

CHAPTER III

RESEARCH PROCEDURE

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

3.1 Research Design

The recent study used phenomenological research design to investigate the phenomenon which has been experienced and to develop a composite description of the essence of the experience for all the individuals. As stated by Creswell (2013) to explain participants' experience of a phenomenon is the focus of phenomenological research design. The researcher aims to investigate the phenomenon that appeared since the students in Digital story telling class used Anitales as mobile learning to create digital story telling project. Additionally, phenomenological study should be a first-hand knowledge of an event, situation, or experience which is typically conducted by interviewing several groups of individuals (Moustakas, 1994). Align with the recent study, the focus of the study is about Anitales which is rarely investigated by researchers yet also used interview as the data collection method. Therefore the researcher strives to explore the students' perceptions on Anitales application in Digital Story Telling class.

3.2 Setting and Participants

The participant of the study are three students who has conducted Digital Story Telling class in one of Universities in Tasikmalaya. They used Anitales as a tool to create digital story telling to fullfill the assignment from their lecturer. They were chosen because of three considerations:

1. They used Anitales Application in creating the animated story in digital story telling class.
2. The students are still familiar and remember about the features and how to use Anitales Application.
3. They are the only three out of six students in that group who are agreed become the participants of this researcher.

The majority of the students are either 20 or 21 years old. Before collecting the data, each of the participants was asked to read, fill and sign the consent form. It is necessary to ensure that participants allowed the researcher to analyze the data and to use it for publication purposes with keeping the participants' privacy.

3.3 Data Collection Technique

The data were obtained by using semi-structured interview (SSI) with the participants and they were asked by several questions about their perceptions on Anitales Application used in Digital Story Telling class. Adams (2015) stated, "Semi-structured interviews are suited for a number of valuable tasks, particularly when more than a few of open-ended questions require follow-up queries." Semi-structured interviews are conducted with a fairly open framework, which allows to focus, conversational, two-way communication in collecting the data. Therefore,

this kind of interview is appropriate to the design of this research in which intended to a present detailed into what the participants feel and think.

3.4 Data Analysis Technique

Thematic analysis used to analyse the data gathered, identifying the most common patterns in participants' responses (Braun & Clarke, 2006). There are six phases in thematic analysis proposed by Braun and Clarke (2006) as follows:

1. Familiarizing yourself with the data

In this section, the researcher made the data transcript and data translation into English. Then, the researcher read the data until familiar with it so that the researcher gain understanding about the data and begin choosing the best code of each data.

Time		Transcript of Participant 1 (Researcher (R)) and (Participant (P))		Initial Codes
	R	Yang pertama itu boleh dijelaskan apa itu Anitales?	Can you explain what is anitales?	
	P	Kalau secara apa yang saya rasakan dan apa yang saya tahu anitales itu adalah sebuah aplikasi yang bisa membuat animasi.	From what I feel and as I know anitales is an application to create animation	
	R	Lalu fitur-fitur yang masih anda ingat itu apa aja ya yang ada di anitales itu apa aja ya?	Then, what features that you still remember in anitales?	
	P	Fitur membuat Storyboard atau sebuah cerita, fitur yang utamanya Cuma untuk membuat cerita berbentuk animasi, kalau fitur yang ditawarkan untuk membuat cerita tsb disana terdapat karakter yang bisa kita pilih atau latar yang bisa kita setting, ada fitur untuk untuk sebuah grup atau sosmed, di anitales sendiri ada semacam komunitas.	The feature to create storyboard or a story, the main feature is only to create animation, any other feature offered by anitales there are several characters we can choose or background that we can rule. There is a feature for a club or social media, in anitales there is such a community.	Interesting features
	R	Jadi banyak fitur-fitur yang mendukung untuk membuat Story, lalu ketika anda pertama kali membuka aplikasi anitales hal apa sih yang anda sukai dari aplikasi anitales tersebut?	So there are a lot of features that support in creating story, then when the first time you open it what things from anitales that you like the most?	
	P	Tentu saja, dari berbagai aplikasi yang ditawarkan maksud saya aplikasi sejenis untuk membuat cerita, anitales itu lebih praktis dan mudah untuk digunakan, dan juga feature2 juga mudah diaplikasikan di cerita yang kita buat	Surely from various of application that offered, I mean from the same kind of application to create story, anitales is more practical and easy to use, and the features also easy to be implemented to the story	Easy to use

2. Generating initial codes

After being familiar with the data, the researcher started clasified the data into several codes then organizing all the codes and relevant data extracts.

P	Tentu saja dari berbagai aplikasi yang ditawarkan maksud saya aplikasi sejenis untuk membuat cerita, anitales itu lebih praktis dan mudah untuk digunakan, dan juga feature2 juga mudah diaplikasikan di cerita yang kita buat.	Surely from various of aplication that offered, I mean from the same kind of application to create story, anitales is more practical and easy to use, and the features also easy to be implemented to the story we create.	Easy to use
R	Apa rasanya pas ngerjain tugas menggunakan aplikasi anitales? Senang? sedih? Atau apa?	What do you feel when doing anitales application? Happy? Sad? Or what?	
P	Kalau pertama kali bikin cerita di anitales itu seperti biasa, kita meraba-raba dulu bagaimana ini feature apa ini feature apa baru bisa kita membuat cerita yang kita inginkan, perasaannya mungkin penasaran meracik dari karakter, latar dan cerita yang kita buat.	When the first time I create story in anitales, it looks a usual aplication, we observe it first, what features is it and how to use it then we can create story that we want. My feeling was curious in mixing the characters, background, and the story we made	Learning Enthusiasm

3. Searching for themes

In this stage, the researcher was focused on the broader level of themes and involves sorting the different codes into potential themes.

Themes	Coding Data	Data
Provide Attractive Features and easy to use	Interesting Features	lucu, menarik gitu, colortful sih, terus animasinya juga udah cukup dibilang bagus P1 Yang saya sukai dari anitales ini dari dubbingnya dan karakternya yang membuat bebas, dan karakternya bisa bergerak sesuai dengan keinginan sendiri P2 banyak karakternya, banyak featurenya, banyak latar, pokoknya baguslah P3
	Easy to Use	tapi ketika sudah mengetahui fitur-fiturnya apa aja fungsinya apa aja, ya gampang P1 Terus cocoknya itu karena lebih fleksibel, kerumitannya gak terlalu banyak. P2 anitales itu lebih praktis dan mudah untuk digunakan, dan juga feature2 juga mudah diaplikasikan di cerita yang kita buat, P3
Affecting Students Emotion	Learning enthusiasm	I feel excited because it's like there is an animation maker in phone! So excited and curious whether it is difficult of easy to use. P1 I feel challenging and also happy, because I have to think more about the creation of the story P2 I feel curious in mixing the characters, background and the story I made. P3

Figure 10 Grouping the Codes

4. Reviewing themes

In this phase, the researcher reflected on whether the themes tell a convincing and compelling story about the data, and begin to define the nature of each individual theme, and the relationship among the themes.

Themes	Coding Data	Data
Provide Attractive Features but also Features Limitations	interesting Features	<p>lucu, menarik gitu, colorful sih, terus animasinya juga udah cukup dibilang bagus P1</p> <p>Yang saya sukai dari anitales ini dari dubbingnya dan karakternya yang membuat bebas, dan karakternya bisa bergerak sesuai dengan keinginan sendiri P2</p> <p>banyak karakternya, banyak featurenya, banyak latar, pokoknya baguslah P3</p>
	Feature Limitations	<p>But if we make a long duration of animations on anitales, the rendering process must be takes a lot of times, even make the phone got heated P1</p> <p>Characters in anitales is only fable, so we can't make another character like human or alien, only animals. Then the movement of animation in anitales need improvement P2</p> <p>The lack of anitales is on the adding some of our voices in anitales or adding subtitle in anitales P3</p>
Affecting Students Emotion	Learning enthusiasm	<p>I feel excited because it's like there is an animation maker in phone! So excited and curious whether it is difficult of easy to use. P1</p> <p>I feel challenging and also happy, because I have to think more about the creation of the story P2</p> <p>I feel curious in mixing the characters, background and the story I made. P3</p>

Figure 11 *Reviewing the Themes*

5. Defining and naming themes

The researcher started to write the themes to be analyzed next, and analyzed the data within them.

Providing Attractive Features
Affecting Students' Emotions
Assisting Students to Improve Students' Creativity, Writing and Speaking Skills

Figure 12 *Naming the Themes*

6. Producing the Report

The researcher provided a compelling story which is coherent, logic and valid about the data based on the analysis.

3.5 Research Schedule

Table 1. *Research Schedule*

No	Description	Nov 2019	Dec 2019	Jan 2020	Feb 2020	July 2020	Aug 2020	Sept 2020
1	Research proposal writing	■						
2	Research proposal examination				■			
3	Data collection					■		
4	Data analysis						■	
5	Report						■	
6	Thesis Examination							■