

CHAPTER III

RESEARCH METHODOLOGY

3.1 Research Design

This study utilized the qualitative research methodology. According to Merriam (2009), qualitative research deals with how other people interpret their experiences, construct their worlds, and relate meaning to their experiences. In this study, the qualitative design used a narrative inquiry. Narrative inquiry design is an approach to inquire about participants' experiences through the relational inquiry process (Clandinin, 2006). According to Barkhuizen et al. (2014), narrative inquiry in education possesses the benefit of understanding the world of language learner's environment, as well as understanding language teaching and learning as a social and educational activity. Therefore, narrative inquiry is important to carried out participant personal experience in learning and enriching vocabularies while playing "Honkai Star Rail"

3.2 Research Setting and Participant

The criteria for participant to be recruited in this research is Indonesian higher education EFL learner who is actively playing Honkai Star Rail which uses English as subtitle. Based on consideration of the appropriateness of the participant's experience and the data needed in this research, as well as accessibility and willingness to be a participant in this research a student from the English Education Department, Faculty of Tarbiyah and Teacher Training, UIN Syarif Hidayatullah Jakarta. He is an active 9th semester student named Fadly Al Hafiz Yonnata that will be recruited. He was part of one game community on discord server and also friend of mine, played an online game called Honkai Star Rail since the day it was released which is on April 26, 2023. Therefore, he is suitable to help conduct this study not only because we are in the same community but also because he is easy to contact. The participant loves to play the game because he is engaged with the storyline of the game, where each chapter connects the lines between stages

or even planets. The participants' age is 22 years old. He has learnt English since elementary school and has an interest in playing games. He claims that by playing games sometimes he found interesting words and remembers the one he has forgotten. This research will be conducted online using conference application media "Zoom Meeting" because it's flexibility in determining time and it's not limited to place where the researcher and participant are.

Table 1. Biographical information of participant.

Name	Gender	Age	Educational Background	Number of years as Honkai Star Rail player
Fadly Al-Hafiz Yonnata	Male	22	English Education Department	1.5

3.3 Data Collection

In this research study, a semi-structured interview and screenshots as artifact was conducted as the data collection technique. Semi-structured interview was chosen because they have rich and detailed qualitative data for understanding participants' experiences (Rubin & Rubin, 2012). Referring to Labov's narrative analysis framework, this technique allows researcher to collect open-ended data and better understand participants' thoughts, feelings, and beliefs about topics in depth. Therefore, the interviewer can combine the pre-prepared interview question with a follow-up trigger question based on the participant's answer to gain more detailed answer (Ahlin, 2019). The interviews were anchored in several question topics by referring to biological development, social development, and cognitive development, such as how much the participant understands English both when he still young or before and after playing the game. However, interview questions may vary dynamically based on the participant's response and unpredictable situation. The interview was recorded as an audio recording via Zoom Meeting.

In addition, the interview process was conducted using L1 to avoid confusion between the researcher and the participant. On the other hand, interviewing with L1 allows participant to feel less anxious in responding to the question given and gives them a space to express their point of view (Papadopoulou & Vlachos, 2014). After getting the interview results, the researcher transcribed and translated them into English.

The interview process was conducted in several stage such as: (1) selecting the respondent contacting him; (2) asking for willingness and explaining why this research matters; (3) tell the respondent about the consent form and letting him do the sign in the document; (4) create interview questions; (5) scheduling interview with the respondent. (6) conducting the interview (7) record the interview by using Zoom Meeting recorder in ACER Laptop device; (8) thanking the respondent for the willingness to take part and share his experience; and (9) transcribing the interview result

3.4 Data Analysis

The data was analyzed using narrative analysis to examine the data collected from the interview results because narrative analysis refer to the ability to understand one's view or experiences by referring to stories (narrations) heard by researcher's which obtained through interview with the participant. As stated by Creswell (2007) that individual life experiences are studied through narrative research. According to Labov (1972), there are six main parts of Labov's model:

- a) Abstract: The researcher summarizes the whole story from the beginning of the introduction of participants to how the role of Honkai Star Rail as a medium in acquiring English vocabulary.

Fadly is a university student who is still actively playing online games. Mostly he plays the game to spend his leisure time. To enjoy his time to the fullest, he also plays several game titles besides Honkai Star Rail such as Genshin, Zenless Zone Zero, Arknight, and Blue Archive. The games he mentioned mostly use English as the main language to

entertain their players. The reason, besides it being popularly played by many people, is also that the story given by each game is exciting. Within a year, after playing Honkai Star Rail, Fadly learned some new words that came within its story or features.

- b) Orientation: Providing the identity of the participant and how the story of participant experience began or called background.

Fadly is a man who has reached the age of 22. He is currently studying at a university in Jakarta. He loves to play a digital based game, especially online game. One day, he stumbled upon a new game that would be released in the near future and still played the game until today, which is Honkai Star Rail itself. "For more than a year playing this game ... personally, the main in-game story can be said to be quite interesting to read, there are so many plots that sometimes we think, 'Oh, it turns out that this is the main culprit' but turns out not", he admitted. Even though after a year he played the game, the story given by the game still giving him goosebump with some plot of it. Indicating that when reaching the climax or summary of one part of the story, he may be wrong guessing the culprit or someone in disguise, which piqued his interest toward the story to know more and wait for a story update if it reaches an end in certain part. While enjoying the game, Fadly use it as an opportunity to learn new English vocabularies.

- c) Complicating action: Provide information to the audience about how does the participant learn new vocabulary and remember the forgotten words.

The appeal of this game lies in its galactic sci-fi theme, along with stunning visual graphics. He was captivated with the beautifulness of its world building and story lore within it. During playing the game, Fadly use it as a part of medium in learning and acquiring English vocabularies which unfamiliar to him. In biological term, in which what's feel better

in learning English when he was young or now, Fadly admitted that it's feel better learning and acquire some new English words now. "For me personally, I prefer the current one. So, I play games while learning too", he explained. From that statement, indicates that now he can enjoy and maximize his leisure time while learning some. "So, for example there is a word that is very similar to the word that I usually read but it turns out that after I open it in google translate it turns out that the meaning is different", he added. The reason behind it was because "When I was a kid, we only learned vocabulary limited to per-word, but now maybe when we learn vocabulary, we can also understand the meaning of each sentence", he explained.

To optimize adult privilege in learning language, Fadly uses a translation machine to aid him in finding a meaning of an alien word. When grasping the story lore, sometimes Fadly encounter alien words to him, "For example, "Infinitesimal", I understand that infinite means unlimited, while there is a new additional word "simal". Now after I tried to translate it on google translate, "Infinitesimal" means very small. So, it's not infinity or infinite that we usually recognize because the meaning is different from the context", he explained. By utilizing the tool, he became a little familiar with the word he just encountered. Plus, combining the meaning of the new word with the context in the sentence, he now can fully understand what the scene or story is telling to him as a player.

In cognitive development terms, Fadly has shown the progress of how he learn and acquired the new English words. Apart from main story, in other features of Honkai Star Rail, such as character interactive voice lines, he also sometimes encounters a new word. "This is the first, one of Acheron's in-game dialogs. "But under their scrutiny", this scrutiny if I interpret it from google translate it means 'supervision'. Then the second one is from this vocabulary "adhering" which is following", he explained. "There are other vocabulary words such as

“adhering” following “following” so, “most end up following to the former” that can be used”, he added. Even though after Fadly translated the newly encountered words, he couldn’t help but put them with synonym words that had same meaning with it. That way, he could understand better and gain a correlation between the new word that he just encountered with the word that he already mastered.

Combined with the aid of visual that happened during some scene, Fadly can comprehend the situation so that he can clearly see the meaning of that word. “Here's the word “bustling” is not the same as the word “bust”. Meanwhile, the word bust means ambushing, which is different from bustling. The context is completely different”, he explained. With aids of visual on specific scene in which the characters are in crowded street, Fadly learned a new word that had the same meaning as a word that he knew before. Combined with the result using translation tool, he can learn one or two meaning within the word at same time. In addition, Fadly also tells the importance of understanding the full context within the sentences rather than individual words. “This is the importance of understanding context not per word”, he stated.

Aside from being a medium for learning languages, Fadly also used the game to remember words that he has forgotten. “The words “bestow” and “ordained” are more like holy words, religious words that are arguably the highest for me. I've read the word “bestow” in other games before, but I forgot what it means”, he admitted. It’s a relief that he encountered a forgotten word; that way he could remember again the meaning of that word. In order to re-gain the memory, Fadly takes initiative to use translation tool. “After looking up the meanings there are three of these instead, ‘to bestow’, ‘to give’, or ‘to gift’”, he explained. “The second one is “ordained” which means to be ordained. I don't know what that means”, he admitted. As for the other word, since it is the highest language to him even after it was translated, he still has no idea the true meaning behind that word.

- d) Evaluation: Provide information about the problems he encountered while learning a new word and actions to solve the problems faced by participants with solutions, namely learning through online games.

The problem that he encountered when learning an English word using translation tool such Google Translate, is lie on connection issues. Sometimes, when he tried to translate some words because of his curiosity, the translation tool couldn't load as usual. Or even, when generating the translation, his quota data was running out ended up got nothing. To overcome this problem, Fadly initiates to look-up the word that piqued his curiosity by using dictionary book. "Usually, I open a dictionary book anyway. If I don't hold it, I might use a friend's", he said. As for plan B when he didn't bring his own dictionary, he might use one from his friend's.

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

From Fadly view in using Honkai Star Rail as medium for learning and acquiring new vocabulary is quite effective rather than using traditional method. "Because the reason is that you can play games and you can learn at the same time, so you don't just play games", he stated. "The learning is done by understanding the context of the new words", he added. That way, he can maximize his leisure time without getting to much stressed. On top of that, he also gets the fun by playing game itself without getting spoiled.

As for his vocabulary bank improvement, he admitted that the only gain a small improvement. If scored from ten, he just gains about two and a half. "This improvement really has an impact on me", he admitted. Even though he only gains small improvement, but he admitted that the improvement is impacted him as college student and as adult, where he could acquire some new and rarely used word in daily basis. As well as

he might could uses his vocabulary knowledge that encountered by using Honkai Star Rail as medium for his academic purposes.

- f) Coda: The coda connects the story to the current situation. It concludes the story.

After playing and understanding the game context, now Fadly can easier identify the context that really happening during that time. Besides, in his view towards English become easier to understand.

On the other hand, understanding the context of an English sentence also has an improvement. Fadly highlighted now he can understand the contextually more and easier to understand English. “It's easier, because learning is not only about understanding the meaning of the word but also about contextual understanding”, he stated. In before, Fadly only used guessing technique to be able to grasp the context from a sentence. If the guessing was right, then he might acquire the right meaning. If not, he might be a little confused. But thanks to Honkai Star Rail providing immersive visuals that can aid its player to understand bigger context, combined with Fadly's technique by using a translation tool, he had no problem in understanding English words.

3.5 Research Schedule

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

Table 2. Research Schedule

Description	Oct. /2023	Nov. /2023	Dec. /2023	Sep. /2024	Oct. /2024	Nov. /2024	Dec. /2024
Research Proposal writing	█						
Research Proposal examination			█				
Data Collection				█			
Data Analysis					█		
Report						█	
Thesis Result Seminar							█
Thesis Examination							█