# CHAPTER 3 RESEARCH PROCEDURES

This chapter presents the methodology employed in this study in order to conduct the study. It describes seven parts of research procedures, namely research method, setting and participant, data collection, data analysis, steps of the research, and research schedule.

#### 3.1 Method of the Research

This research used a qualitative method with descriptive case study as the research design. Yin (2003) defines a case study as an empirical investigation about phenomena of interest to answer "how" or "why". In this case, a case study was used in this research to investigate how students perceive role play in the EFL speaking classroom and the reasons that underlie their perceptions. Roberts et al., (2019) also defines a descriptive case study that allows for indepth exploration of a specific phenomenon, it explores the range of attitudes, perceptions, beliefs and behaviors from the sample. The descriptive case study is an approach to describe a phenomenon or case in a real-world context (Yin, 2018). Furthermore, this approach is an appropriate method for in-depth investigation of certain phenomena which can result in extensive analysis.

Hence, the descriptive case study is used to investigate students' perceptions of the use of role play as a learning method in EFL classroom at one of Senior High Schools in Tasikmalaya, West Java.

#### **3.2 Focus of the Research**

This research focused on investigating the students' perceptions of the eleventh grade which utilizes role play as a method for teaching speaking in an EFL classroom.

#### **3.3 Setting and Participants**

This study was conducted at one of Senior High Schools in Tasikmalaya, West Java since the phenomenon of the implementation of the role play found in that school. Role play method was found and used as a learning method to encourage the students' speaking skill that every student did their role as divided by the teacher.

The participants of this research were two students from grade XI at one of senior high school in Tasikmalaya, West Java who were chosen based on the highest answer of strongly agree and strongly disagree taken from the closed questionnaire that investigated the implementation of role play and it adopted from Kadafie (2022) which piloting in pre-observation research. The researchers distributed thirty closed questionnaires as pre-observation research to enhance the quality and relevance of the observational studies. Furthermore, researcher also added other considerations. Firstly, the researcher found the differences of student's behavior in that class. Secondly, the students who participate in that class have good pronunciation, correct grammar and good fluency as well as indicators of good speaking skill. Thirdly, the teacher recommended that class because it shows a significant effect from the implementation of the role play as the method for teaching speaking.

#### 3.4 Data Collection

Interview was conducted in this study to know and to describe the students' perception. Interview offers the researcher an opportunity to listen, to view, to investigate and to explore more the ideas from the respondents (Harding, 2013). Two students who met the criteria were involved in interview activities. The researcher chose a semi-structured interview technique to collect the data. Semi-structured interview generally applied to the social case. According to Ruslin et al. (2022) semi-structured interview is a research method that is frequently employed in the social sciences. Moreover, it is the interview that aims to explore essential information. Magaldi and Berler, 2020 (cited in Ruslin et al., 2022) mentioned that the semi-structured interview is an

exploratory interview or explore life story of person or group of people. In conducting the interview, students answered four open-ended questions related to students' behaviors, reason, advantages, and challenges of using role play in the EFL classroom adopted from Safitri (2021). The researcher used WhatsApp platform for collecting the data.

#### 3.4 Data Analysis

The data from interviews were analyzed using Miles and Huberman (2014) descriptive qualitative. Descriptive qualitative according to Miles and Huberman (2014), is a data analysis technique that provides the information of people's experiences to the events, processes and structures of their lives in the social circumstance around them. It is appropriate to uncover the research participants, perspective and any insight in the data collection.

Three points of descriptive qualitative according to Miles and Huberman (2014),

#### 1. Data Condensation

The researcher selected, highlighted and summarized the significant data. From this step, the researcher got intimately familiar with the result of the interviews.

Table 3.1 Data Condensation				
Interview Transcript	Main Idea	Key Words		
<b>P1:</b> From my experience in	She felt confidence to	Speaking Confidence		
implementing role play, I	speak using English			
am more confident to				
speak English because of	She felt very fun	Fun Learning Atmosphere		
the habit. For me who likes	because she could learn			
doing the role, learning to	intonation and			
speak with role play is very	expression in the			
fun, beside learning	classroom			

language I also learned to		
express myself. So, in my		
opinion, with role play I		
can learn speaking skill,		
intonation and expression.		
<b>P2:</b> In my opinion, these	Positive Impacts	
have positive and negative	She found new	
impacts. For positive	vocabularies and felt	
impacts it gives a chance to	inviting to speak up as	Fun Learning Atmosphere
practice my public	her responsibility to	
speaking, feels fun when	play her role. It was the	
finding the new	fun things that she got	
vocabularies and invites us		
to speak as the		
responsibility to do kind of		
roles. And alhamdulillah I		
can adapt with that	Negative Impacts	
condition. And for the	She got an obstacle with	Unsupported team
negative impacts, there	the students who were	
was an obstacle when one	unfamiliar with the topic	
group with the students		
who were unfamiliar with		
the topic but actually role		
play is very fun, that is all		
from me.		

## 2. Data Display

After the first step, the researcher described and recognized the data for the next step.

Table 3.2 Data Display			
Key Words	P1	P2	
Fun Learning	She felt very fun	She found new vocabularies	
Atmosphere	because she could	and felt inviting to speak up as	
	learn intonation	her responsibility to play her	
	and expression in	role. It was the fun things that	
	the classroom	she got	

### 3. Drawing and Verifying Conclusions

In the last step, the researcher served the conclusion from each sub themes and continued with the main conclusion at the end of this step as the whole information from this research.

### Table 3.3 Drawing and Verifying Conclusions

The impact of role play is further felt as the method that could come out of the fun learning atmosphere through specific instances shared by respondents. P1 notes that by using role play, it gives a chance to learn the expression and intonation. At the same time, P2 points out the different feeling that role play gives way to find new vocabularies and invites the students to speak up as their responsibility.

# 3.6 Step of the Research

Table 3.4 Steps of the research		
Steps	Descriptions	
1	Identifying current issues	
2	Searching and deepening the contents of journals or books	
	that were relevant to the topic to be researched	
3	Determine the research topic to be researched	
4	Continued to compile the research thesis started by	
	developing the background of the study, literature review,	
	and research procedures	
5	Collected data using semi-structured interviews with the	
	selected participants	
6	Transcribed the result of interview into written form	
7	Analyzed the data using descriptive qualitative by Miles	
	and Huberman (2014)	
8	Complete the research thesis	

# Table 3.4 Stens of the research

### **3.7 Research Schedule**

This research took place at one of the Senior High Schools in Tasik<br/>malaya, West Java. It was conducted from June 2023 to May<br/> 2024 as  $% \mathcal{A} = \mathcal{A} = \mathcal{A}$ presented in the research schedule below.

# Table 3.5 Research Schedule

