

CHAPTER III

METHODOLOGY OF RESEARCH

A. Research Method

The researcher will conduct this research by applying qualitative research. Krathwohl notes that qualitative research is effective to explore a phenomenon, figuring it out, and build up an understanding of it into a theory.¹ This means that qualitative researchers look at objects in their natural environment, trying to understand or interpret events in terms of the meaning people assign to them. According to Moleong, qualitative research helps us to understand something directly, rather than always searching for the cause and effect of something, and to gain a deeper understanding of the subject of study.² The writer uses

¹ Krathwohl, D. R, "Methods of educational and social science research: An integrated approach (2nd ed)", New York: Longman, (1997), 95.

² Moleong, Lexi J, "Metodologi penelitian kualitatif", (Bandung: PT Remaja. 2013), 56.

a descriptive design to interpret the result of qualitative research.

In this research, the researcher analyzes the data in the form of words. As a result, what will happen in the research field will be represented as accurately as possible. In order word, to find out the accurate result for this research from the real phenomena, the researcher use a case study. A case study is a research methodology that has commonly used in social science. A case study is a descriptive and exploratory analysis of a person, group, or event. Case study was applied since this research is aimed to find out the source of students' grammar using quizizz games application.

B. Place and Time of Research

The place of this research at Kim College, Jl. Raya Anyer Komplek Syinyar No. 33 Tegalratu, Kec. Ciwandan, Kota Cilegon, Banten 42445.

C. Respondent

The respondent in this research are students of Kim College. In this research, the researcher takes 7 students or one class in Kim College to investigate the effect of using quizizz games application on learners' grammar. The reason why the researcher chose Kim College is because the researcher and students can work together to support each other and participate in the EFL classroom.

D. Data Collection

This research was defined descriptive research, and then researcher use questionnaire, and test to collect the data from respondents.

1. Questionnaire

A questionnaire is a type of research instrument that consists of a series of questions and other prompts design to collect information from the respondents.

According to Barr, Davis and Johnson, questionnaire is a systematic collection of questions that are submitted to a sample of the population from which data is desired. Questionnaire makes the respondents answer every question using their own words, it means that the researcher will get more information from the respondents.

The researcher use questionnaire as the instruments to know students respond in learning English using quizizz games application to improve their grammar. The statements were constructed to find out how students respond to use quizizz games application as media in learning English especially to improve their grammar. The questionnaire for this research is written in the Indonesian Language, and consists of 10 questions.

2. Test

A test is a method of determining a persons' skill, competence, or performance in a particular domain. In this definition, Brown wants to prove that testing can be used to investigate people's understanding. The teacher not only motivates and assesses the students' ability through the test, but also enhances the lesson in teachinglearning process. Arikunto describe a test as a tool or process used for determing or measuring student's output trough the implementation of a collection of methods and rules. The researcher used it to investigate students' grammar using quizizz games application.

E. Data Analysis

The researcher used descriptive analysis to analyze the data. Kothari stated that descriptive analysis is largely the study of distributions of one variable.³ This research gives us a profile of organization, workgroup, individuals, and other subjects based on variety

³ C. R. Kothari, Research Methodology: second revised edition, 130.

characteristics such as size composition, performance, preferences, and etc.

The first step used in data analysis is coding, which make the researcher easier to analyze of data. According to Johnny, a code is typically a word or phrase that symbolically assigns a summative, silent, essence-capturing, and evocative attribute for a portion of language-based or visual data. The data can consist of questionnaire transcript and test. The coding is given to every question and answer of questionnaire, and test.

The second step is identifying the result of questionnaire and test. The researcher finds out the mean of each respondent's statement or answer of question in questionnaire and test, which the sources of quizizz games application to improve students' grammar. Then, the researcher gave the code to the sources into general categories.

The researcher submitted the results into the tables after categorizing the students' statements or answers. All the students' answers in the tables will continue to determine the frequency. To count the percentage, the researcher used this formula:

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

Explanation: p = Percentage

f = Frequency of Respondents

n = Number of Participants

100% = Constant Value

After completing all previous steps above, the last step is to analyze the data findings. The result of this research will explain descriptively by the researcher.