

CHAPTER III

RESEARCH METHOD

3.1 Research Design

This research will use qualitative methods because this research searches about phenomena of gamers when they are playing online games with their friends or strangers, and search about language features of gamers and then make a material list for students in Vocational High School.

3.2 Research Subject and Setting

3.2.1 Research Setting

a. Online Games

This research will be set inside of games online. It means that the researcher must be playing together with gamers and then record them with self-record, but the gamers must not know that they are being recorded by researchers. It makes this research more real when getting data from the gamers

b. Discord App

Another setting of this research is in the application of interaction, for example; discord application. In the Discord, there are a lot of community gamers created there. Discord is always used by gamers to interact with each other as an alternative when the servers of the game are down and they cannot interact with a good voice using voice internal of game.

3.2.2 Time of Research

Time of this research is flexible, if the researcher wants to get data from gamers researcher will be able to do that, because gamers do not have a specific time when they want to play a game online. The range of time of research will be set in the 5 of game phase in which games. It means that researchers have planned that researchers got data from 5 game phases in three different games. And in the Discord will be followed after the game phase or before researchers playing the games.

3.2.3 Subject of Research

Subject of this research is players of game online in some games for example; *Player's Unknown Battlegrounds*, *Valorant*, *Counter-Strike: Global Offensive*, and anything game online in the FPS (First Person Shooter) which the researcher is just playing the FPS game. And the alternative subject of this research is the community of gamers in the online application, for example; Discord Application which a lot of community gamers from various kinds of game online created at that application. Absolutely the subject of this research must be International Person. It means that this research is about eliciting language features of gamers and creating learning materials for students in Vocational High School, that is why this research using gamers in the international servers or gamers interact using English Language.

3.3 Data and Sources of Data

The data is vocabulary or utterances of English conversation used by online gamers which they mention when talking to each other inside of game phase. And then Syllabus English for Vocational High School for reference. The data take by researcher in the no more 15 games and in the one game have time between 10 - 60 minutes. The researcher focus on the First Person Shooter (FPS) Games like *Valorant*, *Player's Unknown Battlegrounds* and take that data in the International Server's. So, the researcher got the data in random persons who play together in that one game.

3.4 Research Instrument

Research Instrument of this research is recorded by the researcher himself, and then the researcher must find some language features and make a list of language features for learning materials for students in Vocational High School. The researcher have 3 instruments to do classification about the data like Field Table's, Tenor Table's, and Lexical Resources Table's.

The researcher uses the table below with purpose to make the reader clear the data which was found by the researcher according to their own points. In the Field Table, is the data intended to explain all of the language features which are used by gamers. In the Tenor Table, is the data intended to explain the language which is used by different gamers based on their skills. And the last in the Lexical Resources Table is the data intended to explain the variety of language features of gamers based on the part of speech like (noun, verb, adjective, etc).

Field and Tenor Table

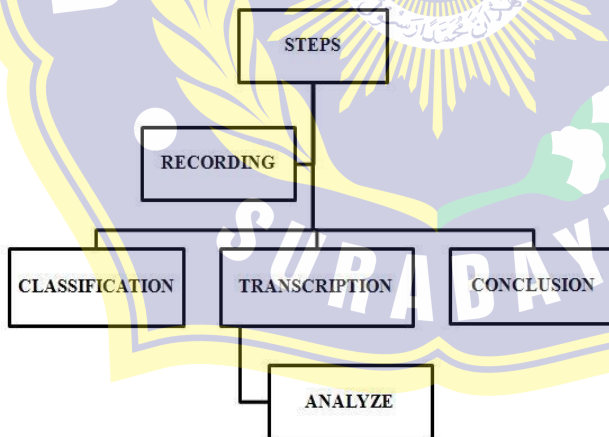
NO	FIELD	TENOR	
		PRO	NON PRO

Lexical Resources Table

NO	LEXICAL RESOURCES		
	NOUN	VERB	ADJECTIVE

With the table in above, the researchers can more easily do the transcription and agglomerate the data in their own points.

3.5 Research Procedure



Research Procedure of this research is have five steps:

1. Recording

In the first step, researchers will record the gaming phase to collect the language features of gamers. The researcher will be playing a game online with his friends or strangers and recording it secretly to get the real data of language features. And researchers have planned that the record phase is in 5 times of playing games in the three different games.

2. Transcription

After recording when playing games online with friends and strangers, researchers will be transcribing using Google Text to make a list of the language features which were found by researchers.

3. Classification

After getting data from transcriptions about language features, researchers will make a classification of the language features based on the theory of Halliday's. Researchers will be doing classification according to the field, tenor, and lexical resources with the language features found by the researcher.

4. Conclusion

And then make a conclusion about that three steps before. So that the next step can be created by researchers.

5. Analyze

Last step will be analyzing material based on the syllabus of Vocational High School. Because the syllabus of Vocational High School does not have a specific department. It means that syllabus

English of Vocational High School same each other and do not have for specific purpose.

3.6 Data Analysis

The data analysis is using Halliday's Theory of register, focused on the situation and based on the three points are field, tenor, and lexical resources for references. And then related it with the Syllabus English of Vocational High School to make a list of the materials from the language features of gamers.

