

CHAPTER III

RESEARCH METHODOLOGY

This chapter discussed about the research design, data and data sources, data collection, and data analysis.

A. Research Design

In this research, the researcher applies a quantitative research which employed a survey method to analyze the expressive speech acts found in “Legend of The Guardian: The Owls of Ga’Hoole movies. Quantitative is a concerned with amount or number of something rather than how good it is (Oxford, 2008: 359). According to Robbert Donmoyer (2008: 713) quantitative is approaches of empirical study to collect, analyze, and show the data in numerical than narrative. Survey is act of examining and measuring an area of land to make a map of it (Oxford, 2008: 447). Surveys, on the other hand, are strong with respect to external validity because they are concerned with the question of whether the findings obtained for the subjects in the survey may be generalized to a wider population. Automatically in survey method, the researcher has been finding the subject of what the researcher observed. So, the researcher must be use technique of collecting, analyze, and finally show the data in numerical shape.

B. Data and Data Source

The source of data in the research is the subject from which the data is obtained (Arikunto, 1998:107). The source of data in this research is a movie entitled “Legend of The Guardian: The Owls of Ga’Hoole which is released in 2010. “Legend of The Guardian: The Owls of Ga’Hoole” movie is directed by

Kathryn Lasky. This movie genre is American-Australian 3D [computer-animated fantasy-adventure film](#).

The researcher gets the data from the dialogues uttered by the characters containing pleasure, pain, likes, dislikes, joy, or sorrow. The data include the character's words and sentence containing pleasure, pain, likes, dislikes, joy, or sorrow. There are some reasons why the movie entitled "Legend of The Guardian: The Owls of Ga'Hoole" was chosen as the source of data for this research. Firstly, the movie entitled "Legend of The Guardian: The Owls of Ga'Hoole" provides the appropriate data related to the topic discussed in this research. Secondly, the movie is interesting to observed. The movie have surprises scene when we watch this movie and can get information or feed from the scenes in this movies. Sometimes, we will fell like being with a flock of owls living in a tree house. In this movie we will be able to get to know the life of owls, which we usually know they just wake up at night. A little more we will also know about the type of owl. Not only the story of the owl's life, but also about the legendary story of the legendary flock of owls. But the legend is like a true story that is really happening.

C. Research Instrument and Data Collecting Technique

1. Research Instrument

This research used the document as the instrument. The document used was movie transcript of "*Legend of The Guardian: The Owls of Ga'Hoole*" which contains conversational fragments that including the expressive speech acts.

2. Data Collecting Technique

The steps of collecting data in this research are follows:

1. Watching the movie “*Legend of The Guardian: The Owls of Ga’Hoole*” for several times in order to understand the whole of story.
2. Finding the transcript of the movie “*Legend of The Guardian: The Owls of Ga’Hoole*” from the internet.
3. Comparing the transcript taken from the internet with dialogues of the movie.
4. Underlining the dialogues in the movie entitled “*Legend of The Guardian: The Owls of Ga’Hoole*” into the form of the dialogues list.
5. Identifying the listed dialogues than contain expressive speech acts as the data of the research.
6. Identifying each datum based on the types of expressive speech acts.
7. Analyzed the types was chosen appropriate the part in that types.
8. Giving codes on each type.

D. Data Analysis

The researcher took some steps for analyzing the data. First, the researcher was making mapping table which sets the criteria of expressive speech acts. Second, the researcher was categorizing the data. The categorizing data only conversations consist of expressive speech acts and only the data in line with

problems. Next, the researcher was analyzing the dialogue based on expressive speech acts in order to know the used of expressive speech acts found in the dialog from the movies. Fourth, the researcher was determining the percentage form of data by using a simple statistical analysis. For the formula of statistical analysis as follows:

$$P = \frac{f}{N} \times 100\%$$

Note:

- a. P is the symbol of percentage
- b. f is the frequency of the occurrences of each types from expressive speech acts
- c. N is the total number of expressive speech acts types

And the last, the researcher was making conclusion for overall.