CHAPTER III

RESEARCH METHODOLOGY

This chapter discusses issues dealing with the description of research methodology whish is intended to improve student's vocabulary ability by using *Animation Movies.* They are research design , setting and subject of the study, research procedure, data source, data collection method, and data analysis.

A. Research Design

The research design employed in this study is classroom action research. Action research is a systematic investigation conducted by practitioners to provide information to immediately improve teaching and learning.[1]According to Wina sanjaya, Classroom Action Research (CAR) is a procces to solve problems in teaching learning activities in classroom by doing some systematically methods or approachand analyze the effect of the treatment.[2] Wina sanjaya adds that the central idea of the action part of action research is to intervene in a deliberate way in the promblematic situation in order to bring about changes and even better, improvement in practice.[3]

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[1]James H,Mc Millan, *Educational Research International Edition,*(United states of America : Pearson, 1999), 343
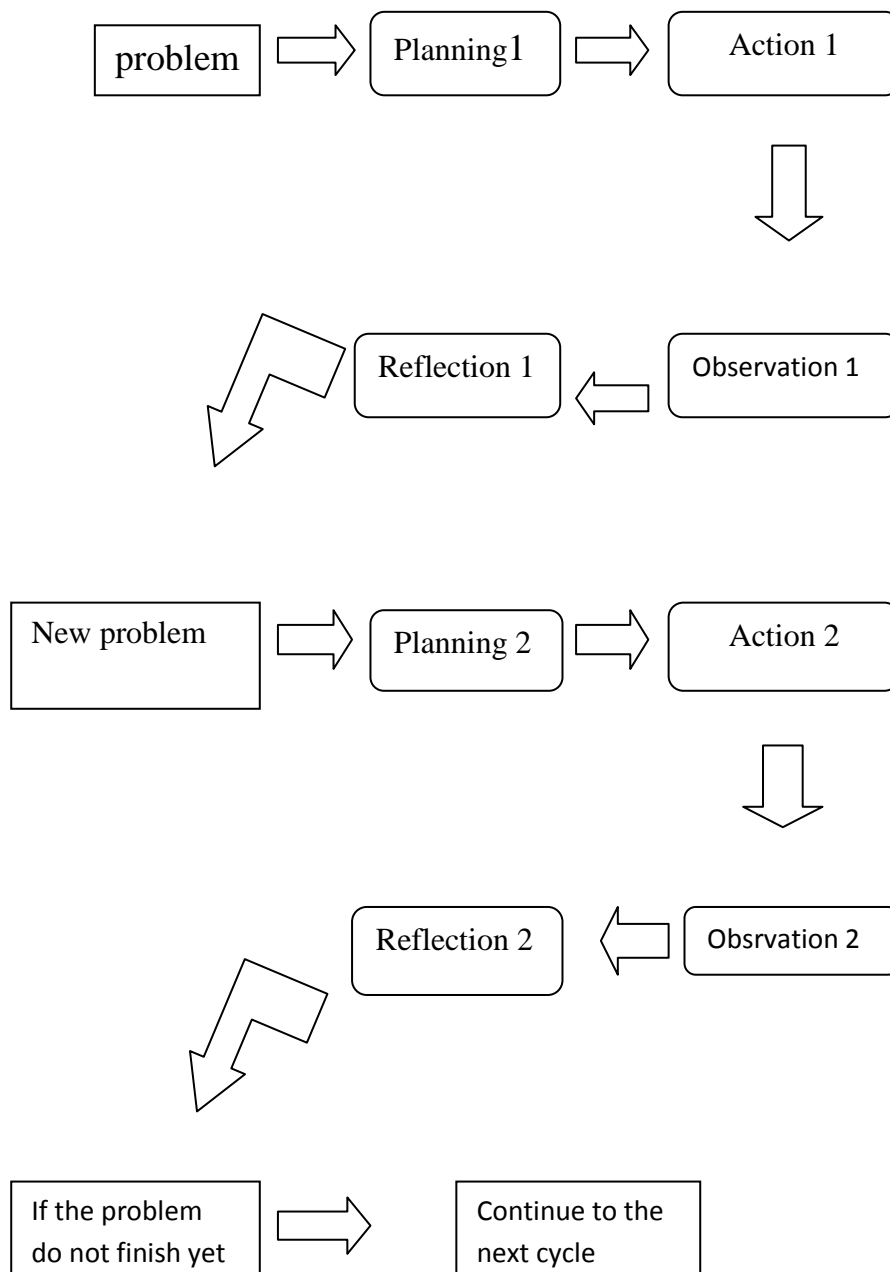[2]Wina sanjaya, *Penilitian Tindakan Kelas,* (jakarta : kencana, 2010), 26
[3]*Ibid, 25*

In conducting the research, the researcher worked together with the English teacher to solve the students problem in learning english vocabulary. the aim of having a collaborator in this study is to make it easy for the researcher to implement autonomous vocabulary learning.

Action research is a cyclic process, which consist of some steps namely : planning, implementation, observation, and reflecting. It means that if the first cycle is failed, the design continue to the next cycle. This study would be stopped if the predetemined criteria of success were achieve.

It will be continued by revising, adding, or deleting some ways in conducting classroom action research if one cycle cannot reach the target of success and the action have to continued by following the cycle until reach the target of success that the researcher already plan before.

Table 3.1 The Diagram of Research Design

| problem | ⟹ | Planning1 | ⟹ | Action 1 |

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| Reflection 1 | ⟸ | Observation 1 |

| New problem | ⟹ | Planning 2 | ⟹ | Action 2 |

⟱

| Reflection 2 | ⟸ | Obsrvation 2 |

| If the problem do not finish yet | ⟹ | Continue to the next cycle |

(Source : Penelitian Tindakan Kelas)[4]

[4]Suharsini Arikunto dkk. *Penelitian Tindakan Kelas* (jakarta : PT Bumi Akasara, 2016) , 17-21.

B. Setting and subjects of the study

       In this research, the subject of the study are students and teachers of MAN Prambon which is located in Ds. Baleturi Prambon Nganjuk. From the students, in this case the researher is going to get information about how to make them more interested in English and can improve their vocabulary mastery. For the teachers, in this case the researcher is going to know the usin of Animation movie at second grade of MAN Prambon. This researher conducted on the beginning oktober 2016. The subject of this study is the second grade of the school which consist of 33 students only.

C. Research Procedure

1. Preliminary Study

       Before doing the action, the researcher has planning. The researcher has done activities such as asking premission to the headmaster, doing pre observation, identification the problem, making the lesson plan and doing evaluation.

       The first step, before doing the researh, the researcher asked premission to the Head Master of MAN Prambon, Nganjuk to do observation there. It was taken to get a legal premission. Then , the researcher met the English teacher to discuss the planning of the research. In the discussion, the teacher gave class XI to do the research. It was because the class consist of thirty five students only so that the researcher

can do the research maximally. Besides that, the most of the students got achievement under the criteria.

The second step, researcher did pre observation. This activity was done to know the condition before the observation, especially the result of the students English vocabulary. It could be taken from the score and the the condition of the students. The way to do it was the researcher asked to the teacher to give a test for the students. It means to know the basic achievement of the students. In this part, the researcher was as the second observe and the teacher as the first observer. It mean the teacher tought the students as like as usual, then in the last, the students was given a test, while the researcher observe the learning process.

2. Planning

In this part, the researcher will accomplish the following activities :

a. Lesson plan (See Appendix 1)

It is important to help the teacher to implement animation movie. The researcher and teacher designed a lesson plan. It is important to make the implementation of the technique run well. The stages of the teaching and learning activities in the class are written in the lesson Plan.

b. Instrument

The researcher will prepare the instrument as interview guides. This instrument is used to explore the students responses on the implementation of use movie to improve students vocabulary skill. It is also to know

wheather or not be strategy is helpful to solve the problem of students vocabulary.

1. Test (See Appendix 2)

   It is given in preliminary study and each cycle. It means to know the students ability and their improvement after implementation of Animation movie.

2. Checklist

   It is to know the students improvement while implementation of Animation movie.

c. Criteria of success

   1. At least 75 % of students get score minimal 78.
   2. The average score of the class ≥ 78.

3. Implementing the planning.

   After all planning have done, the researcher begin to come to class to implementing Animation movie in teaching English.

4. Observing the action

   According to Muslich, observation is used to get information about human being in the reality.[5] In this observation, the resesarcher will

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[5]Muslich, mansur,*Melaksanakan PTK ItuMudah*(jakarta : BumiAksara 2009), 106

observe and collect the data about any aspect that had happened during the implementation of the action in relation to the objectives of this study. The data were obtained from the field notes and supported by observation checklist. A research will not work without getting data because data is so important in a research. The researcher wiil collect the data by doing tree processess those are observation, test, and interview.

Doing an observation is intended to get infornation about the implementation of Animation movie. In this process the researcher comes directly to the location of the study, the researher will observe the students and the english teacher in daily activity in learning.

Then, the researher makes an interview guide to get more data, the researher will list some question to know students opinion of Animation movie learning in implementation.

5. Reflecting

In determining wheather the researcher stopped or continued to the next cycle, the collected data were analyzed. The result of the analysis of the data was matched with the predetermined criteria of success from both process and product based on the reflecting that researcher have done in each cycle. This reflecting used to analyze the success of failure factors in implementing autonomous vocabulary learning in cycle and then to determine whether the research have to finished and report or continue to the next cycle until the data reach the criteria of success.

D.   **Data Source**

The data source in this research consist of some source ; they are students, teacher, and collaborator.

1. Students

The data source from the students is needed to get the data about the result of the study and students activity in learning process.

2. Teacher

The data source from the teacher are needed to get the data about the success level of implementation teaching English vocabulary by using Animation movie.

3. Collaborator

Collaborator as the data source to see the implementation of classroom action research comprehensively, from the student or the teacher.

E.   **Data Analysis**

Based on the strategy in this research, the data in this research is analyzed by using classroom action analysis. Every cycle was analyzed by descriptive analysis and percentage technique to see inclination that happen in the learning proccess. This classroom action research uses a formulation as follow to analyze the data from test.

P = (Total student who get score 78 minimally : total student in class) x 100%

The researcher and the observer make an aggrement that students achievement improves if there is more than 75% students get score 78 minimally in test.

Table .3.2 Percentage of Succes

Percentage of The Students Getting 78 and Above	Qualification
75%- 100%	The students achievement in English improve and the method that be applied can improve the students achievement in English successfully.
45%- 74%	The students achievement in english improve enough and the method that be applied is not successfull yet in improving the students achievement in English.
0%-44%	The students achievement in English do not improve and the method that be applied is fail in improving the students achievement in English.

(source : melaksanakan PTK ituMudah)[6]

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[6]Muslish, manshur .*Melaksanakan PTK ItuMudah*(jakarta : Bumi Aksara,2009). 56

On the other hand , the students test score can be categorized based on some

criteria in this table as follow :

Table 3.3 : Criteria of the Students Test Score

Score	Predicate	Note
80- 100	A	Very good
66- 79	B	Good
56- 65	C	Fair
46- 55	D	Bad
0- 45	E	Very bad

(source : PengantarEvaluasipendidikan)[7]

[7]AnasSudjiono, *pengantarEvaluasiPendidikan* (Jakarta : PT. Raya GrafindoPersada, 1998), 35