Expected Score (MES) for the test is 100 and the lowest score is 0.

To know the categories of students' ability, the writer adopted Grondlund's five standard (Arikunto, 1999:67) to interpret the score in follows:

0 - <20 (very low category)

20 - <40 (low category)

40 - <60 (average category)

60 - <80 (high category)

80 - <100 (very high category)

I. Research Procedure

1. Preliminary steps

- a. To hold a prior observation at the research site.
- b. To discuss the result of the previous observation with the writer's advisor.
- c. To create a research design proposal to be approved by the Bureau of Thesis Writing of Islamic Education Faculty.

2. Preparatory steps

- a. To hold a seminar on the research design proposal.
- b. To ask the Dean of Islamic Education Faculty for a written mandate to conduct the research.
- c. To create the data instrument.

3. Research steps

- a. To contact all respondents and informants who are needed to obtain data.

- b. To collect the needed data from several sources.
- c. To process the data in a procedural way and then analyze it properly.

4. Organization steps

Having all the obtained data completed, the writer will organize it in the form of a research thesis based on the continual guidance and consultation from the writer's advisor. Finally, this research is approved and ready to be examined in an open forum.