#### **CHAPTER III**

#### **METHODOLOGY**

This chapter discusses the methodology such as research design of the study, settings and context, participants of the study, instrument, technique of data collection, and followed by technique of data analysis.

### 3.1 Research Design

This research used a qualitative research method with the aims to know the challenges of EFL students in creating digital teaching media during online service learning. This study attempted to ask students' challenges about creating teaching media in the Covid-19 pandemic. Qualitative research assists researchers to attain the thoughts and feelings of participants and can allow development of an understanding the meaning that ascribed participant' experiences (Sutton & Austin, 2015). Therefore, this qualitative research is used to explain students' challenge of creating teaching media during virtual service learning through in-depth study data collection.

### 3.2 Setting and Context

This researchas conducted at one of higher education institutions in South East Sulawesi in the seventh semester of English Education Department program. This research described the challenges of EFL students in creating digital teaching media during online service learning. During Covid-19 pandemic, students who carried out the service learning were no longer to meet directly with the

communities or face to face but it was done with online or virtual. Moreover, in the seventh semester in 2020, the beginning of Covid-19 appeared so that all of learning activities had to be done virtually. Thus, the researcher focused on this topic because the students carried out the service learning in the Covid-19 period by creating digital teaching media and uploading it to applications such as YouTube, Facebook, Instagram, etc.

## 3.3 Participants

The researcher recruited the participants since they have conducted the community service learning from home (KKN-DR) and used digital media for a month amidst the Covid-19 pandemic. The participants involved three female students of seventh semester at English Education Department, at one of higher education institutions in South East Sulawesi. They are around 21 to 22 years old. In addition, the participants are members of the online service learning from home with the same field supervisor. They also worked together in conducting online service learning (OSL) program in the time of Covid-19 pandemic with the guidance of field supervisor in personally or collaboratively.

**Table 3.1** Participant profiles of OSL program and their content uploaded

No.	Participant	Gender	Age	Semester	Total Teaching Video Uploaded
1.	Participant 1	Female	21	7	8
2.	Participant 2	Female	22	7	6
3.	Participant 3	Female	21	7	5

These participants are recruited because they can give rich information about their involvement/engagement with using digital technologies when they were making teaching program in the implementation of their online/virtual servicelearning activities such as studies of English language learning, religious education, how to protect self from Covid-19 and others learning. However, this study only focused on their contents about teaching. This following is profiles of each participant, the content their produced, and their responses while creating their content.

## 3.3.1 Participant 1

The first participant produced eight teaching videos, including: 6 Idiom Menarik dalam Bahasa Inggris, Common Mistakes dalam Bahasa Inggris, Nama-Nama Buah dalam Bahasa Thailand Ternyata Mirip Bahasa Indonesia, Phrasal Verb with Come, British vs. American English Vocabularies, Acronyms in English, 7 Kosa Kata Mengenai Virus Korona dalamBahasa Indonesia, Inggris, dan Thailand, andSocial Distancing Greetings. All of the videos she produced were collaboration videos with her friends when they were conducting the online service learning. The videos were around1-4 minutes which were uploaded on two platforms, namely YouTube and Facebook.Menawhile, Participant1's responses when they were asked to create digital teaching media was:

"My response when we were asked to create a digital teaching media was that I wasn't too surprised. This was because we had been trained while still studying Grammar Course in first to third semester. We had

been trained such as making media, making videos, teaching, and then uploading them on YouTube, so I already had the basics. I didn't feel that this was a new thing. But my response was excited and happy of coursebecause I already had the skills and I was not too confused because there was already an idea, there was already experience in the previous Grammar Course. And there was also an idea of what and how the plan would be done" [Participant 1]

Table 3.2 Participant 1'svideo of digital teaching media during OSL

Link Video
ttps://youtu.be/
/3ez1Aj4Hwk
ttps://youtu.be/
VBxCKN5aC0g
ttps://youtu.be/l
fq3Qhbh8o
ttps://youtu.be/
6Kwby0soAg
ttps://youtu.be/
TzfvcWEZJM
ttps://youtu.be/z
WudnP82Ik
ttps://youtu.be/z
WudnP82Ik
ttps://youtu.be/
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Participant 1 created her videos by sharing ideas with her collaborator friends. Table 3.2 shows that Participant 1 had eight videos and it all she made

by collaborating with her friends, not by herself. There are several videos she made individually, but it was not teaching video while this research only focused on the teaching videos, so it was not included in the list above.

### 3.3.2 Participant 2

Participant 2 createdsix teaching videos with the titles: 3 Commons Mistakes dalam Bahasa Inggris, Phrasal Verb with Come, Acronyms in English, 7 Kosa Kata Mengenai Virus Corona dalam Bahasa Indonesia, Inggris, dan Thailand, Kata Kerja Versi 6 Bahasa, and Social Distancing Greetings. Same as the participant 1, all of the videos she produced were also collaboration videos which were 1-4 minutes and then uploaded on YouTube and Facebook. Several videos that Participant 2 created were collaborating with Participant 1, so there were many the data that similar between the two of them. Meanwhile, Participant 2's responses when creating digital teaching media during online service learning was that:

"The first time I knew that we were going to make some kind of project using digital technology and created teaching media, I felt very interested and challenged. That was because I felt we were being given a challenge to complete well, we are also required to take more action. In addition, with this program, I could learn academically, I also could get non-academic ones, such as the use of technology, how to edit and how to be creative. What's more interesting was that we could collaborate with our friends" [Participant 2]

Table 3.3 Participant 2's video of digital teaching media during OSL

No	Video created	Individual/ Collaborative	Duration	Upload Platform	Link Video
1	3 Commons Mistakes dalam Bahasa Inggris	Collaborative	1:48	Youtube, Facebook	https://youtu.be/ WBxCKN5aC0g
2	Phrasal Verb with Come	Collaborative	1:38	Youtube	https://youtu.be/b 6Kwby0soAg
3	Acronyms in English	Collaborative	4:23	Youtube	https://youtu.be/deMVoai3A2E
4	7 Kosa Kata Mengenai Virus Corona dalam Bahasa Indonesia, Inggris, dan Thailand	Collaborative	2:29	Youtube	https://youtu.be/z cWudnP82Ik
5	Kata Kerja V <mark>ersi</mark> 6 Bah <mark>asa</mark>	Collaborative	1:18	Youtube	https://youtu.be/6 MszpMwYekY
6	Social Distancing Greetings	Collaborative	1:04	Youtube	https://youtu.be/u UiNUGdIrik

Not different from Participant 1, Participant 2 also produced her videos by collaborating with her friends. However, she made less teaching videos and several videos individually but unfortunately it was not about teaching.

# 3.3.3 Participant 3

Different from the other two participants, Participant 3 produced only five teaching video: Common English Slang Words, The Other Ways to Express "very", 10 Mispronounced English Words, 5 Better Ways to Say "very angry", and Let's Correct Broken English. She had three individual videos and two collaborative videos. The videos she created were over 0-2 minutes and uploaded on YouTube. Moreover, her response when asked to create digital teaching media during online service learning was that:

"My response when I was asked to make digital teaching media during online service learning, it seemed that I felt a little disappointed because previously all of our seniors carried out the service learning outside the city or outside our temporary area, and we could only stay at home. So, actually I also had doubts about making this digital teaching media, I was a bit afraid and embarrassed because we were not used to this kind of situation, of course this was a challenge for us, we had to show our face in the video we made and that would be watch by many people. So, my response, I felt a bit scared and also challenged because this we were going to do for a month" [Participant 3]

Table 3.4Participant 3's video of digital teaching media during OSL

			101		
No	Video created	Individual/	Duration	Upload	Link Video
		Collaborative	DARI	Platform	
1	Common English Slang Words	Collaborative	1:31	Yo <mark>u</mark> tube	https://youtu.be/3eZ jksu5Hfo
2	The other ways to express VERY	Individual	2:00	Youtube	https://youtu.be/eM Zi12ECYI0
3	10 Mispronounced English Words	Collaborative	2:05	Youtube	https://youtu.be/24i etC1XW4I
4	5 better ways to say "VERY ANGRY"	Individual	2:18	Youtube	https://youtu.be/v8 MrtpK2Z1I
5	Let's Correct Broken English	Individual	0:28	Youtube	https://youtube.com /shorts/jv_jOOU9a6 A?feature=share

## 3.4 Instruments of Study

The data for this study were collected using one instrument, namely videostimulated recall.

#### 3.4.1 Stimulated Recall

The instrument used in this study was stimulated recall. Typically, this technique involves the use of an audio recording or video recording, which can then be used to help the subject remember the process of an event at a specific time (Calderhead, 1981). Stimulated recall was an introspective approach to research participants in which they were invited to recall their memories when they were asked to view their video sequences (Lyle, 2003). Stimulated recall techniques gave participants the opportunity to watch themselves' action as a means to help them remember their thoughts about the events that took place (Dempsey, 2010). This methodological approached to stimulated memory was very good, with a purpose provides implications for practitioners and suggestions for the future research (Cohen & Crabtree, 2008)

Mackey and Gass (2005) explained that in obtaining students' thinking and strategies, researchers could encourage them to remember and report the thoughts they remembered while doing assignments or participating in learning activities in various programs. Therefore, in this instrument the researcher used video-based stimulated recall to stimulate students' memory so that they could recall what they had seen and then described it, along with what they felt. In this case, for example, participants were shown videos they had made while they were doing online service learning. How they created teaching media, with video-based stimulated recall, they could see themselves. They recalled how they felt when creating digital teaching media, what and how the challenges they faced, even what

theirmotivations and how they made the media interesting. The participants could describe what they experienced after watching their own work.

### 3.5 Technique of Data Collection

To get the data about the EFL students' challenges in creating digital learning media during online service learning, there were several implementation procedures that researchers use. Furthermore, researchers used video-based stimulated recall in data collection. According to the researcher, video-based stimulated recall was the right instrument to explore the challenges of EFL students in creating digital learning media during online service learning.

## 3.5.1 Steps to Create Digital Teaching Media during Online Service Learning

During the Covid-19 pandemic, most students athigher education institution in South East Sulawesi who carried out service learning must did it virtually, unless the students in a Covid-19 safe zone but it was emphasized that all students continued to do it virtually and stayed at home. In the Department of English Education, most students made creative videos with different topics such as teaching videos such associal distancing greetings, common mistakes in English, British vs. American English vocabularies, name of fruits inthai language, and others which they could then upload on social networks such as YouTube, Facebook, etc. Students could also collaborate with their friends in making digital learning media.

The steps that must to be taken were: first, students had to determine the concept or what kind of theme they made for the virtual community. The concept

or work programs could vary, such as learning English or also about how to protect ourselves from the Covid-19 virus.

Second, after determining the theme, students discussed it with their friends (if itwas done collaboratively). Then students divided their roles such as what tasks they would play in making the collaboration video. After that, they did shoot or recorded their video together. After recording, the students then had to divide up their tasks to edit the video so that the video editing would be easier and it would be more creative. However, if the video was only done individually, then the students wereno longer need to discuss it but would only by learn the theme and then recorded the video. After that, the student needed to edit the video.

Third, after editing the video, the students consulted to their supervisor first. After the video was approved by the supervisor, then they could upload it on YouTube or in the othersocial media like Facebook and Instagram.

### 3.5.2 Stimulated Recall Interview

At this stage, the researcher needed to know EFL students' challenges in creating digital teaching media during online service learning. First, the researcher determined who would be the participants of this study. Then, the researcher created Whatsapp group for all participants who were ready to be researched. Then, the researcher provided information about when to meet and conduct interviews to the participants through the available Whatsapp group. There were four questions in the interview that had been given to the participants of the

interview stimulated recall, and students answered these questions based on their experiences.

### 3.6 Technique of Data Analysis

This study aims to obtain the data about EFL students' challenges in creating digital teaching media during online service learning. Data from video-based stimulated recall interviews was analyzed by taking the steps of qualitative data analysis proposed by Creswell (2016), which involved three procedures: collected, analyzed, and interpreted. In particular, the data from the video-based stimulated recall interview were analyzed by first transcribing the recorded data and then grouping them based on predetermined research questions. After that, the researcher coded the results of the stimulated recall interviews of students to collect data. After the data is completely analyzed, the final conclusions emerged. Encoding is not the totality of data analysis; however, this is a method for organizing data in order to draw clearer conclusions so that it becomes a complete study. Types of coding data are used to create descriptions used in research papers.

In coding, there are many kinds of coding in qualitative research but in this study the researcher used thematic coding (thematic analysis). Thematic coding is a way of analyzing data to identify patterns or find themes through data that has been collected by researchers (Braun & Clarke, 2008). The results of the stimulated recall interviews of students were categorized based on the theme determined by the researcher. The theme raised is about EFL students' challenges in creating digital teaching media during online service learning. If the researcher

gets several challenges, then the researcher categorized them as coding themes in analyzing the data. The sample data code is as follows:

 Table 3.5 Example of data coding

	$0^{\scriptscriptstyle 1}$		
PST	(Bagaimana tanggapan awal anda ketika	Select	Theme
	diminta membuat media pengajaran digital	Coding	
	pada saat mengikuti KKN online?)		
P1	"My response when we were asked to create a	excited and	I. excited;
	digital teaching media was that I wasn't too	happy	II. happy
	surprised. This was because we had been		
	trained while still studying Grammar Course in		
	first to third semester. We had been trained such		
	as making media, making videos, teaching, and		
	then uploading them on YouTube, so I already		-
	had the basics. I didn't feel that this was a new		
	thing. But my response was excited and happy		
	of course because I already had the skills and		
	I'm not too confused because there was already		
	an idea, there was already experience in the		
	previous Grammar Course. And there was also		
	an idea of what and how the plan would be		
	done"		
	Q2 TATHUT AGAMA ISLAM NEOL		
	(Hal apak <mark>ah</mark> yang <mark>paling menantang</mark>		
	kemampuan a <mark>nd</mark> a keti <mark>ka m</mark> embuat media		
	peng <mark>ajaran digital?</mark> )		
P1	Video 1: 6 Idiom Menarik dalam Bahasa	Video1	1.Planning
	Inggris	Explore	2.Learning
	"The most challenging thing in making this first	ideas, good	material
	video was that I still confused what I had to do,	template, mas	3.Editing
	like what and how my ideas for my content	tering the	4.Less in
	because I really wanted to create interesting	material,had	acting
	learning media. And when I got it, I wondered	to find good	5.Teamwork
	what the design for my video would be like, and	application, made	6.Convenient
	then I also had to look for a good template for		Place
	the opening in the video. Besides that, mastering	interesting	
	the material becomes the biggest challenge, we	text, interesting	
	had to cut it into pieces and repeatedly took the video until it was really maximal. The editing	animations,	
	part also has a lot of challenges. First, I had to	self-	
	find a good application for editing, made	consultation	
	interesting text, interesting animations, because	to supervisor.	
	I was still a bit new and not very good at	to supervisor.	
	editing, so I had to look for references related t		
	to make interesting video. And then during the		
	to make interesting video. And then during the		

	consultation to the supervisor, I was the one who consulted and revised it because I was doing the editing at the beginning so I had to		
	finish the revision process. If it was done by my		
	collaborating friend, I was afraid there would be		
	a difference"		
P3	Video 5: The other ways to express VERY	Video4	
	"The thing that challenged me in making this	Mispronounc	
	video was that when I took the first video	ed some	
	sometimes I mispronounced some English	English	
	words. In addition when I took a video, there	words, there	
	are a lot of distractions like my nephew, my	are a lot of	
	sister, who were always noisy so I couldn't	distraction,	
	focus. I mean, when I made a video, my	need a calm	
	environment should also be calm and	and	
	undisturbed. Moreover, this was a video that	undisturbed	
	only used my voice, in this case it was only a	place	
	voice recording, so I need an environment that	•	
	was free of noises and no clutter so that I could		
	focus more.		
1	Tocus filore.		
	Q <sup>3</sup>		
	Q <sup>3</sup> (Jelaskan bagaimana cara anda mengatasi	Select	Theme
	Q <sup>3</sup>	Select Coding	Theme
	Q <sup>3</sup> (Jelask <mark>an</mark> bagaimana cara anda mengatasi		Theme
	Q <sup>3</sup> (Jelas <mark>ka</mark> n bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika		Theme
P1	Q <sup>3</sup> (Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika me <mark>m</mark> buat media pengajaran digital	Coding	Theme
P1	Q <sup>3</sup> (Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika membuat media pengajaran digital tersebut!)  Video 6 "The solution that I used was as usual; I had to	Coding  Had to	Theme
P1	Q <sup>3</sup> (Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika membuat media pengajaran digital tersebut!)  Video 6	Coding  Had to practice a lot	Theme
P1	Q <sup>3</sup> (Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika membuat media pengajaran digital tersebut!)  Video 6  "The solution that I used was as usual; I had to practice a lot, especially in terms of editing because that was the most important thing so	Coding  Had to practice a lot in editing	Theme
P1	Q <sup>3</sup> (Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika membuat media pengajaran digital tersebut!)  Video 6  "The solution that I used was as usual; I had to practice a lot, especially in terms of editing because that was the most important thing so that our video looked interesting. Besides that,	Had to practice a lot in editing part,looked for	Theme
P1	(Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika membuat media pengajaran digital tersebut!)  Video 6  "The solution that I used was as usual; I had to practice a lot, especially in terms of editing because that was the most important thing so that our video looked interesting. Besides that, looking for references, tips and tricks to put	Had to practice a lot in editing part,looked for references,	Theme
P1	Q <sup>3</sup> (Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika membuat media pengajaran digital tersebut!)  Video 6  "The solution that I used was as usual; I had to practice a lot, especially in terms of editing because that was the most important thing so that our video looked interesting. Besides that, looking for references, tips and tricks to put together videos, especially the opening video	Had to practice a lot in editing part,looked for	Theme
P1	(Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika membuat media pengajaran digital tersebut!)  Video 6  "The solution that I used was as usual; I had to practice a lot, especially in terms of editing because that was the most important thing so that our video looked interesting. Besides that, looking for references, tips and tricks to put together videos, especially the opening video section that used chat rooms, yes we had to be	Had to practice a lot in editing part,looked for references,	Theme
P1	(Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika membuat media pengajaran digital tersebut!)  Video 6  "The solution that I used was as usual; I had to practice a lot, especially in terms of editing because that was the most important thing so that our video looked interesting. Besides that, looking for references, tips and tricks to put together videos, especially the opening video section that used chat rooms, yes we had to be extra work especially at the end of the	Had to practice a lot in editing part,looked for references,	Theme
P1	(Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika membuat media pengajaran digital tersebut!)  Video 6  "The solution that I used was as usual; I had to practice a lot, especially in terms of editing because that was the most important thing so that our video looked interesting. Besides that, looking for references, tips and tricks to put together videos, especially the opening video section that used chat rooms, yes we had to be extra work especially at the end of the Community Service Program, we usually lack	Had to practice a lot in editing part,looked for references,	Theme
P1	(Jelaskan bagaimana cara anda mengatasi tantangan yang anda dapatkan ketika membuat media pengajaran digital tersebut!)  Video 6  "The solution that I used was as usual; I had to practice a lot, especially in terms of editing because that was the most important thing so that our video looked interesting. Besides that, looking for references, tips and tricks to put together videos, especially the opening video section that used chat rooms, yes we had to be extra work especially at the end of the	Had to practice a lot in editing part,looked for references,	Theme