CHAPTER III

METHOD OF THE RESEARCH

A. The Research Method

A scientific method must be used in carrying out research activities. The research method is basically a scientific way of obtaining data for specific purposes and uses.[19] In this research, the researcher conduct a descriptive qualitative research with survey method. Percentage from the result of this method than interpreted and described into sentences by the researcher.

A survey method is an instrument to collect data that describe one or more characteristics of a specific population.[20] This method involves collecting data to test hypotheses or to answer questions about people's opinions on some topic or issue. According to Creswell, surveys research designs are procedures in quantitative research in which investigators administer a survey to a sample or to the entire population of people to describe the attitudes, opinions, behaviors, or characteristics

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[19] Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif, dan R&D* (Bandung: ALFABETA, 2016), 2.

[20] L. R. Gay, Geoffrey E. Mills, and Peter Airasan, *Educational Research: Competencies for Analysis and Application* (New Jersey: Pearson Education, Inc, 2012), 184.

of the population.[21] This study use the survey method to know the percentage about student's perception in learning descriptive text using Kahoot!, then describe it into the text one by one.

Dornyei states that surveys are especially well suited for asking factual questions, behavior questions, and attitudinal questions.[22] Researcher chose the survey method because in this study because the data to be taken was related to students' perceptions or views of a learning media used in the learning process. The sample chosen also did not involve all of population, due to limited time and capacity of the researcher.

The researcher used cross-sectional survey design for this research. Creswell tells that in this type, the researcher collects data at one point in time. This design has advantage of measuring current attitudes or practices.[23] Cross-sectional design is appropriate to apply in this study that to know about perception of students in learning.

To get the data, the researcher used questionnaire and interview as instruments. These instruments have a function to know about what the students' perception on the application of Kahoot! as digital media in

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[21] John W. Creswell, *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research* (Boston: Pearson Education, Inc, 2012), 376.

[22] David Nunan and Kathleen M. Bailey, *Exploring Second Language Classroom Research: A Comprehensive Guide* (Boston: Heinle, Cengage Learning, 2009), 126.

[23] Creswell, *Educational Research*, 377.

learning descriptive text. The data that collected by researcher is quantitative data and then changed to qualitative data. The results will be presented in numbers, then described in sentences. In interview session, the data obtained from some students used to strengthen the result of questionnaire.

B. Place and Time of the Research

This research is conduct on the tenth grade students of SMKN 2 Kota Serang. The researcher conduct this study on Tuesday, 25th May 2021 until Monday, 3rd June 2021.

C. Participants

The participants in this research are students in SMKN 2 Kota Serang on tenth grade. Their was chosen because the material of descriptive text in learning English has accepted by students.

D. Technique of Data Collection

In this research, the researcher used two instruments to collect the data from participants. Those instruments are describe below.

1. **Questionnaire**

According to J. D. Brown, questionnaires are defined as any written instruments that present respondents with a series of questions or statement to which they are to react, either by writing out their answers or selecting from among existing anwers.[24] In this research, the researcher used closed-item questionnaire. The researcher collects the data of questionnaire by Google Form.

Closed-item questionnaire is one in which the range of possible responses is determined by the researcher and the respondents select from or evaluate the options provide. Closed-item has a function to get specific information from respondents with several option or choice. In this research, closed-item questionnaire has a purpose to answer the research problem.

The following is statements in the questionnaire to find out the student's perception on the application of Kahoot! as digital media in learning descriptive text.

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[24] Nunan, *Exploring Second Language,* 126.

Table 3.1

List of statements in questionnaire

No	Statement	Theory
1.	The material of descriptive text is difficult	Syarofi
2.	Using digital media is needed in learning descriptive text	Purba
3.	Using digital media helps me to understand in learning descriptive text	
4.	Kahoot! as digital media is exciting	Christiani
5.	Using Kahoot! as digital media in descriptive text material makes learning more interested	
6.	Using Kahoot! makes motivation in learning descriptive text increased	Nokham
7.	I feel comfortable in learning descriptive text by using Kahoot!	
8.	Kahoot! apps is easily to use	Lin et al
9.	The use of Kahoot! has improving my experience in learning descriptive text	Licorish
10.	Kahoot! helps me a lot to understand in learning descriptive text	Plump and LaRosa

2. Interview

Esterberg defined interview as a meeting of two persons to exchange information and idea through question and responses, resulting in communication and joint construction of meaning about a particular topic.[25] This instrument is used to strengthen and clarify the data obtained from the questionnaire. Interview will be conducted for only a few students. The researcher chose 4 students as respondents with purposive sampling method. According to Sugiyono, purposive sampling is a sampling technique with certain consideration[26]. By researchers, this sample is assumed to be representative of all respondents involved.

The following is questions in the interview section. The researcher conducted in Bahasa to get the deeper meaning of the answer and avoid misunderstanding the student's perception on the application of Kahoot! as digital media in learning descriptive text.

Table 3.2

List of questions in interview

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[25] Sugiyono, *Metode Penelitian,* 231.
[26] Sugiyono, *Metode Penelitian,* 85.

No	Questions
1.	Bagaimana tanggapan anda terkait pembelajaran materi descriptive text?
2.	Seberapa penting menggunakan media digital dalam pembelajaran? Alasannya?
3.	Sebelumnya pernah menggunakan media Kahoot!? Jika pernah, kapan dan dimana?
4.	Apakah anda menemui kesulitan menggunakan Kahoot! sebagai media digital dalam memperlajari descriptive text?
5.	Setelah menggunakan Kahoot!, apakah anda lebih tertarik untuk belajar tentang descriptive text? Alasannya?

All the collected data then will be selected and arranged. In this study, all data collected by the researcher is quantitative data that changed into qualitative data for taking the conclusion about students' perception on the application of Kahoot! in learning descriptive text.

E. Technique of Data Analysis

1. Analysis of Questionnaire

To obtain data through a questionnaire, the answers provided were multiple choice with Likert Scale format. According to J.D. Brown, Likert Scale is often used to investigate how respondent feel about a series of statement.[27] In this format, answer options available mostly Strongly Agree (SA), Agree (A), Neutral (N), Disagree (D), and Strongly Disagree (SD).

In this research, the researcher did not use neutral because to avoid the respondents choose this answer. Every answer has different score, depend on positive and negative statement. The scoring is presented as follows:

Table 3.3

Number of Likert Scale

Scale	Score (Positive Statement)	Score (Negative Statement)
Strongly Agree	4	1
Agree	3	2
Disagree	2	3
Strongly Disagree	1	4

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[27] Nunan, *Exploring Second Language,* 133.

The data that has been obtained from respondents using a questionnaire as an instrument will be calculated and described. The results of the analysis were used to determine students' perception on the application of Kahoot! as digital media in learning descriptive text. Data obtained from respondents will be calculated the percentage level of each answer from the closed-item questionnaire. To get the percentage, researcher used formula.[28]

$$p = \frac{f}{n} x \ 100\%$$

Explanation: P = percentage

F = frequency of the item

N = number of participant

100% = consonant value

After being presented, the data obtained will be described to know about students' perception on the application of Kahoot! as digital media in learning descriptive text.

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[28] Anas Sudijono, *Pengantar Statistik Pendidikan* (Depok: Rajawali Pers, 2018)

2. Analysis of Interview

The data obtained from the interview process was used to strengthen and clarify the student responses described from the questionnaire. In addition to describing the results of the written interview, researchers can also play recordings during the interview to obtain detailed and clear data. The process of describing students' perception on the application of Kahoot! as digital media in learning descriptive text will be more accurate.

F. Research Procedure

This study conducted in two meeting. At the first meeting the researcher carried out the learning process in the classroom using Kahoot! as a media of learning. The material was shared by teacher to students toward WhatsApp group. After the learning activity was completed, the researcher distributed questionnaires to students about their perceptions of using Kahoot! during the learning process.

After the researcher analyzed the questionnaire data, the researcher conducted an interview process with several students who were selected based on their perceptions of the learning process in the first meeting. The interview process was carried out with the aim of

obtaining data that could strengthen students' perceptions in the questionnaires that had been previously distributed. The final result obtained will be presented in percentage and described in sentence.