

CHAPTER 3

RESEARCH PROCEDURES

3.1 Method of the Research

The research design of this study utilized a descriptive case study. According to Creswell and Creswell (2018), a case study is a qualitative design in which researchers discover in-depth information about a program, event, activity, process, or one or more individuals. The cases are characterized by time and activity, and researchers use a variety of data collection techniques to gather comprehensive information over a long period of time. Furthermore, a descriptive case study is a study that aims to characterize a phenomenon ("case") in its actual environment (Yin, 2017). It was used because the researcher examined the World of Warcraft game that could improve the English vocabulary of its players.

3.2 Focus of the Research

This research focused on the evidence of how Indonesian WoW gamers learn English vocabulary from playing the game.

3.3 Setting and Participants

This study was conducted in a farmhouse in Tasikmalaya. Farming house itself can mean a company where people play games on the computer but make money. Players engage in progressively difficult in-game activities, including questing, raiding, trade, and player vs player (PvP), to accomplish the game's objective. One of the games played is this WoW game because this game uses English to complete missions to develop characters.

This study involved three WoW gamers as the main participants in this study. The participants were in the age range of 22-25 years and they have been a WoW gamer for approximately two years. They have chosen because they have English skills at the beginner level or gamers who have very Basic English skills that their understanding and use of English is only about common vocabulary and simple sentences, have played WoW game for about the last 2 years, and have played games for approximately 5 hours per day.

3.4 Technique of Collecting the Data

This study used semi-structured interviews to collect data. Semi-structured interviews usually use a list of questions that have been prepared by the researcher as guidelines and allow the interviewer to improvise questions that are not on the list (Barkhuizen et al., 2014). Therefore, the researcher used this technique because it explored more deeply to find the results of the research question.

Data collection was conducted in a farmhouse in Tasikmalaya with three WoW gamers as participants. A farmhouse can be compared to a business where employees play video games while working. Furthermore, after the participants agreed to be interviewed, the data collection was continued by starting the interviews with the WoW gamers. In addition, three indicators of vocabulary learning by Alhebshi and Gamlo (2022) were used as indicators to write the interview guidelines. The interviews were conducted based on the agreement of the day with the participants. The interviews were conducted face-to-face or directly with the participants.

The Interviews were conducted on different days and places for each participant. It was based on questions that had been made previously from the indicators in the theory taken. The interview process was conducted using Indonesian language to provide comfort for participants in expressing their perceptions. During the interview, the researcher recorded the conversation to serve as backup data if the researcher did not capture or understand the words spoken by the interview participants. Of course, this recording was done after receiving permission from the participants being interviewed.

3.4.1 Technique of Analysing the Data

This study used thematic analysis to analyze the data. The researcher used this technique because thematic analysis is one of the data analysis methods to identify patterns or themes from the data obtained by researchers (Braun & Clarke, 2006). Therefore, by using this technique, the researcher could find answers to the research question based on the themes from the transcription of the interview results.

Furthermore, there are six phases in analysing the data by using thematic analysis, there are;

1. Familiarizing the data.

In this first step, the researcher transcribed the data collected through interviews. After that, the researcher read the transcript several times over to familiarize himself with the data.

2. Generating codes

Following familiarization with the data, the researcher list first thoughts about what was in the data and what is interesting in it, then the data is categorised and coded in accordance with the study and the theory.

Table 3.1 Interview Transcript and Its Initial Codes

Data	Initial Codes
P1: fasilitas yang diberikan mungkin dari quest ya eee soalnya dari quest juga banyak sekali kosa kata emmm mungkin lebih dari 50 kosa kata yang ada contohnya whirlwind, arcane, devastate dll dalam quest tersebut yang harus kita baca, seperti itu.	Learning English Vocabulary through quest feature
P2: Game World of Warcraft ini memfasilitasi dengan cara berkomunikasi secara langsung dengan para pemain yang lainnya dengan menggunakan Bahasa inggris baik itu melalui chat in game atau dalam game maupun bisa dengan berbicara secara langsung melalui platform Discord	Learning English vocabulary through discord mediated communication
P2: biasanya jika saya tidak mengetahui ada kosa kata ataupun misalkan obrolan dari player lain biasanya saya itu kebanyakan memakai google translate untuk mengetahui arti dari kata yang diucapkan ataupun dia ketikan.	Using google translate triggered by WoW game
P3 : Saya biasanya saya mencari tahu apa arti dari kata atau perintah yang disebutkan party leader ke teman party yang lain atau ke teman native speaker yang lain.	Looking up the meaning of unfamiliar vocabulary by asking friends
P2. Iyaa, untuk quest itu tentu bisa melatih saya dalam memahami beberapa kata dalam Bahasa inggris Karena ada beberapa kata yang sebelumnya sudah pernah saya baca jadi saya tahu artinya saat membaca kata itu lagi di quest selanjutnya.	Drilling English vocabulary through quest features

P3: jika orang tersebut ingin belajar vocabulary Bahasa Inggris agar bisa menjadi party leader dalam game WoW.	Showing Motivation to learn English vocabulary
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Table 3.2 Initial Codes and Its Frequency

No	Initial Codes	Total
1	Learning English vocabulary through discord mediated communication	10
2	Learning English Vocabulary through quest features	6
3	Looking up the meaning of unfamiliar vocabulary by asking friends	7
4	Using google translate triggered by WoW game	6
5	Drilling English vocabulary through quest features	5
6	Showing motivation to learn English vocabulary	2

3. Searching for themes

This phase starts when all data is initially coded and collated, and long flat different codes have to identify across datasets that are familiarized and coded. This phase concludes with a collection of potential themes and sub-themes, as well as any data extracts that have been coded in connection to them.

Table 3.3 Process of Searching for Potential Themes

No	Codes	Potential Themes
1	Learning English vocabulary through discord mediated communication	Learning English vocabulary through other online platforms triggered by WoW game
2	Learning English Vocabulary through quest feature	
3	Using google translate triggered by WoW game	
4	Looking up the meaning of unfamiliar vocabulary by asking friends	Learning English vocabulary by asking friends triggered by WoW game
5	Drilling English vocabulary through quest features	Drilling English Vocabulary Triggered by WoW Game Features
6	Showing motivation to learn English vocabulary	Showing motivation to learn English vocabulary triggered by WoW game

4. Reviewing the theme

During this step, it will become clear that certain candidate themes are not truly themes for example, if there is insufficient evidence to support them or the data is too varied, while others may merge two separate themes might form one theme. Other topics may need to be divided into individual themes. The researcher should have a solid concept of what the individual themes are, how they fit together, and the overall story they tell about the data by the end of this step.

Table 3.4 Process of Searching for Themes

Potential Themes	Themes
Learning English vocabulary through online platforms triggered by WoW game	WoW game triggered gamers to learn English vocabulary
Learning English vocabulary by asking friends triggered by WoW game	
Drilling English Vocabulary Triggerred by WoW Game Features	WoW game effectiveness in facilitating the English vocabulary learning
Showing motivation to learn English vocabulary triggered by WoW game	

5. Defining and naming themes

When the researcher has a suitable thematic map of your data, it may move on to Phase fifth. It is critical that at the end of this phase, you have a clear understanding of what your themes are and are not. One way to test this is to see whether you can describe the breadth and substance of each subject in a few phrases.

Table 3.5 Defining and Naming Themes

Themes	
1	WoW game triggered gamers to learn English vocabulary
2	WoW game effectiveness in facilitating the English vocabulary learning

6. Producing the report

Phase 6 occurs once it should have a complete collection of topics and entails the final analysis and planning of the report's elaboration. The researcher should be immediately identified as a case study of the problem and make an argument about the research question.

