

CHAPTER III

RESEARCH METHOD

3.1 Research Design

This research used the descriptive-qualitative research. Glass and Hopkins (1984) stated that descriptive research involves gathering data that describe events and then organize, tabulate, depict, and describe the data collection. While qualitative research is to gain and understanding of a specific organization or event, rather than surface description of a large sample. The data of this research were collected from *Rising Force Online* and its translation

3.2 Unit of Analysis

The unit of analysis of this research was description, conversation and information, and its translation taken from the game of *Rising Force Online* by Game Master. All the data in this research were in written form. There are some sentences found in the source of data.

3.3 Source of Data

The data were taken from *RF Online*, created by Game Master 2007. The researcher focused on the techniques of translation used in the game.

3.4 Techniques of Data Collection

The data of this research were collected by using the following steps:

1. Reading Indonesian version of game's description, conversation and information, then the English one.

2. Grouping every sentence of the text according to translation technique by Molina and Albir.
3. Presenting the data into table.

3.5 Techniques of Data Analysis

The method of data analysis can be stated as follows:

1. Taking the data from the previous table that have already been analyzed.
2. Grouping the data in new tables based on the techniques of translation proposed by Molina and Albir.
3. Providing description and arguments of the result of the data analysis.
4. Drawing the conclusions.