

## **CHAPTER III**

### **RESEARCH PROCEDURE**

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

This descriptive case study was employed to investigate students' perceptions towards the use of video in EFL Classroom. This research method was chosen because this study described and focused on the phenomenon of the use of video in the classroom. This approach is relevant as Yin (2013) stated, “a descriptive case study aims only to present a detailed, contextualized picture of a particular phenomenon” (p.15).

#### **B. Setting and Participants**

This research was conducted in a high school located in Tasikmalaya, West Java. In the English class, video as a media-mediated learning was used to be implemented to facilitate the students to learn English. The researcher recruited four students who were involved in the learning to know their perceptions of the use of video during English learning activities. Their age ranged from 16 – 17 years old. Several considerations to recruiting them as participants (1) they were present at learning English when using video (2) they were willing to become the researcher participants. The researcher asked the participants for their willingness to participate in this study by filling the consent form.

#### **C. Data Collection**

Data was collected from the semi-structured interview. The reason why the researcher chose semi-structured interviews is that it allows participants to express their views in their own freeway. Semi-structured interviews were used to obtain more information about students' perceptions. Several open-ended questions are included in the interviews to facilitate students to provide responses to the use of videos in English classrooms. Some questions related to the theory of Tayo & Adediwura (2007) and Lialikhova (2014). In a pandemic situation, interviews were conducted via the WhatsApp application

## D. Data Analysis

Those data are analyzed using a thematic analysis framework (Braun & Clarke, 2006) which follows these stages:

1. Read the transcript of the data repeatedly so that the researcher is familiar with the data
2. Make the initial code, the researcher makes a code from the data that is considered related to the research question

Figure 1 Coding the Data

Interviewer	Students	Code
Okay, kita mulai ya untuk pertanyaan pertama! Berikan pendapatmu mengenai pembelajaran bahasa inggris dengan menggunakan video, menyenangkan dan menghibur atau tidak? Jelaskan!	<p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p> <p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p> <p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p> <p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p> <p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p> <p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p> <p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p> <p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p> <p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p> <p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p> <p>Saya suka video pembelajaran bahasa inggris karena itu lebih menyenangkan dan menghibur.</p>	Students interest
Baik. Untuk pertanyaan selanjutnya. Apa yang kamu lakukan ketika	<p>Saya sih ya mendengarkan atau memperhatikan.</p>	Noticing in lesson

3. Searching for themes. Researcher began to group the codes that appear similar.

Figure 2 Searching for Theme

Potential Theme	Initial Coding
Functioning as a fun learning medium	<ul style="list-style-type: none"> <li>• Students interest</li> <li>• Noticing in lesson</li> </ul>
Becoming an effective learning strategy	<ul style="list-style-type: none"> <li>• Understand the subject matter</li> <li>• Conducive in class</li> <li>• Increase pronunciation skill</li> </ul>
Increasing students' motivation to learn English	<ul style="list-style-type: none"> <li>• Motivation to learn</li> </ul>

4. Reviewing the themes. The researcher re-checked whether the codes that have been grouped have been entered into the right group.

5. Defining and naming the themes

In this phase, the themes used to be interpreted and given name for each theme.

Figure 3 Defining The Theme

Theme
Functioning as a fun learning medium
Becoming an effective learning strategy
Increasing students' motivation to learn English

6. Producing the reports

The researcher sets of fully worked-out themes, and involves the final analysis and write-up of the report. The interpretation of the data has done in this phase.

### E. Research Schedule

No.	Steps	Sept 2022	Oct 2022	Nov 2022	Dec 2022	Jan 2023	Feb 2023	Mar. 2023	Apr 2023	May 2023	Jun. 2023	Jul 2023
		1	1	1	1	1	2	2	9	9		2
1	Research Topic Approval	█										
2	Writing Research Proposal	█	█									
3	Proposal Approval			█	█							
4	Seminar Proposal Examination				█	█						
5	Conducting the research					█	█	█	█	█		
6	Writing Research Report									█	█	█
7	Final thesis Examination											█

**Table 1. Research Schedule**