



A Comparative Study of Online Driver Language Learning in Indonesia and English in the Context of TikTok Social Media

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Abstract

This study aims to address problems encountered by teachers and students during EFL instruction. The problem identified in this study is the difficulty in learning English through a focused approach. The purpose of this study is to analyze the content of stand-up comedians' lessons in English and to determine whether these lessons can be applied to the routine of learning English for EFL students who view English as a part of their religion. The study will be conducted in a qualitative descriptive format, using observation and categorization methods to collect data from TikTok, a smartphone application that is well-known among students. This study will collect 50 videos from two TikTok accounts, one from Indonesian stand-up comedy and the other from English stand-up. The collected data will then be subjected to comparative analysis in order to determine the similarities and differences between comedians of the English language and English. The study's findings are significant in terms of using quality control techniques and teasing jokes to extract humor in both languages.

Keywords: Online Driver Language Learning, in Indonesia and English, Context of Tiktok Social Media,

INTRODUCTION

Learning a language does not always mean understanding words, phrases, and grammar. Having a large number of vocabulary at the shop is also insufficient for demonstrating an individual's proficiency in the second or foreign language. Speaking a second or foreign language means that a person has a certain level of understanding of this language system and the culture from which the language originates. With how important it is to learn and understand a language not only as a means of communication, but also as a means of religion and living for others, there is a need to see the benefits of using a tool like this to learn and understand a languages. According to Cook (2016: 1), learning another language may imply: obtaining employment; obtaining education; being able to participate more fully in one's own life or having the ability to immigrate to another country; expressing one's spiritual and religious beliefs; and expressing one's values. A second language has an impact on people's work and leisure time, as well as their personal identities. In a world where many people speak two languages, learning and using both languages is critical to people's daily

lives; monolingualism is in decline. Making it easier for people to learn a second language is a key goal for the second year. (Hu, 2021).

As of now, Indonesia has not designated English as its official second language. Indonesians do not like English as a second language since the country is diverse in terms of culture and race. Another factor that inhibits English from becoming an official second language in Indonesia is a lack of socialization and familiarity. According to (B & Amin, 2023, p. 2), primary socialization refers to the socializing that occurs throughout a child's early life. This is the era during which a child learns about their family's practices, values, and beliefs, usually through direct family contact. Secondary socialization, in contrast, is "the socialization that occurs throughout one's life, both as a child and as one encounters new groups that require additional socialization." For example, when a child enters school and meets new peers from other families with different cultures and beliefs. Primary socialization in Indonesia is influenced by one's family's culture and language. Parents have spoken to their children in Indonesian and/or their original languages since they were little. Furthermore, it is common for an ethnic community to have many forms of vernacular. Another barrier to adopting foreign languages to Indonesian culture is society's attitude toward utilizing languages other than the local language. According to their research (B & Amin, 2023, p. 3), there is a distinct phenomenon in which individuals from multicultural and multilingual groups are disregarded while attempting to speak English in their community, whereas speaking in their native tongue generates better responses. People who are being spoken to in English may feel the speaker is trying to brag. A sizable proportion of the population speaks English; however, this is only true for societies with highly educated populations, such as those found in cities or regional capitals, leaving less accessible regions or other areas with low educational standards to become less familiar with foreign languages and, in some cases, the national language. One of the variations among the population is their exposure to foreign culture. In a large city or capital, residents have relatively simple access to studying or experiencing different cultures. This leads to familiarity with foreign languages like English. Recognizing the issue at hand, this study tries to address English language unfamiliarity by evaluating and conveying comedy in both Bahasa and English. Humor is another popular type of communication in human civilization. Communication is the most important aspect of an individual's ability to deliver a message to another person or group of people. In reality, communication is the process of understanding and being understood via ideas, facts, thoughts, and emotions (Pangaribuan, Sinambela, & Huszka, 2022, p. 3). The choice of comedy as the research topic stems from its universal acceptance and understanding. This is supported by further research demonstrating the good impact and adaptability of using any type of humor or fun in teaching. According to (Erdoğan & Çakıroğlu, 2021, p. 16), amusing characteristics can improve student engagement and learning performance. (Summerfelt, Lippman, & Hyman, 2010, p. 376) observed that incorporating comedy into course content resulted in a positive attitude toward learning, allowing students to commit more time to the topic and study it to completion. The source from which a person learns anything has a significant impact on the result of the learning process. A person learning to paint may choose to watch movies, whereas someone learning to cook may prefer recipe books or culinary lessons. As a result, language learners should use sources with which they are most familiar and comfortable.

This study will make use of the social media platform TikTok. According to Nainggolan, Sipayung, Sitorus, and Sinurat (2023), Instagram, an image-based social networking platform, allows users to share images and videos online. Because of the variety of topics that may be explored and the many methodologies accessible, this study will impose a number of constraints in order to preserve research credibility. This study will not examine every facet of comedy; Rather, it will focus on understanding both sides of humor from an Online Driver violation viewpoint, to assist English instructors in introducing their students to English not only as a language but also as a culture. Other scholars have undertaken similar experiments to investigate the relationship between humor and Online Driver transgression. Some of the cited papers will be provided in this study to provide insight into the issue at hand. Of course, there are variations between this study and the others, such as the research technique, data source, research scope size, and so on. The first study is called "Flouting Online Drivers in Creating Humor: A Comparison Study Between Indonesian and American Stand-Up Comedy" (Puspasari & Ariyanti, 2019). This study looks at how Indonesian comedian Abdur Arsyad and American comedian Kevin Hart define norms. The study used a descriptive qualitative approach to analyze the implications of violating Online Drivers in stand-up comedy. The data shows that Kevin violates the quantity Online Driver most due to direct communication in American

society, whereas Abdur violates the quality optimum due to indirect communication in Indonesian culture. Both comedians use joke techniques such as paralanguage, mocking, sarcasm, and politeness to get laughs. Their ethnic backgrounds impact their comedic styles, since both comics frequently address topics of minority dissatisfaction and social critique. The second study is entitled "Humor Functions and Flouting of Conversational Online Drivers: A Case Study of Humor in Indonesian Academic Lectures" (Alawiyyah, Wawan Gunawan, 2020). This case study investigates the use of humor in academic lectures at the Indonesian Education University, with an emphasis on the origins and objectives of comedy. The study used Grice's conversational Online Driver theory to five English Literature major classroom lectures. The results indicated a modest tendency to create humor, which violated the Online Driver of Quality. Humor is frequently used to build relationships with students, which adds to the literature on Indonesian academic discourse. The final study is titled "Violation of Grice's Online Drivers and Humorous Implications In Arabic Comedy." This research examines 61 instances of Grice's Online Drivers' infractions in the Arabic comedy Madrasat Al-Mushaghbeen (Al-Zubeiry, 2020). Manner has the highest rate of transgressions, accounting for 39.3%. Relevance, Quality, and Quantity all have smaller percentages, with Quantity having a 21.4% breach rate. Rhetorical techniques, misleading language, and communication norms are utilized to generate comic implicatures. Culture and previous knowledge have a significant impact on the amusing implications of characters' words. The fourth study is called "An Analysis of Flouting Online Driver in Oz: The Great and Powerful Film" (Triani Sinaga, Yuneza Lumban Gaol, & Wahyuni Manurung, 2023). This research examines how to flout Online Drivers are utilized in Oz the Great and Powerful, focusing on the words of important characters Theodora and Oscar Diggs. The study revealed that the image breaches four types of Online Drivers: number, quality, relationship, and technique. The study found that these Online Drivers are still broken in films, underlining the significance of collaborative and fruitful dialogue. To have a successful film experience, observe these Online Drivers.

The sixth study is called "An Analysis of Online Drivers in the Communication Between Teachers and Students During Online Learning by Zoom" (Manurung, Manik, Sagala, & Learning, 2020). The goal of this study is to investigate Online Drivers and non-observance Online Drivers in online learning communication between teachers and students using Zoom. Data from Zoom sessions were gathered and assessed for quality, quantity, relevance, and technique. According to the poll, 43.75% of utterances met the quality level, whereas 40.74% ignored, opted out, or violated the Online Drivers. Non-observance Online Drivers were found to be popular, with flouting and opting-out Online Drivers taking precedence. More research is needed to explore these Online Drivers in a wider range of people.

Going over the list of past research, there are several gaps and distinctions that this study has that might be stated in the hopes of providing a different mix of ideas. The gaps are demonstrated by how this research combines one or two features from earlier research to develop a new way to solve the research question. This fact is primarily demonstrated by the use of breach of Online Driver rather than flouting Online Driver, which is then mixed with stand-up comedy from two distinct languages. Another obvious distinction is the source and amount of the data.

This research uses a data source that students are acquainted with today, social media, and, unlike past research, collects research data from a lot of comedians rather than comparing only two comedians to present a new perspective on the research issue.

METHOD

As previously stated in the previous chapter, this research will effectively investigate humor in the form of videos found on social media; Thus, the author decided to use a type of research design that best suits research, namely qualitative descriptive research design, which will collect a large amount of data in textual form, such as video transcripts, and will be able to present analyzed data in a descriptive fashion. Qualitative descriptive research generates data that explains the subjective 'who, what, and where of events or experiences. Doyle, McCabe, Keogh, Brady, and Mccann (2020) used a qualitative descriptive research approach to investigate comedy in social media videos. This

study collected data in textual form, such as video transcripts, and presented the results in a descriptive manner. The goal of employing this method was to offer straightforward descriptions of feelings and perceptions, particularly in regions with limited expertise. According to Johnson and Christensen (2019), there are five ways to qualitative research, one of which is case study. Case study research is a study that is conducted to gather precise, contextual, and in-depth information on a certain real-world issue. It allows researchers to explore the case's key characteristics, relevance, and ramifications. In a thesis or dissertation, case studies are typically an excellent choice. Following the collection of data, an analysis will be conducted in the manner of case studies research, which focuses on determining which Online Driver is violated in each case of data, which Online Driver is found to be most commonly violated in both languages, and which Online Driver violations share the most similarities. The investigation will reveal which Online Drivers and types of humor teachers may use to help pupils learn English.

The focus of this study will be humor and jokes with a similar theme that depicts the daily lives and cultures of people in Indonesia and America. The research data will consist of transcripts from videos including humor and jokes that violate Grice's dictum in order to provide hilarious material. According to RUSU MOCANAŪU (2020, p. 4), three external factors impact sample size in research: funding authorities' expectations, study assessors' recommendations, and availability to research samples. Time is a crucial consideration in deciding sample size, and transcripts from 50 videos are the smallest choice. Assessors frequently raise the sample size to ensure validity and high-quality research, although actual sample sizes may vary significantly. Access to research samples is an important issue in deciding sample size. Another key aspect of data sampling is the selection of a data source. This study chose to collect data from two TikTok accounts: "Stand up Comedy Indonesia" and "Dry Bar Comedy". Stand-up Comedy Indonesia was picked because it has the most posts among Indonesia's stand-up comedy accounts. In the case of dry bar comedy, the reason is because this account posts performances from comedians all around America, which helps provide diversity in the case of English-speaking comics.

The author will use the case study approach from the list of techniques offered, because a comparable study has previously been completed by other researchers, who also use the case study approach and take into account what is required for the research. Researchers can employ qualitative case study methodologies to conduct in-depth research of complex phenomena within a specific context (Rashid, Rashid, Warraich, Sabir, & Waseem, 2019, p. 1). There have been several calls for researchers to employ case-based research approaches, but only a few instances have emerged. The author will use the case study approach from the list of techniques offered, because a comparable study has previously been completed by other researchers, who also use the case study approach and take into account what is required for the research. Researchers can employ qualitative case study methodologies to conduct in-depth research of complex phenomena within a specific context (Rashid, Rashid, Warraich, Sabir, & Waseem, 2019, p. 1). There have been several calls for researchers to employ case-based research approaches, but only a few instances have emerged. Observational data can be obtained online or through recorded encounters in both real and virtual situations. Written papers, personal testimony, visual information (such as photographs), and cultural data are just a few forms of data that may be employed alongside observation. Physical things, personal documents, and public records are all forms of digital content, in addition to online pages, articles, and games.

Following the collection of data, the data will be analyzed using descriptive analysis. According to Loeb et al. (2017, p. 1), descriptive analysis depicts a situation or event by answering the who, what, where, when, and how many questions. Description is essential in the scientific process in general, and especially in educational research. This is true whether the goal is to detect and characterize population trends and variations, generate new measures of significant phenomena, or describe samples in research aimed at determining causal effects. As stated in the title, this study will investigate the differences and similarities Online Driver violation between Language and, accordingly a comparative study will be conducted. The main objectives of comparative analysis, according to Naibaho (1991) as cited in (Tampubolon, 2020, p. 1), are to produce course materials for language education, highlight the similarities and differences across languages, and clarify and anticipate problems in second languages. The purpose of this study is to compare English and Bahasa using the Online Driver violation of comedy as the basis for comparison. The contents will be

received when some notes are taken and the data is analyzed. The data will be analyzed using Miles, Huberman, and Saldaña's (2020) theoretical notion. After collecting data from the films, the researcher moves on to the following stage, as explained by Miles et al. (2020).

RESULTS AND DISCUSSION

Result

Through the analysis of the collected data the violation of four kinds of Online Driver along with the category of joke techniques employed by the sample of comedians can be gathered and compiled in a statistical manner below as the result of the research. But before presenting the results here are some examples of the analysis of the data:

Table 1. Sample analysis 1

No.	Utterance	Source		Identified Element	
		HCB	HCE	M	J
1	I remember my first day of kindergarten, I was thinking about it the other day. You know what I remember? My mom. She didn't tell me anything. She just said, "Get in there, they're gonna feed you a little bit late". That's all she told me. I didn't know what was going on. They started teaching the alphabet, I thought they were reading off the menu. "A is for Apple", no... "B is for banana", not interested, "C is for cake", (raises his hand, indicating he would like to have some) cake, "D is for dog", what the heck kinda place is this?		✓	VQn	P

Table 2. Sample analysis 2

No.	Utterance	Source		Identified Element	
		HCB	HCE	M	J
1	kenapa sih cewek suka banget ngebandingin diri dia sama orang lain dan biasanya cewe yang dibandingkan itu jauh di atas dia. (bernarasi) "sayang aku sama pevita pearce cantikan siapa?". (kembali ke penonton) ini gila ga nyadar men. Tapi gua sebagai cowonya tetap gua jawab (bernarasi) "ya cantikan kamu lah.." (kembali ke penonton) udah tau nih gua Cuma bohong. Translated to: Why do girls really like to compare themselves with other girls and usually the girl they compare themselves to is far above them? (start narrating) "Honey, between me and Pevita Pearce which one of us is the prettiest?". (back to the audience) This is crazy, did she really can't see it for herself? But as her boyfriend, I still replied (star narrating) "Yes, you	✓		VQI	Ps

	are prettier than her..." (turning back to the audience) I bet she knows that I'm just lying.				
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Identified Online Driver Violation

Looking through the whole data provided for this research, a definite number can be drawn which represents which elements are favored the most in Indonesian or American humor. Below is the quantified form of the data.

Table 4. Online Driver violation frequency and percentage

Types of Online Driver Violation	Frequency		Percentage	
	English	Bahasa	English	Bahasa
Quantity	6	3	24%	12%
Quality	9	9	36%	36%
Relation	2	7	8%	28%
Manner	8	4	32%	16%
Unidentified	0	2	-	8%
Total	25	23	-	-

From table 4 it can be inferred from the sample collected that the types of Online Driver most likely to be violated in humor specifically in English (American) stand-up comedy is Online Driver of quality which contains 36% of the sample population and Online Driver of manner with 32%. On the other hand, Online Driver of relationship is less likely to be violated with only 8% identified from the sample.

There is a need to keep in mind that the source of the video does not represent English speakers globally. But the fact that the data is received from a number of different individuals still speaks some truth, that in this sample violating the Online Driver of quantity and manner are favored by the comedians.

From Table 4 it can also be inferred from the sample collected that the type of Online Driver most likely to be violated in humor specifically in Indonesian stand-up comedy is Online Driver of quality which consists of 36% of the sample population. In the other hand Online Driver of quantity is less likely to be violated with only 12% identified from the sample. Another point of interest is the fact that there are 8% of the sample not containing any Online Driver violations.

There is a need to keep in mind that the source of the video does not represent the language of speakers in Indonesia nationally. But the fact that the data is received from a number of different individuals still speaks some truth, that in this sample violating the Online Driver of quality is a method favored by the comedians.

Identified Joke Technique

Table 4. Joke technique frequency and percentage

Types of Joke Technique	Frequency		Percentage	
	English	Bahasa	English	Bahasa
Paralanguage	5	5	20%	20%
Ridicule	12	12	48%	48%
Satire	1	3	4%	12%
Politeness Strategy	7	6	28%	24%
Total	25	27		

First, there is a need to address that from the 25 There are 2 videos that contained two types of joke techniques resulted in 2 surplus on the total data count.

From Table 5 it can be inferred from the sample collected that the type of joke technique most likely to be used in English (American) speaker humor specifically in stand-up comedy is

ridicule which consists 48% of the sample population. Another addition to the data that the researcher found is the fact that the most dominant type of ridicule used by the comedian is private ridicule which is a type of insult or mockery directed to other person or things that is not present or part of the conversation between the comedian and the audience. From the 12 instances of the usage of the ridicule technique, 9 of it is categorized as private ridicule which is 75% of the sample that used the ridicule technique.

From Table 5 it can be inferred from the sample collected that the type of joke technique most likely to be used in Bahasa speaker humor specifically in Indonesian stand-up comedy is also ridicule which consists 48% of the sample population. Another addition to the data that the researcher found is the fact that the most dominant type of ridicule used by the comedian is private ridicule. From the 12 instances of the usage of the ridicule technique, 7 of it is categorized as private ridicule which is 58% of the sample that used the ridicule technique.

Discussion

Online Driver violation is a common joke technique used by stand-up comedians, whether they speak English or Bahasa. This technique is often the heart of jokes and can be used to misguide audiences. In Indonesia and America, both cultures can produce jokes using Online Driver violation combined with joke technique. Some jokes from English speakers are relatable to Bahasa speakers, such as hospital and airline policies. English speakers favor Online Driver violation of quality and manner, while Bahasa speakers prefer Online Driver violation of quality. Many English jokes include made-up scenarios and ambiguous information delivery, while Bahasa speakers use private ridicule techniques. Both sides agree on the most popular joke techniques, with half of the sample from English speakers favoring insults and the other half favoring private ridicule techniques. The use of paralanguage in jokes in both languages is similar, but there are notable differences. Pan-face jokes are more common in Indonesian comedians than American comedians. The ridicule joke technique is more favored in both languages, with 12 cases for English and 12 cases for Indonesian out of 25 videos for each language. The choice of target of ridicule is also similar, with 9 cases in English being private ridicule and 7 cases in Indonesia. In terms of politeness strategies, positive politeness and negative politeness are encountered, with Indonesian comedians favoring negative politeness more, specifically exaggerated anger.

CONCLUSION

The study addressed the research questions, revealing that both English and Bahasa speakers incorporate joke tactics and cooperative Online Driver breaches into their amusing material. The study discovered that both English and Indonesian hilarious material violated the principles of quantity, quality, connection, and method. The study also found that both languages have joke approaches, with the ridicule joke style preferred by the majority of comedians. The study also found commonalities between the two groups, with both Bahasa and English-speaking comedians preferring the ridicule strategy, especially private mockery directed at persons or parties that were not present at the time of the jokes. Furthermore, the study found that, despite their cultural differences, comedians from both languages have certain similar comedy subjects, such as airline restrictions. Overall, the study emphasizes the necessity of recognizing and treating humor in both languages.

The cosmos communicates in two languages: laughter and humor. This resulted in various attempts to incorporate these technologies into the learning process. This was especially true for language learning, which is essentially the act of adopting a small chunk of a certain culture. As a result, the work done in this study is solely intended to demonstrate that the reasons people laugh in one language are comparable to the reasons people laugh in other languages. To extend the understanding of EFL learners, this research recommends seeking new possibilities to present language as both a culture and a means of communication.

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