CHAPTER III

RESEARCH METHODOLOGY

This chapter presents research design, setting and subjects of the study, research procedure, data source, data analysis.

A. Research Design

The research design employed in this study is Classroom Action Research. According to Kemmis (1992) Action research as a form of self-reflective inquiry undertaken by participants in a social (including educational) situation in order to improve the rationality and justice of (a) their on social or educational practices, (b) their understanding of these practices, and (c) the situations in which practices are carried out.

According to Wina Sanjaya "Classroom Action Research is a process to solve problems in teaching learning activities in classroom by doing some systematically methods or approachand analyze the effect of the treatment" Megawati Utami (2017:30). The important idea of the action a part of action research is to interference in a planned way in the problematic situation in order to bring about modifications or even higher development in exercise.

In conducting this research, the researcher collaborated with an English teacher at SMAN 1 Ngadiluwih. This collaboration aims to make it easier for researchers to apply vocabulary learning strategies.

Action research is a cyclic process which consists of some steps namely:

running, 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 predetermined criteria of success were achieved.

B. Setting and subjects of the study

In this research, the subject of this study are second year students and teacher of SMAN 1 Ngadiluwih, which is located in Ds. Branggahan, Ngadiluwih, Kediri. From the students in this case the researcher would to get information about how to make them more interested in English and can improve their speaking skill, and also the difficulties in improving speaking. For the teachers, in this case the researcher would to know the use of animation movie at school of SMAN 1 Ngadiluwih. The subjects in this study were only 36 second grade students at SMAN 1 Ngadiluwih.

C. Research Procedure

1. Preliminary Study

The first thing that the researcher need to do is make a plan. After all permission for the school to do a research there. It is intended that this research is not illegal. Cooperate with the English teacher, to discuss the plans that have been prepared.

The next step is that the researcher conducts pre-observation. This is done with the aim of knowing the conditions before the

observation, especially in speaking ability. This can be seen from student scores after the teacher gives the test. Besides that, it also aims to find out to what extent students' basic abilities.

2. Planning

In this part, the researcher will accomplish the following:

a) Lesson Plan

This is very important to help teachers in applying animation movie to improve speaking skill, and make the implementation run well.

b) Instrument

Instrument is used to explore the students responses on the implementation of use movie to improve students speaking skill, the researcher prepared the instrument as interview guides.

1) Test

The research instrument employed in this study was performance test. Performance test was a story telling speaking test. This means that students are assessed when doing story telling or retelling the story in the animated video that has been shown. In this test, the assessment comprised four aspects: fluency, vocabulary, pronunciation, and structure.

2) Interview

Eko (2012: 40) explains that interview is an oral discussion between the interviewee and the respondent or the interviewee in order to obtain information required by the examiner. Therefore, Interviews are a way to collect direct information about some social impacts; hidden and visible.

3. Implementing the Planning

After all the planning has been completed, the researcher began to come to the classroom to implement the animation film in English teaching.

4. Observing the action

In this observation, the researcher observe and collect the data about any aspect that had happened during the implementation of the action in relation to the objective of this study. The researcher collected the data by doing observation, test, and interview.

Doing an observation is intended to get information about the implementation of animation movie. In this process the researcher comes directly to the location of the study, the researcher observed the students.

5. Reflecting

To determine whether the researcher stops or continues to the next cycle, the data that has been collected is analyzed. This

reflection is used to analyze the factors that cannot succeed in applying animated film media in teaching and then determine whether the research should complete the final report or continue in the next cycle until the data reaches the success criteria.
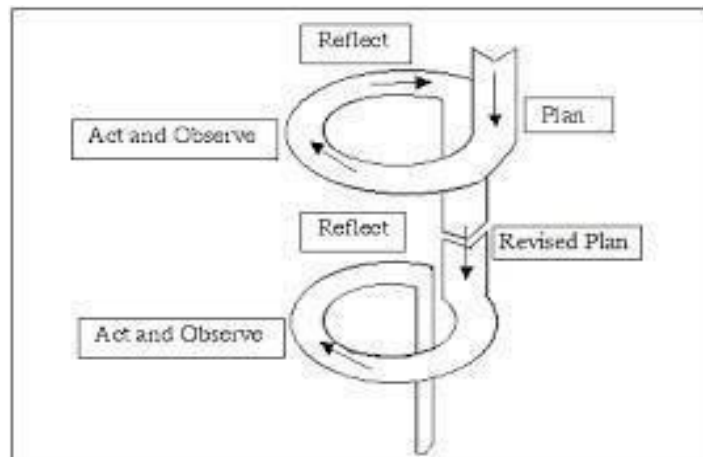

Figure 3.1 Picture of Kemmis & Taggart cycle

D. Data Source

The data sources in this study were obtained from teachers and students of SMAN 1 Ngadiuwih. From students, in the form of test results that have been given, both before and after the implementation of the animation movie. Data from students is needed to obtain results from research, and student activities in the learning process.

Sources of data obtained from teachers are needed to determine the success level of implementing animation movies to improve speaking skill in students.

E. Data Analysis

Data analysis is the process of systematically applying statistical and/or logical methods to describe and illustrate, compress, summarize and evaluate data. Data analysis is the process used by researchers to reduce data to a narrative and interpret it to produce information. The process of data analysis helps to divide a large amount of data into smaller and more important pieces.

Based on the strategy of this study, the data in this study are analyzed using classroom action analysis. Each cycle was analyzed using descriptive analysis and percentage method to see the trends occurring during the learning process.

F. Criteria of Success

This study is considered successful if students are able to understand and solve problems associated with animated films played in practice. According to the English teacher, standard of minimum completeness or KKM (Kriteria Ketuntasan Material) is 75% among all students in the class. The standard score is 75. Therefore, students who score 75 or higher are classified as pass. On the other hand, students who score below 75 are classified as failed. In addition to the research success criteria, active, motivated and enthusiastic students in the learning process are described.