

CHAPTER III

RESEARCH METODOLOGY

This study aims to analyze the meaning of *Gambang Semarang* dance movements and their meaning. Qualitative method used in this study because the writer interviewed some members of *Gambang Semarang* Art Company, Semarang's culture researcher, *Gambang Semarang* dance coaches about the dance movement itself. According to Patton & Cochran (2002, p. 2), "Qualitative research is characterized by its aims, which relate to understanding some aspect of social life, and its methods which (in general) generate words, rather than numbers, as data for analysis".

In collecting data about the dance, the writer choosed a qualitative approach by observing the dance performance that performed by GSAC (*Gambang Semarang* Arts Company), and asked number of question for the participants. The writer summarized the observation interview results in order to get the answer of the research question.

3.1 Method of Data Collection

3.1.1 Participants

Participants of this research are the members of *Gambang Semarang* Dance Company, Semarang's culture researcher, and *Gambang Semarang* dance coaches. The reason the writer chooses *Gambang Semarang* Dance Company is because the community is established to

preserve *Gambang Semarang* Performing arts in Semarang. They are trying to maintain and promote *Gambang Semarang* to Semarang citizen especially young people.

3.1.2 Data Source

The data are taken from GSAC's members, Semarang's culture researcher, and *Gambang Semarang* dance coaches. The main sources are the observation and the interview. The supporting data sources are visual materials contained in video and images which are recorded and taken by the writer and someone who helps the writer.

3.1.3 Data Collection

In collecting the data, the writer did observations when the dancers performed and interviewed the dancers from *Gambang Semarang* Arts Company, Semarang culture researcher and *Gambang Semarang* dance coaches. An interview was conducted to collect data on the history and the dance movements of *Gambang Semarang* from a trustworthy source. Researcher carries out questions and answers to obtain detail and accurate data information from the informers. Interview was conducted with members of the GSAC (*Gambang Semarang Art Company*). The researcher also interviewed a Semarang culture researcher who gets involved in *Gambang Semarang* art performance. Besides that the researcher also interviewed a dance coach in Sobokarti. The researcher

choosed GSAC (Gambang Semarang Art Company), Sobokarti and Semarang dance researcher to be the respondents of this research because the existence of those parties in Semarang is well-known.

In order to present the description of *Gambang Semarang* better, the writer intends to use audiovisual aid, in this case photos and video. Dance itself has two aspects, aesthetic and non-aesthetic factors. Aesthetic factor is related to integrity, variation, and function of art performance elements that makes the arts show its beauty. Aesthetic qualities are including looks and appearances. Non aesthetic factor is “...related to social condition, economy, technology, kinship, acculturation and enculturation also public who support performing arts” (Puguh, Penataan Kesenian Gambang Semarang Sebagai Identitas Budaya Semarang, 2000, p. 22). Technology, especially, helps us to spread the performing arts as it is an aesthetic factor of dance. Dance in Video Series, a website which offers videos of many dance performances, emphasizes the importance of technology in this case audiovisual technology in the form of video. This website writes that the advantage of videotaping a dance performance is that for students and scholars of dance to get exposed to “a wide range of performances” and to be able to grasp the important nuances of a dance performance (Dance in Video Series, 2014).

The above explanation shows that technology especially video helps people to feel the experience like in the live performance. It is quite hard if people only learn about the theories. They will not have the same comprehensive with people who watch the live performance. Video is really a necessary thing in a dance research because it can be tools to help to interpret the movements. It is hard to do a research about a dance movement without a video about the dance as a tool as people will face difficulties to understand how the movements are without having any visualization. According to Zhang, Zhou, Briggs, & Jr (2005, p. 15), “Information technologies have evolved. There are some benefits in the evolved information technologies such as providing time and location flexibility.” It means that students can easily access the information through technologies no matter where they are and whenever they want because it is flexible. Photos and video are expected to help the writer to describe the complexity of dance movement.

3.2 Research Procedure

The researcher conducted an interview while recording to one of the GSAC (*Gambang Semarang Art Company*) members to find out the information about the history and the dance movements of *Gambang Semarang*, then the researcher also recorded the interviewed with one of semarang cultural researcher and the dance teachers in Sobokartti and then the researcher