CHAPTER 3
RESEARCH METHODOLOGY

3.1 Research Design

The paradigm used in this research is qualitative research. The qualitative research paradigm is the approach used in this research. According to Merriam (2009), Qualitative research is an interest in how other people interpret their experiences, construct their worlds, and relate meaning to their experiences. Qualitative research aims to develop an understanding of a person's dimensions and experiences of their life and social world through the questions posed by (Fossey et al., 2002). The qualitative research method used Narrative Inquiry. Narrative inquiry is research that involves stories as research data or research that uses storytelling as a tool for data analysis or presentation of findings (Barkhuizen et al., 2014). According to Barkhuizen et al. (2014), narrative inquiry in education has the benefit of understanding the inner mental world of language learners, as well as understanding language teaching and learning as a social and educational activity. Narrative research can provide insight into how participants perceive and experience learning. Verbal reports and narrator stories about participants' lives and experienced realities are one of the best ways of studying the inner world of individuals (Barkhuizen et al., 2014). Therefore, narrative inquiry is important to understand the perspectives that participants experience. This research focuses on a person's experience in using the online game "Genshin Impact" to learn vocabulary, so narrative inquiry can be used as an option for qualitative research methods. The focus on narrative content can contribute to a full and richer understanding of language teaching and learning as a lived experience (Barkhuizen et al., 2014).

3.2 Research Setting and Participant

The participant chosen was a student from one of the universities in Bandung. On her campus, she is in the foreign literature department so she is active in learning foreign languages, especially English. She is 21 years old and likes to play games, one of which is "Genshin Impact". She has been playing this game for more than two years. Her uniqueness as a participant is that even

though she is a student of foreign literature, she never stops learning. She follows the development of technology in this era by seeing the positive side of the technology used. She uses games as a side learning media to increase her motivation. According to her, this game helps on learn vocabulary indirectly or outside of her study hours or class.

The interview was conducted online via Zoom Meeting. The researcher selected participant who have specific criteria towards the main objective of this research to potentially share their experiences widely and be useful for this research. The criteria that the researcher makes are as follows: Participant are active students at any university or school, have a minimum intermediate level of English proficiency, have played Genshin Impact for at least 6 months, are willing to provide information related to the experience of playing Genshin Impact and the use of English in the game, have an interest in online games, especially Genshin Impact. The researcher selected one participant for the reason of focusing on individual experiences to provide an in-depth description of the participant's experience, collect in-depth data, and help in saving time and resources.

Table 1. Biographical information of AL

Name	Gender	Age	Educational background	Number of years as a Genshin Impact player
AL	Female	21	Students in the foreign literature department	3

3.3 Data Collection

The data collection technique taken to explore participants' experiences will be using qualitative interviewing. Qualitative interviewing is a powerful tool for capturing the voices and ways people interpret participants' experiences (Rabionet, 2011). In addition, the output of the interview is non-narrative data that can be analyzed using the narrative analysis technique. As said by Benson (2014), narrative analysis is a research method that utilizes storytelling as a tool to analyze non-narrative data. The type of interviews used were semi-structured

interviews. According to O'Keeffe et al. (2016), semi-structured interviews are guides to direct the conversation in a standardized way while allowing ample opportunity for relevant issues to arise. Semi-structured interviews were chosen because of the diverse backgrounds of the sample group and to get complete information and opinions on relevant issues in each interview with freedom of information gathering (Barriball & While, 1994). The questions asked during the interview are about the features used, learning strategies, reasons for studying with Genshin Impact, and so on.

3.4 Data Analysis

This research used the narrative analysis technique. Labov defines narrative as one technique for reliving past experiences by matching a verbal line of clauses to the actual line of events (Labov, 1972). Labov found a concept that determines that the narrative is perfect. According to Labov (1972), a perfectly formed narrative is made up of the following sequence:

a. Abstract: Summarize the whole story from the beginning of the introduction of participants to how the role of genshin in participants learning vocabulary.

b. Orientation: Tells the identity of the participant and how the story of his/her experience began or called background.

c. Complicating: Provide information to the audience about participants' difficulties in learning vocabulary.

d. Resolution: Provide information about actions to solve the problems faced by participants with solutions, namely learning through online games.

e. Evaluation: Provides a view of the story to determine the meaning or significance of the events in the story.

f. Coda: The coda connects the story to the current situation. It concludes the story and returns the reader to the present.

3.5 Research Schedule

The research time in question is the time for the implementation of the research as outlined in the form of a table, as follows:

Table 2. Research schedule

Description	Sept /2023	Nov /2023	Des /2023	Feb /2023	April /2024	May /2024	June /2024	July /2024
Research Proposal writing	■	■						
Research Proposal Examination			■					
Data Collection				■				
Data Analysis					■	■	■	
Report					■	■	■	
Thesis Result Seminar							■	
Thesis Examination								■