

## CHAPTER III

### RESEARCH METHODOLOGY

In this research, the writer used qualitative method research because the topic of the thesis is about Folklore study and it needs more structured data collection methods using various forms of surveys. The objectives of this study are to find the kinds of traditional games that known among Faculty of language and Arts' students of Soegijapranata Catholic University as the 90's generation and to explore how the respondents describe the descriptions of Traditional Games they know. Therefore, the writer applied qualitative research. Qualitative research is applied to build descriptions and clear explanations. It contains data from what was said by the interviewees. It can be gained by applying specific techniques for selection of individuals (e.g. data saturation), data collection (e.g. open interviews or semi-directed interviews, with an interview guide) and data analysis (e.g. thematic analysis).

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### **3.1 Method of Data Collection**

#### **3.1.1 Participants**

The participants of the study are the students of Faculty of Language and Arts, Soegijapranata Catholic University. They are mostly young adults who have experienced the life of the 90's generation. The writer asked all the active students to fill the questionnaire using google form. There were 77 students who had filled the google form.

#### **3.1.2 Instruments**

The instrument used is questionnaire that asked participants on their knowledge and preference of the traditional games. The questionnaire is semi close-ended. The participants were asked to choose the options provided but it was possible for them to add additional informations (see appendix 1). Besides that, the writer also interviewed 6 students to get further data on their knowledge of traditional games. The writer made a guidance for the interview. There are six questions asked (see appendix 2)

#### **3.1.3 Data Collection**

For this research, to know how the students' childhood experiences the writer conducted a research and distributed questionnaire to all the respondents of 90s generation.

### **3.1.4 Procedure**

In this study, the writer took several steps. First, the writer designed questionnaire. The questionnaire was made by mentioning twelve traditional games that the respondents liked and played and the ones that they liked by putting them in order. The writer did not mentioned Sack race as one of the option because it was played only during the Independence Day so the writer assumes that they may not like it. Then, the writer added *dakon* which was also popular.

Then. The writer tabulated the data and then the writer held the interview with 6 respondents. After that, all the data were examined and analyzed. The aim of the interview is to get valid information and support data which is collected by the writer from the survey. The writer wanted to get the data on the description of the game.

### **3.2 Method of Data Analysis**

All the data from the interview and survey were analyzed and then the results are presented deeper in chapter IV. It will see how the the respondents described based on their knowledge through their experiences when they were kids as the traditional games includes in the childlore.