#### **CHAPTER 3**

#### RESEARCH PROCEDURES

This chapter presents the methodology employed in this research. It describes five main parts of research procedures: research design, setting and participants, data collection, data analysis, and research schedule.

#### 3.1 Research Design

The design of this research is a qualitative descriptive case study design, a descriptive case study research design was applied in this research. Yin, (2018) also stated a descriptive case study's goal is to present a comprehensive, contextually relevant view of a particular phenomenon. Thus, a descriptive case study design has been chosen for this research because this research has identified and explained in detail information about the perceptions of junior high school students regarding learning vocabulary using Wordwall.

## 3.2 Research Setting and Participants

This research was conducted at a junior high school in Tasikmalaya, West Java, Indonesia. This place was selected because the researcher taught English in the "Kampus Mengajar 4" activity. The phenomenon of vocabulary learning using Wordwall was used in English classrooms here.

The participants in this research are three students consisting of 2 females and 1 male from one of the junior high schools in Tasikmalaya for the 2022/2023 academic year, which ranged 14-15 years, who experienced and learned vocabulary using Wordwall in the classroom. Previously, these three students had studied vocabulary using Wordwall with the researcher when the researcher carried out the "Kampus Mengajar 4" activity in 2022. The participants were selected based on their academic grades from highest to lowest based on peer recommendations from the English teacher. Most importantly, they agreed to participate in this research voluntarily. The results

of the interview will be collected via Google meeting recordings and stored in a smartphone as an archive.

#### 3.3 Data Collection

This research used semi-structured interviews because they provided a very flexible technique for small-scale research (Drever, 1995). In a structured interview, it is usual to formulate detailed questions before the interview. Interview questions mainly followed the interview guide set by the researcher. On the other hand, "semi-structured interviewing starts with broad and more general questions or topics" (Arksey and Knight, 1999). Only topics and subtopics are identified while preparing for such an interview, not specific questions. The interview topic is how students perceive while learning vocabulary using Wordwall and find out how effective it is.

The researcher conducted the interview using an interview design technique adapted from Adam (2015):

### 1. Selecting participants and arranging interviews

This phase focused on the items that must be prepared for the interview. Such as selecting participants based on the terms and criteria. Group members have participated in the interview. The researcher contacted them to request and schedule an interview time.

### 2. Drafting questions and the interview guide

The interview process was conducted in Indonesian and then translated and transcribed into English. Most of the interview questions that were asked to participants followed the interview guide and were adapted from the Technology Acceptance Model (TAM). The guidance of the interview by using the TAM as the adapted guidance supported this research. TAM is the model of technology to explain the variance of user beliefs (Gardner and Amroso, 2004). The researcher used TAM to observe the information of how the users come to accept and use Wordwall. Also, it observed the casual relationship between Perceived Usefulness (PU) to find the useful of technology, Perceive Ease Of Use (PEOU) to find the use

of technology, Attitude Toward Usage (ATU) mean the approach to using technology, and Predicted Future Use (PFU) to finds the beliefs of use technology in the future (Wadley et al., 2014).

## 3. Starting the interview

The interview was conducted in the participant's first language, Indonesian, so they could express their thoughts freely without possible language barriers and prevent confusion and miscommunication among the participants. In this phase, the researcher requests permission to record this interview. Before the interview, the researcher explained the research, including the title, research emphasis, and others.

### 4. Polishing interview techniques

Each participant was questioned for 20-30 minutes per session. Then, it started with a question from the question list. Because of the participants' willingness, the online interviews were completed by using Google Meet.

# 5. Analysing and reporting a semi-structured interview

In this step, the researcher reviewed the findings and verified the authenticity of the data obtained from the interview. Additionally, the data has been translated and transcribed. Thematic analysis has been used to examine the data.

### 3.4 Data Analysis

The result of the interview was analyzed using thematic analysis as Braun and Clarke (2006) stated that thematic analysis is the method used to identify, analyze, and present patterns (themes) in the data, which will be organized and described in detail. It can also show certain aspects of the topic of the study.

The steps of thematic analysis that will be carried out by researchers, according to Braun and Clarke (2006), are as follows:

#### 1. Become familiar with the data.

The researcher transcribed and re-read the interview data to comprehend it well.

#### 2. Generate initial codes.

The researcher categorized the data by using the initial codes, and each code was given a color.

 Table 3. 1 Generating Initial Codes

Codes	Meaning				
<mark>Pink</mark>	Usability of Wordwall				
Blue	Animation as a clue				
Olive	New learning method				
Yellow	Accessible of use				
Grey	Challenging				

**Table 3. 2** Calculating The Codes

Color	Meaning	Count			
<mark>Pink</mark>	Usability of Wordwall	7			
Blue	Animation as a clue	7			
Olive	New learning method	5			
<b>Yellow</b>	Accessible of use	3			
Grey	Challenging	2			

# 3. Search for themes

The researcher grouped the codes into possibly the same themes from the data that has been highlighted in the second step.

**Table 3. 3** Process of Searching The Themes

Perceived Ease of Use	Possible Themes	Theme			
Aku bisa pake Wordwall	Flexibility in Using	Wordwall Accessible			
teh, gampang masuk nya	Wordwall	Platform			
tinggal ketik di google					
aja langsung muncul	Wordwall Accessible				
<mark>paling atas, gak usah</mark>	Platform				
download aplikasinya					
dulu. (P.1)					
Menurut akusih mudah					
<mark>ya tehh, karena kan</mark>					
website. Jadi gampang					
diakses, gak ribet					
nyarinya intinya mudah.					
(P.2)					
Wordwall juga kan pake					
browser jadi gampang					
<mark>teh gak harus pake</mark>					
aplikasi gitu teh. (P.3)					

<b>Perceived Usefulness</b>	Possible Themes	Theme				
Cukup membantu,	The Effectiveness of	Wordwall as a Platform				
soalnya kan Wordwall	Wordwall	to Assist Vocabulary				
tuh banyak fiturnya, terus	XX 1 11 D1 (C					
bikin kita jadi lebih	Wordwall as a Platform	Anagram as a				
efektif dalam balajar Bahasa Inggris.	to Assist Vocabulary	Challenging Feature				
Danasa mggms.						
Dengan adanya						
Wordwall jadi lebih						
efektif dan membantu.						
Combomyo iodi notyniyla						
Gambarnya jadi petunjuk dalam mengingat sebuah						
kata dan menyusun						
huruf-hurufnya.						
Animasi gambar buat						
petunjuk ya teh, jadi						
akutuh inget itu benda						
apa kan ada animasinya.						
Lebih mudah dalam						
belajar Bahasa Inggris,						
apalagi pake fitur-fitur						
animasi gitu menarik.						
A 1 1						
Anagram tuh kan nyusun huruf-huruf ya euu						
huruf-huruf ya euu jadi menantang juga						
kayak ngerasa lebih						
menarik dan menguji aku						
dalam menyusunnya.						
(P.1)						
Menurut aku sih seru teh,						
asyik dan yang paling						
utama itu kan menarik ya dan menurut aku						
Wordwall ini sangat						
membantu						
Dalam mengingat kosa						
kata khususnya dalam						
Bahasa Inggris menarik						
banget soalnya fitur dan						

tampilannya tuh kayak game,
Cukup membantu soalnya fiturnya banyak. Bisa buat mengeja,
mengartikan, dan mengingat juga sih teh
Ada animasi gambar sama suara, lucu gitu.
Ada petunjuk gambar nya, jadi kita tau itu benda apa.
Di wordsearch soalnya lebih menantang hehe, tapi di anagram juga
sebenernya sama. Tapi menurut aku yang susah di anagram tuh dalam
pengejaannya. (P.2)
Soalnya ada gambar animasinya yang membantu banget.
Karena ada animasinya jadi kayak ada petunjuk. (P.3)

<b>Predicted Future Use</b>	Possible Themes	Theme
Aku pengen dipake sama	Wordwall as Interactive	Wordwall: A Future
aku teh, lumayan kalo	Vocabulary Learning	Tool for Enhancing
lagi kesel dari pada main	Media	Vocabulary Skills and
hp gak jelas kayaknya		Classroom Interaction.
aku mau deh pake	Wordwall as Game-	
Wordwall.	Based Learning Media.	
Kalo menyarankan ke		
guru sih bakal juga,		
apalagi kalo buat cerdas		
cermat di kelas gitu		
(P.1)		
Emm aku jelas bakal		
pake teh, aku suka sama		
yang fitur mencari kata		
itu loh, terus lumayan		
juga bisa main hp tapi		
belajar,		
Terus aku juga kalo misal		
nanti guru aku minta		
saran atau bingung buat		
game di sela-sela		
mengajar kayaknya aku		
bakal kasih tau guru aku		
kalo Wordwall tuh seru		
dan simpel.		
(P.2)		
Aku bakal pake		
Wordwall sih teh,		
pakenya gampang. cukup		
pake hp aja.		
terus, bisa maen hp		
sambil belajar juga jadi		
bermanfaat. inimah game		
jadi gak kayak belajar.		
Terus ke guru juga		
kayaknya bakal nyaranin		
sih teh pake wordwall		
soalnya seru inimah		
game gak tegang gitu pas		
belajarnya		
(P.3)		
(1.3)		

#### 4. Review themes.

The researcher reviewed the quality of the themes and checked whether they fit the data using the Technology Acceptance Model (TAM) theory.

**Table 3. 4** Reviewing The Themes

Categories	Themes				
Perceived Ease of Use	Wordwall as an Accessible Platform				
Perceived Usefulness	Wordwall as a Platform to Assist				
	Vocabulary Learning				
	Anagram as a Challenging Feature of				
	Wordwall				
Predicted Future Use	Wordwall as a Recommended				
	Platform for Future Vocabulary				
	Learning.				

### 5. Define themes

The researcher concluded that there are four themes:

- a. Wordwall as an Accessible Platform
- b. Wordwall as a Platform to Assist Vocabulary Learning
  - Anagram as a Challenging Feature of Wordwall
- c. Wordwall as a Recommended Platform for Future Vocabulary Learning

### 6. Writing-up

It is the final phase of thematic analysis. After determining the central theme, the researcher writes a report on the research findings.

### 3.5 Research Steps

The chronological steps were as follows:

- 1. Identify and describe phenomena or issue
- 2. Examine current research and locate sources from journals relevant to this topic
- 3. Choose a topic for research
- 4. Continue to write the research proposal, starting to the background, literature review, and research procedures

- 5. Examining research proposal in front of supervisors and examiners
- 6. Starting to collect the data from the participants by conducting semistructured interviews
- 7. Transcribing the data collected
- 8. Analyzing the data using thematic analysis by (Braun and Clarke, 2006)
- 9. Writing a report on the thesis
- 10. Examine the thesis in front of supervisors and examiners

# 3.6 Research Schedule

**Table 3. 5** Times of the Research

No	Activities	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul
		2023	2023	2023	2023	2024	2024	2024	2024	2024	2024	2024
1.	Research											
	proposal											
	writing											
2.	Research											
	proposal											
	examination											
3.	Data											
	collection											
4.	Data											
	analysis											
5.	Report											
6.	Thesis											
	examination											