

CHAPTER 3

RESEARCH PROCEDURES

This chapter presents information about the research methodology applied in conducting this study. It contains the explanation of the research method, the focus of the research, the setting and participants, the technique of collecting and analysing the data, the steps of the research, and the time and place of the research.

3.1 Method of the Research

In this study, the research design used was a qualitative descriptive case study. A case study is an empirical method examines a case within a real-world setting, especially in situations where it may be difficult to identify distinct connections between the case and the context (Yin, 2018). A descriptive case study was selected to accurately reflect the occurrences seen in the relevant data. The purpose of the case study was to preserve the data as it naturally happened (Zainal, 2007). Furthermore, this approach was appropriate to facilitate a deep exploration and comprehensive understanding of the issue. The phenomenon under investigation in this study was building students' oral communication using VRChat as the learning medium. Zainal (2007) stated the case study methods are often employed in small-scale setting with limited participants. Therefore, this method was selected to align with the research's settings, participants, and context allowing for an investigation into the participant experiences, perceptions, challenges in oral communication learning in VRChat.

3.2 Focus of the Research

This research focused on investigating the participant's experiences, opinions, perceptions, and strategies in building English oral communication through VRChat. The data was collected from an interview with a student who utilized VRChat as their learning medium.

3.3 Setting and Participant

This research took place in an online community on a Discord server with single participant. The participant was selected based on their usage of VRChat over two years, indicating that already familiar with the platform. The study focused

on the participant as he engaged in VRChat to improve the oral communication. Considering that descriptive case studies focus on exploring specific phenomena and are often on a small scale with limited participant as stated by Zainal (2007), it was deemed appropriate to select a single participant for this research in order to obtain rich and valuable insight into the research topic.

3.4 Technique of Collecting the Data

The researcher used the technique of collecting data by using the interview as the instrument to get the data needed to be collected for the research. A semi-structured interview is an informal process of gathering information from another person by asking questions verbally (Longhurst, 2003). It offers the interviewer collect the detailed information from the participants (Jamshed, 2014). The technique of semi-structured interview was applied to get the participant perceptions of the utilization of VRChat as the learning medium in oral communication. Thus, to conduct a semi-structured interview, the researcher provided seven questions generated from the theory of the Technology Acceptance Model proposed by Fred Davis in 1989, namely perceived usefulness as the indicator and Scherer et al.'s (2015) items measuring the perceived usefulness of ICT for teaching and learning. The questions were open-ended and adjustable due to getting more and detailed information and a deep understanding of the EFL students' perceptions of the utilization of VRChat in oral communication learning.

The interviews were conducted online using Discord and WhatsApp messages as the additional and detail questions as the data source and documentation. Further, the data were transcribed using an orthography system to be analyzed. The orthography system is the common method to transcribe what the words are said (Howitt, 2016).

3.5 Technique of Analyze the Data

The collected data from the interview will be analyzed using Braun and Clarke's (2006) thematic analysis. According to Braun & Clarke (2006) thematic analysis is a qualitative research method that can be widely used across a range of epistemologies and research questions. It is a method for identifying, analyzing, organizing, describing, and reporting themes found within a data set. Furthermore,

Braun and Clarke (2006) and King (2004) Thematic analysis, according to the author, it is a valuable approach for evaluating the viewpoints of various study participants, revealing parallels and contrasts, and producing unexpected discoveries. Thematic analysis is particularly effective for summarizing essential aspects of a big data set since it compels the researcher to handle data in a well-structured manner, resulting in a clear and ordered final report. (King, 2004).

There are six phases of thematic analysis (Braun & Clarke, 2006):

- 1) Familiarizing yourself with the data: Researchers must get used to reading and rereading data of questionnaires and taking note of initial analytic observations.
- 2) Generating initial codes: Coding is also a common element of many approaches to qualitative analysis (Braun & Clarke, 2012). The researcher makes code to highlight important data by coloring the scale of the scores of questionnaires.

Table 3.1 Generating Initial Codes

Time	Utterances	Initial Codes
00:02:29 - 00:02:42	I: Dan sekarang menggunakan VRChat, apa benefit yang kamu dapatkan saat menggunakan aplikasi itu? apakah VRChat dapat membangun motivasi belajar?	
00:02:43 - 00:03:00	P: Benefit, benefit yang jelas terasa itu, grammar di speaking, listening, vocabulary bertambah dan menambah confidence juga. juga dapat mempelajari kultur player luar negeri. dan akhirnya saya lebih termotivasi untuk	Grammar in speaking Improvement of the confidence Vocabulary Enrichment Intercultural Competencies Motivation boost

	belajar bahasa inggris secara mandiri di VRChat.	Self-learning
00:03:01 - 00:03:19	I: Baik-baik, berhubung VRChat itu termasuk salah satu permainan atau game, apa ada gim lain yang menurut kamu dapat membantu perkembangan skill komunikasi kamu? atau kamu merasakan perbedaan dari VRChat dibandingkan dengan gim lain?	
00:03:20 - 00:04:00	P: (ee) kalo yang lain paling game berupa MMO dengan server internasional, biasanya di game MMO itu ada fitur party, trading sama player lain. Jadi harus pake Bahasa Inggris. Kemudian yang jadi perbedaanya itu komunikasi di MMO Cuma digunain aja pas keperluan tertentu, objektif, kayak trading gitu. Kalau VRChat lebih ke small talk, jadi pembahasannya sangat bebas. Tapi banyak orang yang menggunakan slang, dan beberapa dari slang itu menurut saya kurang cocok dengan lingkungan akademik.	Habits of the players are using English. Flexibility of topic Various style of speaking Slang language Profanity language

Table 3.2 Initial Codes

Initial Codes
The interest of learning English
Motivation
Self-learning
Speaking and listening comprehension
Speaking in different language
Intercultural competency
Improvement of the confidence
Flexibility of topic
Vocabulary Enrichment
Slang language
Profanity language

- 3) Searching for theme: The third phase is when all data has been coded and arranged then the data will be grouped to make it easier to analyze the data.

Table 3.3 Process of Searching for Themes

Initial Codes	Sub Themes	Themes
Improvement of the confidence Speaking and listening comprehension	Peers Corrective Feedback	
The interest of learning English Self-learning Vocabulary Enrichment Flexibility of topic	Students' Learning Motivation	The Benefits of VRChat for the EFL students' communication skills and interest
Speaking in different language Slang language Various style of speaking	Intercultural Competencies	
Profanity Language Competency		Challenges

- 4) Reviewing themes: The fourth phase begins once a set of themes has been devised, and they now require refinement (Braun & Clarke, 2006). The researcher reviewed the data that had been coded for each theme to find out whether they formed a coherent pattern or not.
- 5) Defining and naming themes: Conduct and write a detailed analysis, identifying the story that each theme tell (Braun & Clarke, 2006). Researchers may consider how each theme fits into the overall story about the entire data set in relation to the research questions (Braun & Clarke, 2006).

Table 3.4 Defining and Naming Themes and sub-themes

Themes	Sub-Themes	Definition
The Benefits of VRChat for Students' Oral Communication skills	Peers Learning	The Students' Perceptions that VRChat improve their oral communication skills by interaction with peers (Interest).
	Students' Learning Motivation	The students' perceptions that VRChat improves their learning motivation, interest, and performances for improving their communication skills (Interest)
	Intercultural Competence	The students' perceptions of how VRChat help them practice, collaborate and communicate with the community in VR world to improve their communication skills (Collaboration)

Challenges and Strategies	Oral Communication Competencies	The students' perception toward the problems or the obstacles of using VRChat as a learning medium to improve communication skills.
	Profanity Languages Awareness	Students' awareness toward explicit languages in oral communication learning, and academic environment.

- 6) Writing up: Begin the final analysis and write-up of the report.

3.6 Steps of the Research

The Researcher did several steps of this study as follows:

Table 3.5 Steps of the research

Steps	Description
1	Identifying the research problem
2	Find the relevant study
3	Reviewing the relevant Study
4	Choosing research subject
5	Choosing the tools for the research
6	Interviewing the participants
7	Transcribing the recorded interview
8	Analyzing data
9	Making the conclusion

3.7 Time and Place of the Research

The place of the research will be going to take a place at the Discord online community who have been familiar with VRChat.

Table 3.6 Research Schedule

No.	Activity	May- Aug 2022	Oct 2022	Nov- Dec 2022	Jan- May 2023	Jun- Des 2023	Jan- July 2024
1.	Proposal Writing						
2.	Research Proposal Seminar						
3.	Data Collection						
4.	Data Analysis						
5.	Report						
6.	Comprehensive Examination						
7.	Final Thesis Examination						