

## **CHAPTER III**

### **RESEARCH PROCEDURES**

#### **A. Research Method**

The methodology of this research was classroom research. Widodo (2013, p.16) stated that classroom research is research design to look at classroom phenomena (e.g. teachers' talk, students' talk, teacher-student interaction, and seating arrangement) without providing any pedagogical treatments in the classroom.

#### **B. Research Participants**

Participant in this research was one of the graduates from teaching faculty in a university in Tasikmalaya that had become a teacher. She was 36 years old. She graduated from English education department faculty of educational sciences and teachers' training from a university in West Java. She was an English teacher in one of elementary schools in Tasikmalaya. She had been teaching at elementary school for 13 years.

#### **C. Research Procedures**

There were several steps in doing this research, as follows:

1. Determining the research problem
2. Formulating the problem will be observed
3. Determining source of the data

4. Collecting the data by observing
5. Analysing the data
6. Making conclusion and reporting the result

#### **D. Technique of Collecting the Data**

The technique of collecting data used was observation. Observation was conducted to view the situation and condition of the class during teaching-learning process and how the teacher implemented bingo game in teaching vocabulary. Observation was the process of gathering open-ended, first-hand information by observing people and places at a research site (Creswell, 2012, p.213 as cited in Suparmi, 2015). Thus, the researcher observed the teacher to know how she implemented bingo game in teaching vocabulary. In this research, the researcher was a non-participant observer. Researchers do not participate in the activity being observed but rather “sit on the side-lines” and watch, they are not directly involved in the situation they are observing (Fraenkel and Wallen, 1993). It means, as non-participant observer, the researcher only watched and made some notes required for the study. In addition, this research used observation sheet thus, the researcher could analyse the situation in the class.

## **E. Technique of Analysing the Data**

In this research, the researcher used technique of analyzing the data based on Miles and Huberman (1994). There were 3 steps: data reduction, data display, and conclusion drawing/verification.

### **1. Data Reduction**

The first step in analyzing qualitative data involves data reduction. Data reduction means selecting, simplifying, abstracting, and transforming the data that appear in written-up field notes or transcription (Miles and Huberman, 1994). Firstly, the researcher collected the data through observation by using observation sheet. The irrelevant data which are not related to research question are discarded.

### **2. Data Display**

The second step was data display. A display is an organized, compressed assembly of information. After reducing the data, the researcher make a description about the implementation of bingo game in teaching vocabulary is in the form of narration, because the data obtained during the process of qualitative research usually in the form of narrative (Miles and Huberman, 1994).

### **3. Conclusion Drawing/Verification**

The third step of qualitative data analysis was conclusion drawing and verification. From the start of data collection, the qualitative analysis is beginning to decide what things mean is noting

regularities, patterns, explanations, possible configurations, causal flows, and propositions. Conclusion is also verified as the analyst proceeds. The conclusion drawing is started after the data are collected by making temporarily conclusion.

#### **F. Research Schedule**

2018-2019									
No.	Activities	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Jan-Jul	Aug.
1.	Submission and Approval of Research Topic								
2.	Writing and Proposal Approval								
3.	Seminar Proposal Examination								
4.	Conducting the Research and Writing the Report								
5.	Final Thesis Examination								