

## **CHAPTER III**

### **RESEARCH METHOD**

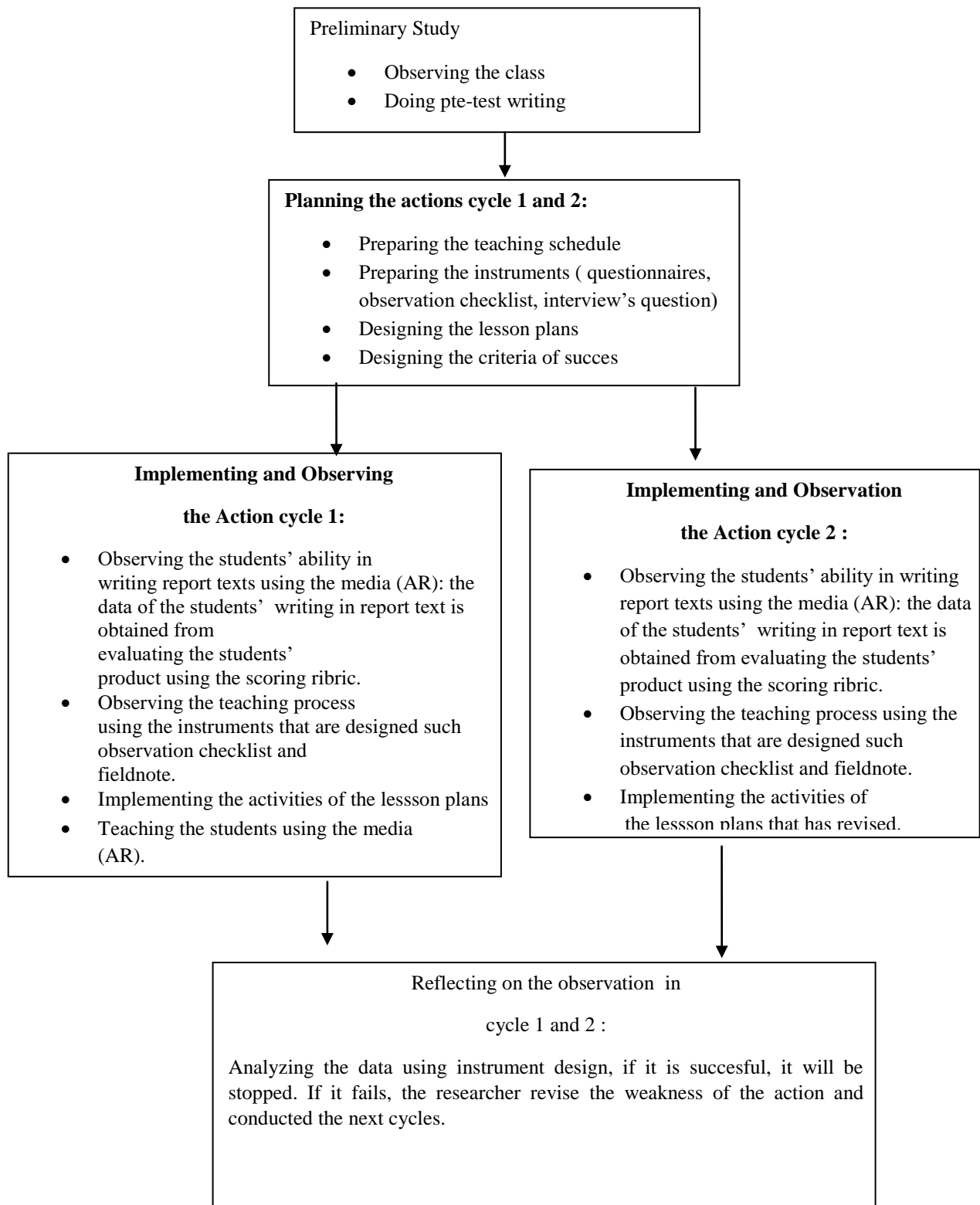
This chapter describes the method that was used to implement the Augmented Reality to teach writing in report text and it will be used to conduct the research. Those are research design, setting, subject, research instrument, data collection technique, and data analysis technique.

#### **3.1 Research Design**

The research design of this study is Classroom Action Research Procedure (CAR). CAR is a research that was conducted based on the issue of class that has done after doing observation. Which consists from some steps first are planning the action, acting on the plan, and then observing the action, the last reflecting on the observation. The researcher focused on teaching writing on Report text through Augmented Reality as media. The researcher uses media Augmented Reality with the theme “doctor”. The researcher and the teacher choose this theme because it is a general topic for the students and the researcher hope the students can pour their ideas with freely. To apply new strategies in English language learning by using media AR as a media of teaching and learning, it is expected to motivate students and help teachers to be more creative in teaching and learning activities.

There are four steps in applying research by using CAR, the first step was that conduct a preliminary study to find out the problem faced by students. After the researcher doing the observation in the class, the teacher, the students, and the class’s atmosphere in learning English after that the teacher and the researcher looking for the solution to solve the learning problem. Resolve the problem can be changed through the

lesson plan, changing the strategy in the learning process, using an exciting media to teach students, etc. The second step is acting, the teacher was implementation the new strategy in learning and teaching process. It was followed by observing learning and teaching in the third step. And the last step was reflection about how the strategy improves the students' ability in writing report text. The ilustration draft of classroom action research adapted from (McKay, 2008)



### **3.2 Subject of the Research**

The reserach was conducted for one month, since March to April 2018. The place of the research is SMK Satya Widya Surabaya on Jl. Karangmenjangan No. 118 d/h Menur 2A Surabaya.

This research held in SMK Satya Widya Surabaya. The subjects of this research were students in eleventh grade of hotel management in SMK Satya Widya Surabaya in the academic Year Of 2017-2018. The class consist of 34 students with 19 females and 15 male.

### **3.3 Classroom Action Research Procedure**

The design of this study is Classroom Action Research Procedure (CAR). Which are consists from some steps first Planning the action, acting on the plan, and then observing the action, the last reflecting on the observation.

#### **3.1.1 Planning**

On step planning the researcher who prepared the draft of the study which applied in the classroom. After the researcher observer the class and write the problem on subjects writing on the class. The task of the researcher is to make the draft study of the problems arising with the new strategies. In this research the researcher using Augmented Reality learning strategies to be processed. Teacher teach by using the Syllabus and the lesson plan have the researcher made with discussing with English teachers there are processed. Lesson plan is made upon the standard of competence that exists in SMK Satya Widya Surabaya for English subjects in class XI. Each lesson plan consisted of standard competence, basic competence, indicators, the purpose of the study, learning method, learning activities, material and media, learning sources and the assesment.

### **3.1.2 Implementing**

The implementation of the action teacher are the activities that conduct as arranged in the lesson plan. Furthermore, there are three major steps that were divided into three meetings. In the first meeting the teacher focused on teaching process about report text and the generic structure of report text. The teacher divided students into groups for discussion. After the teacher explains about the material, the students did the drafting and planning in their report text. In the second meeting the teacher focused to teach report text by using Augmented Reality as a media learning and teaching. The teacher showed how to apply AR as a media learning and the teacher guided students to make their own AR. The last in the third meeting the students showed their AR result to their friends.

### **3.1.3 Observing**

The observer observed the student's response, participations and achievement which contained of learning process. The researcher took notes when the learning process by using field notes and observation checklist that has been prepared.

### **3.1.4 Reflecting**

The teacher and the observer identified the result of the observation and the result of the students' works. The problems were from result and observation in every meeting learning process.

## **3.4 Technique of Data Collection**

This research use Observation, field note and interview to collecting the data. In this study, all of the media and learning activities were designed before implementing the action in the classroom.

#### **3.4.1. Observation**

This research use an observation checklist as the main instrument to getting and collecting the data during the research in teaching and learning process. “YES” or “NO” is the form of observation checklist to answer compleating some official statements. The result of the research are the implementing, the improvement and the influence of teaching Using Augmented Reality to improve student writing in report text in eleventh grade.

#### **3.4.2 Field Note**

For the the second instrument the researcher used field note to collect the data. Based on the lesson plan in the eleventh grade the researcher will explain the situation during teaching and learning process. Field note used to record events in the learning process that are not present in the observation sheet.

#### **3.4.3 Interview**

In this study, the researcher used interview to take the data. The researcher interviewed the English teacher with 4 questions.. The interview was conducted to obtain information from the subject. The researcher used tape record for easily catch and get the information. The researcher will easily to get result of the interview.

#### **3.4.5 Questionnaire**

In this study, the questionnaires were used to get the students’ response on the result of learning process writing report text by using AR as media. It also used to see the

improvement in order to improve the learning process. The number of questionnaire are 10 questions.

### **3.5 Technique of Data Analysis**

The technique of data analysis calculated to know result of students score and percentage of students response. This stage to make the writer explained about technique of Data Analysis as follow:

#### **a. Analysis of test result**

The numerical data were used to see the result of the students writing report text. The purpose was to know score result be able student at writing report text. It was used formula:

$$M_x = \frac{\sum x}{n}$$

$M_x$  = that we got

$\sum x$  = the total of scores

$n$  = number of cases

#### **b. Analysis students' response**

The result of test and observing the activity from Classroom Action Reasearch, the writer also gave the questionnaire to know the result of students' response at learning process writing report text by using AR as media.

$$P = \frac{F}{N} \times 100\%$$

$P$  = The class percentage

$F$  = Total percentage score

$N$  = Number of students

