

CHAPTER III METHODOLOGY

A. Research Method

This research used a qualitative meta-analysis. Data collection has been conducted by analyzing previous studies published between 2012 and 2022. Through this method, the researcher aims to analyze journals and articles regarding the using of Gamification for enhancing students' motivation in English language teaching in Indonesia which has same results and goals as previously described by Park and Gretzel¹.

The researcher used Google Scholar and Garuda (garba rujukan digital/digital reference image) as media to filter journals and articles regarding the use of Gamification for enhancing students' motivation in English language teaching. Both media are used by researcher because they have a trusted reputation and are managed by competent institutions in their fields². Qualitative meta-analysis can make refining, extending or generating or producing new theories possible through identified the pattern repeated across the reexamined cases³.

B. Research Subject

Based on the subject matter of discussion, the target of this research is data collected from previous studies sourced from twelve journals and articles at Google Scholar and Garuda which are used as references in the preparation of research about the use of Gamification for enhancing students' motivation in teaching English in Indonesia which was published in the last ten years from 2012 to 2022. The researcher used the

¹ Park and Gretzel, "Success Factors for Destination Marketing Web Sites : A Qualitative."

² Nuskhan Abid, "Kajian Qualitative Meta-Analysis Belajar dan Pembelajaran Bahasa Inggris di Pesantren [Qualitative Meta-Analysis: Teaching and Learning English in Pesantren]," 2022, 856–62.

³ Andreas Rauch, Robert Van Doorn, and Willem Hulsink, "A Qualitative Approach to Evidence-Based Entrepreneurship: Theoretical Considerations and An Example Involving Business Clusters," *Entrepreneurship: Theory and Practice* 38, No. 2 (2014): 333–68, <https://doi.org/10.1111/etap.12093>.

last ten years to know whether the results of journals and articles are robust (relative stable against change) and to produce results that were relevant to research gaps⁴ about the use of Gamification for enhancing students' motivation in English language teaching in Indonesia.

C. Instruments and Data Collection Technique

The research instrument is journals and articles analyzed used PRISMA diagram check list which are contained the topics about the using of Gamification for enhancing students' motivation in English language teaching in Indonesia from Google Scholar and Garuda. The research were selected and collected through a five of step process. First step it was started via Google Scholar and Garuda where several keyword chains were used the keywords chains combination "***Gamification***" AND "***Motivation***" AND "***English***" OR "***ELT***" AND "***Indonesia***" and "***Gamification and Motivation***". This is done to select research results that focus on the realm of English education in English language teaching. Then the researcher limited Search result to research and peer-reviewed journals and articles published from 2012 to 2022.

The journals and articles were then selected again based on the title and abstract. On this stage the researcher filters out the title that are only related to Gamification to enhance students' motivation in teaching English in Indonesia and then the researcher moved to analyze the abstract and finding of the result with the aim of knowing the purpose of the research results and whether the result has connection with the effect of Gamification in enhancing students' motivation. This step used by the researcher to know the journals and articles which have the aim of examining Gamification as a system used in English teaching, the effect of the Gamification in students' motivation and some of the results research which has connection with the research objectives.

⁴ Fazlida Dahalan, Norlidah Alias, and Mohd Shaharom, "Gamification and Game Based Learning for Vocational Education and Training: A Systematic Literature Review," *Education and Information Technologies*, 2023, <https://doi.org/10.1007/s10639-022-11548-w>.

The last step that the researcher is done to limit the domain area, namely research conducted in Indonesia with Indonesia domain (.ID), such as *ac.id* (only used by company or education agencies), *gov.id* (only used by government agencies)⁵. So that the research domain area outside the territory of Indonesia can't be categorized in this research. Nuskhan Abid stated that for the last year of limited time search result everything is included exceptions, because on when this research was conducted there was still a chance to increase⁶. This is also a reference for the researcher in determining the results of the number the research by used qualitative meta-analysis method.

After carrying out the selection and synthesis analysis of journals and articles based on the criteria previously mentioned by check list item recommended by Liberati et al.⁷ the journals and articles selected to fulfill eight main criteria (inclusion) according to the research questions, on the second until fifth of the criteria the researcher adopted from Hui Zang MS⁸. Then the researcher added to meet the criteria of *inclusion and exclusion* for objects research that are in accordance with the research question :

1. Journals and articles published from 2012 to 2022.
2. Articles must conducted of empirical research, either in the form of qualitative, quantitative, or mixed and thus it must involve at least one empirical method such as survey, or experiment, longitudinal research, and so forth. (Meta-analysis, systematics review, or literature review are excluded) It must also show the correlation between

⁵<https://www.unida.ac.id/teknologi/artikel/pakai-com-atau-id-ini-penjelasan-perbedaannya>.

⁶ Abid, "Kajian Qualitative Meta-Analysis Belajar dan Pembelajaran Bahasa Inggris di Pesantren. [Qualitative Meta-Analysis: Teaching and Learning English in Pesantren]"

⁷ Alessandro Liberati et al., *The PRISMA Statement for Reporting Systematic Reviews and Meta-Analyses of Studies That Evaluate Health Care Interventions: Explanation and Elaboration*, Vol. 62, 2009, <https://doi.org/10.1016/j.jclinepi.2009.06.006>.

⁸ Major Papers and Hui Zhang, "Scholarship at Uwindsor Scholarship at Uwindsor A Literature Review and Meta-Analysis of Digital Games and A Literature Review and Meta-Analysis of Digital Games and Second Language Learning Second Language Learning," 2018, 54.

- Gamification for enhancing students' motivation in English language teaching.
3. The target language studied in the research must be limited to learning English both in the teaching and learning process in that used Gamification for enhancing students' learning motivation.
 4. Articles must measure at least one dimension of English language learning or teaching that used Gamification to enhance students' learning motivation during research. Purely self-reported attitude surveys were excluded.
 5. This study focused on journals and articles research conducted in Indonesia.
 6. Journals and articles have the recommendation application of Gamification and types of Gamification based on survey or experiment in a class or school and real data in the field.
 7. This study focused on the results of research showing the effects of Gamification in learning English in Indonesian students' motivation.
 8. Journals and articles published in official Indonesian journals (*ac.id, gov.id*). This is due to the possibility of research conducted in Indonesia but published by foreign journals. So that articles published by foreign journals other than official Indonesian journals are excluded.

The eight criteria above are used by researcher to equip researchers in analyze previous studies, both in the form of journals and articles. So that the researcher can find and solve research questions in the form of which types of Gamification are widely used in Indonesia and whether Gamification has a good impact on students' motivation in learning English in Indonesia.

D. Data Analysis Technique

Data analysis technique used on this Qualitative meta-analysis is descriptive analysis. Descriptive analysis technique is used to collect, process, analyze, and present data descriptively. In the process of data analysis is very important for the researcher adopted from Mansyur et al. research to assess whether one meta-analysis results are 'robust' (relative

stable to change)⁹. So it needs to be tested sensitivity, among others by way compare the results of several researches. Through Besides of that, the researcher used five steps in this Qualitative meta-analysis that are identification, screening study process, study quality assessment, data extraction and data synthesis. The five steps are adopts in the steps illustrated by Tranfied et al.¹⁰ :

1. Identification

The identification stage of the researcher represented the process of how searches for and selects literature in Google Scholar and Garuda which relevant with predefined criteria such as: inclusion and exclusion criteria based on the titles, abstract and domain address of the research about the use of Gamification to enhance students' motivation in English language teaching in Indonesia. The classified the research based on the type and year.

2. Screening study process

After the relevant studies have been identified the next steps is data screening. In this step, the researcher evaluated the identified researches to determine whether the researches have the specified inclusion and exclusion to retrieve and to continue for eligibility. Then the search results selection process must be reported using (Preferred Reporting Items for Systematic Review and Meta-Analysis) PRISMA 2020 (*picture 3.1*)¹¹. This is the result of the development of PRISMA which was commonly used before, namely in 2009¹².

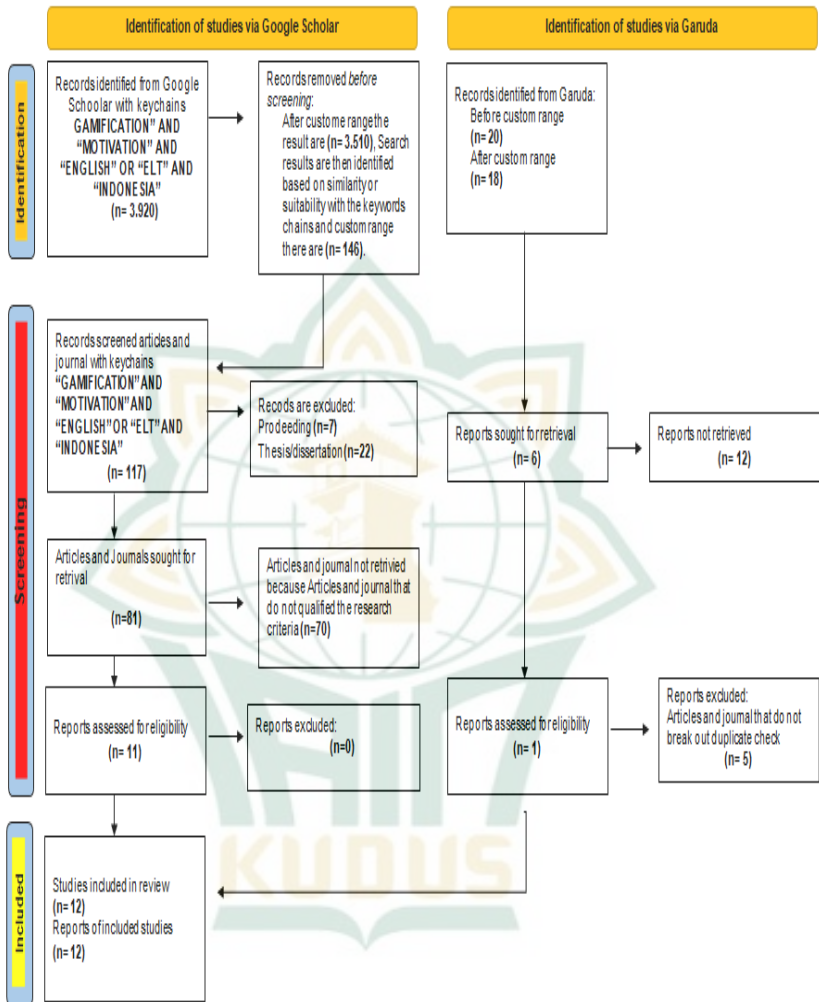
⁹ Mansyur and Akbar Iskandar, "Meta Analisis Karya Ilmiah Mahasiswa Penelitian dan Evaluasi Pendidikan," *Jurnal Sientific Pinisi* 3, No. 1 (2017): 72–79.

¹⁰ Tranfiel D, et al, *Towards A Methodology for Developing Evidence-Informed Management Knowledge by Means of Systematics Reveiw Introduction: The Need for An Evidence- Informed Approach*, British Journals of Management, 2019.

¹¹ Matthew J Page et al., "The PRISMA 2020 Statement : An Updated Guideline for Reporting Systematic Reviews Systematic Reviews and Meta-Analyses," 2021, <https://doi.org/10.1136/bmj.n71>.

¹² Moher D. et al, *Preferred Reporting Items for Systematics Reviews and Meta-Analysis: The PRISMA Statement*, Plus Medicine, 2009.

PRISMA 2020 flow diagram for new systematic reviews which included searches of databases, registers and other sources



Picture 3.1 PRISMA 2020 taken from Page et al¹³

¹³ Page et al., “The PRISMA 2020 Statement : An Updated Guideline for Reporting Systematic Reviews Systematic Reviews and Meta-Analyses.”

3. Study quality assessment

The next stage is assessment data. In this stage the researcher conducted an in-depth evaluation of the researches that have passed data screening step. The researcher evaluated the quality of research including the accuracy, relevant, method of the research, the result of the research whether can apply and the population of the data.

4. Data extraction

After conducting an assessment of the quality of the study, the researcher had to extract the data. Another important component is performing data extraction. Data extraction is process for summarizing key information and internal characteristics of each selected article. Components in data extraction generally follow the appropriate information needs with research purposes or based on a question framework.

5. Data synthesis

The last step is synthesis data. The data which has complied the inclusion and exclusion (research criteria) then synthesized and discussed further. The final synthesis should be focused, conclusive about the body of the research, and it should outline clear implications for theory, practice and future research. The practical utility of meta-analysis can be also stressed¹⁴.

After carrying out all phases and stages of Qualitative meta-analysis, the researcher carryout an iterative process (repeats) in evaluating and check every stage. This must be done so that the researcher can present flow of information in a systematic, clear and efficient manner in processing and writing.

¹⁴ B. Paterson, S.E. Thorne, "Meta-Study of Qualitative Health Research: A Practical Guide to Meta-Analysis and Meta-Synthesis."