CHAPTER 3

RESEARCH PROCEDURES

3.1 Method of the Research

The method was used in the research is case study research method. According to Yin (2017), a case study is an empirical method that investigates a contemporary phenomenon in depth and within its real-world context, especially when the boundaries between phenomenon and context may not be clearly evident." The researcher chooses case study as research method because the writer could describe all phenomena based on the facts in the field. The method used in this study is Qualitative research begins with an idea expressed by research questions. Srivastava (2009) stated that qualitative methods are dynamic, meaning they are always open to changes, additions, and replacements during the analysis process. In this case, the researcher wants to examine students' perceptions of autonomous learning using the webtoon application to learn English vocabulary. That is the reason why researchers choosed qualitative because researchers were explain everything related to the topic.

3.2 Focus of the Research

This study focuses on knowing students' perceptions about the practice of learning English vocabulary independently through webtoon. This description is taken from the results of interviews with high school students who like to read English Webtoons.

3.3 Setting and Participants

Contextually, this research covers the phenomenon of students who like to read webtoons autonomously. Most importantly, participants are also recruited for their willingness to be involved in the study for ethical considerations. However, recruited participants came from three different high schools, located in Tasikmalaya, West Java, Indonesia. Three high school students recruited to explore their perceptions of applying English vocabulary learning independently through webtoon. There are some considerations while choosing the participants for this study as follows: (1) likes to read english webtoon applications (2) age range 16- 17 years old (3) actively read using the webtoon application as a learning medium to improve their ability to learn English vocabulary. Of these three students there are those who read webtoon every day and there are also those who read webtoon when they just want to read. Participants are also recruited based on criteria that are in accordance with this research, such as students who like to read English webtoons autonomously without coercion from others and students who want to learn vocabulary through digital comics.

3.4 Technique of Collecting the Data

      The researcher uses an interview to get the data in this research. The interview chosen is a semi-structured interview. Ritchie et al., (2018) stated that the semi-structured interview would allow the researcher to get a detailed investigation and understanding of people's thoughts and responses dealing with specific phenomena. The questions in the interview adapted from the research conducted by Novianti, E. A., & Suprayogi, S. (2021). The researcher recorded the data by using zoom video conference application from the students. This interview were conducted in Indonesian, transcribed and translated by the researcher.

3.5 Technique of Analyzing the Data

      The data of this research are analyzed by using Thematic Analysis with (Braun & Clarke, 2006) the following phases:

a. **Familiarizing with the data**

      The result of the interview transcribed by the researcher, then the researcher read and re-read the data in order to know what has been uttered by the participants and familiar with it.

b. **Generating Initial Codes**

      In this phase, the researcher coded the data found and colored the data which were relevant to each other.

Table 1. Generating Initial Code

Excerpt	Code
P1: "Now that there is a webtoon application, it's easier to read, you just need to scroll to read the next episode"	Easy to use
P2: "When I access it, I usually use the App Store on my smartphone and then log in using Line or usually Google using my account"	Accessibility
P2: "Because there is movement, usually when you are running there is a visualization of running and then there is conversation, so it really helps a lot because it is visualized"	Visualization
P3: "Well, but after I often read webtoon, the vocabulary from webtoon helps me to learn more deeply about English"	Vocabulary

c. Searching for Themes

In this phase, the researcher constructed themes for the coded data and gave the color of the data.

Table 2. Searching for Themes

Code	Potential Themes	Frequency
Accessible	Simple and Accessible	3
Easy to use	Learning Material	3
Interested		3
Fun	Improving Students'	2

Entertainment	Learning Motivation	1
Visualization		3
Vocabulary	Vocabulary Development	3

d. Reviewing Themes

In this step, the researcher reviewed the data for each theme in order to know the appropriateness of the themes. There was code which is elaborated with another code and also there was code which is reduced due to the data emerged.

Table 3. Reviewed Themes

Initial Codes	Reviewing themes	Themes
Easy to use	Simple and Accessible Learning Materials	I
Accessibility		
Interested	Improving Students' Learning Motivation	II
Fun		
Entertainment		
Visualization		
Vocabulary	Vocabulary Development	III

e. Defining and naming themes

The researcher defined the themes and checked the themes due to the correlation with the data and the interpretation. Those became the findings of this study.

Table 4. Defining Themes

Themes	Defining Themes
I	Simple and Accessible Learning Materials
II	Improving Students' Learning Motivation
III	Promoting Students' Vocabulary Development

f. Producing the Report

Finally, the researcher reported what has been gained from this study framed in descriptive study design.

3.6 Steps of the Research

The researcher conducted some steps to guide the researcher to justify finishing this research. The steps that the researcher will do are as follows:

Table 5. Step of the Research

No	Steps of the Research
1.	Researchers created interview guide indicators regarding students' perceptions of webtoon applications in learning English vocabulary,
2.	The researcher contact the participants and asked their willingness for

	being participants in this research,
3.	Interviews were recorded using the zoom application and interviews were directed in Indonesian because it provides a fair opportunity for participants to express themselves and speak freely,
4.	The researcher transcribed the recording of interview,
5.	The results of interviews are decoded by the researcher,
6.	Reporting the research results.

3.7 Time and Place of the Research

This research was conducted from Mei 2023 to November 2023 in senior high schools located in Tasikmalaya, West Java.

Table 6. Research Schedule

No	Description	Jan-Dec 2022	May 2023	Jun-July 2023	Aug 2023	Sep 2023	Oct 2023	Oct 2023	Nov 2023
1.	**Research Writing Proposal**	███							
2.	**Proposal Examination**		███						
3.	**Data Collection**			███	███				
4.	**Data Analysis**					███			

5.	**Research Report**							■	
6.	**Thesis Examination**								■