

Chapter III

Research Methodology

The research method is a concept that is applied to obtain and collect data to obtain answers to research questions. This study uses descriptive qualitative methods. According to David Williams (1995), qualitative research is an attempt by researchers to collect data based on a natural setting. Of course, because it is done naturally. The results of the research are also scientific and can be accounted for. This type of descriptive qualitative research is more appropriate because the writer only needs to analyze what the writer saw, heard, and experienced by replaying the game.

3.1 Approach and Type of Research

This research uses a descriptive approach which will be carried out through the following steps:

- Preparation

At this stage, the writer had played the game; Mobile Legends Bang-Bang, watched many E-Sport Competitions, and read books related to code switching and the results of previous research.

- Data collection

The writer collects and identifies data collected from the Game dialogues and conversations. The data that has been collected will be classified to find the form of the code switching found.

- Data analysis

At this stage, the data that has been collected is analyzed and presented using an inductive method, then conclusions are made about the meaning by cross-checking with the exact meaning of language spoken that can be found in Mobile Legends Gaming Guide

3.2 Unit of Analysis

The unit of analysis in this research is audio and visual, namely scenes and dialogues that show that there are uncommon words spoken in or not in the exact time or place. Where the scenes are the scenes of missions with different objectives, characters and places.

3.3 Types and Sources of Data

In this study, the writer uses two types of data to support the research, such as:

- Primary data

Primary data is the main data in the form of dialogue, intonation, time of usage that indicate that they are uncommon words and can be categorized as code switching

- Secondary data

Secondary data is relevant supporting data that can be used as a reference in this study. Secondary data can be obtained from works of literature that support primary data such as dictionaries, news, articles,

journals, the internet, previous research related to the author's research. (secondary data) in the form of data that complements the research needs.

3.4 Research Stages

To get a systematic research result, the writer arranged the more systematic research stage. The following stages are:

1. Looking for an uncommon topic

Finding an uncommon is the first step that must be done in research. In this case, the researcher explores topics that haven't been discussed before. It hasn't been thought of by someone else. A good uncommon topic will generate a good title and attract human interest.

2. Formulating problems

The writer formulates several questions that connect the topic with the real-life situation

3. Formulating signification

Benefits are formulated based on two views, theoretical and practical. The theoretical benefits are expected to be useful for the readers, so they would know that the world of language and its study is very wide. While the practical benefits of this research can be used as a reference for further research.

4. Determining the research method

Considering that this research aims to analyze the meaning of code switching in Mobile Legends Bang-Bang players, the writer uses the

descriptive method as the writer is also a player of the game also the streamer of MPL Championship (E-Sport)

5. Data classification

Determining which words were spoken that can be classified as code switching. The classification method is determined by doing the words commonly found and heard or not.

6. Analyzing the data

7. Generating conclusions

3.5 Data Collection Technique

Data collection is an activity that determines the success of a study. Because the validity of the value of a study is largely determined by the data. In this study, researchers only chose uncommon words spoken regularly by Mobile Legends Bang-Bang commentators in the MPL Championship that can be categorized as code switching.

3.6 Data Analysis Techniques

This study uses a sociolinguistic analysis. As sociolinguistics is the science of language in which humans speak in social interactions, the writer found that sociolinguistic is the most appropriate technique to determine that although some words may be classified as cursing and mockery, the words are also used to speak and communicate in social life. The writer is using this kind of technique to understand as fully as possible how people in a community speak to one another.

Sociolinguistics is the study of language in its social context. The term encompasses a wide range of research questions and pursuits within linguistics, including but not limited to:

How do people use language to define themselves or to set themselves apart from others?

- How, when, and why does language change? What kinds of people start language change?
- What parts of speech change as people switch between different social situations? What parts stay the same? And why?
- What causes listeners to think of one type of language as "better" than another?