

## **CHAPTER III**

### **RESEARCH METHOD**

This chapter presents the research methodology for the study titled Learning Vocabulary through *Stronghold: Crusader Game*. The purpose of this research is to explore how playing *Stronghold: Crusader*, a medieval strategy game, influences the acquisition of English vocabulary among students and to identify the specific vocabulary learning strategies employed by these learners during gameplay.

#### **3.1 Research Design**

The research will use a mixed-methods design, combining both quantitative and qualitative approaches to assess the impact of *Stronghold: Crusader* on vocabulary acquisition. According to Creswell (2014), this approach is effective because it combines numerical data with rich, descriptive insights, offering a fuller picture of how the game affects vocabulary learning. This method allows the research to address both measurable vocabulary gains and the strategies learners use while playing the game (Tashakkori & Teddlie, 2010).

#### **3.2 Research Subject**

The subjects of this study will be the Indonesian MRFS Discord Gaming Community players of *Stronghold: Crusaders Game*. This selection criterion ensures that participants have sufficient information to engage with the game and utilize their English skills in the game context.

### **3.3 Data Collection**

This chapter presents the study's methodological framework, detailing the systematic approach adopted to investigate the research problem.

#### **3.3.1 Technique and Instrument**

Primary survey data and secondary data were the methods utilized in this study to gather data; for primary data, a questionnaire was used as the direct source of information, and interviews were used as the secondary data in this study.

In order to gather data from respondents, this study used the purposive sampling technique. Respondents are selected based on their abilities, and the researcher purposefully selects respondents based on predefined criteria.

The research was conducted by giving players in the Indonesian MRFS Discord Gaming Community players of *Stronghold: Crusaders Game* on questionnaire to collect the primary data in the form of the level of proficiency or use of vocabulary by playing the video game and the data will be collected through interviews to gain further understanding for the researcher.

##### **3.3.1.1 Questionnaire**

According to Bryman and Bell (2015), a questionnaire is a structured technique for primary data collection, where respondents self-report their answers in written form with quantitative where you can run a questionnaire or survey to a group of people.

### 3.3.1.2 Interview

According to Bryman and Bell (2015), an interview is a method of data collection in which an interviewer asks respondents face-to-face, via telephone, or digital to gather qualitative or quantitative information. In this study, the informant was interviewed using a structured format where the interviewer prepared the questions in advance, based on the majority of the responses from the previous questionnaire.

#### 1.3.2 Procedure

1. Creating a Questionnaire for Before and After Gameplay
2. Making the *Stronghold: Crusaders* game ready as research material
3. Requesting the Community Players' Permission
4. Providing an intellectual explanation of the research purpose before describing the procedure
5. Distributing the first study questionnaire to measure the players' understanding of their language vocabulary
6. Giving the players the *Stronghold: Crusaders* game and the second research question from the Google Form will help identify the respondents who are capable of completing the questionnaire.
7. Preparing for the Interview
8. Interviewing the subject and gathering the interview transcript

### **3.4 Data Analysis**

In this research, the data is analysed based on following steps:

1. Creating the Questionnaire Data
2. Distributing the Questionnaire
3. Data Creating Interview Transcript
4. Conducting the Interview
5. Combining the data from the Questionnaire and Interview
6. Conclude the research results on the vocabulary learning from the *Stronghold: Crusader Game*

### **3.5 Validity of the Data**

Mixed-method research needs step validity data. The purpose of validity is to define confidence in the data from the study carried out by the researcher. It can assist researchers in avoiding biases and prejudice. The researcher validated the data with a language expert recommended by the advisor, Mr. Bramy Biantoro S.Pd., M.Ed.