

REFERENCES

- Al-Dosakee, K., & Ozdamli, F. (2021). Gamification in Teaching and Learning Languages: A Systematic Literature Review. *Revista Romaneasca Pentru Educatie Multidimensionala*, 13(2), 559–577. <https://doi.org/10.18662/rrem/13.2/436>
- Anwari, M. (2018). The effect of Gamification on Students. *The Effect of Gamefication on Learning*, 01(April 2021), 160–164.
- Ariani, D. (2020). Gamifikasi untuk Pembelajaran. *Jurnal Pembelajaran Inovatif*, 3(2), 144–149. <https://doi.org/10.21009/jpi.032.09>
- Azzouz Boudadi, N., & Gutiérrez-Colón, M. (2020). Effect of Gamification on students' motivation and learning achievement in Second Language Acquisition within higher education: a literature review 2011-2019. *The EuroCALL Review*, 28(1), 40. <https://doi.org/10.4995/eurocall.2020.12974>
- Bury, B. (2017). Testing Goes Mobile–Web 2.0 Formative Assessment Tools. *International Conference Proceedings. ICT For Language Learning*, 1–4. <https://conference.pixel-online.net/ICT4LL/files/ict4ll/ed0010/FP/4060-ETL2655-FP-ICT4LL10.pdf>
- Clement, A., & Murugavel, T. (2018). *English for the Workplace: The Importance of English Language Skills for Effective Performance*. 20(1), 1–15.
- Ekanti, R., Palupi, A., Maghfiroh, A., & Putri, G. E. (2020). Students' perception on e-learning use in fourth and sixth semesters of English department in UMPO. *Journal of Teaching and Learning English in Multicultural Contexts*, 4(2), 107–113. <http://jurnal.unsil.ac.id/index.php/tlemc/index>
- Elia, A., & Dkk. (2023). *Metode Penelitian Kualitatif dan Kuantitaif* (H. Abadi (ed.)). Pustaka Ilmu.
- Fadhilawati, D. (2021). Using Quizziz Application For Learning And Evaluating Grammar Material. *Online) JOSAR: Journal of Students Academic Research*, 6(1), 2503–1155.
- Febrianto Hakeu, et al. (2023). Pemanfaatan Media Pembelajaran Berbasis Gamifikasi dalam Proses Pembelajaran di MIS Terpadu Al-Azhfar. *Jurnal PGMI*, 6. <https://doi.org/10.58518/awwalayah.v6i2.1930>
- Gupta, A. (2019). Principles and Practices of Teaching English Language Learners. *International Education Studies*, 12(7), 49. <https://doi.org/10.5539/ies.v12n7p49>
- Hadi, M. S., & Athallah, N. (2020). Efektifitas Gamifikasi Dalam Mengajar Bahasa. *Seminar Nasional Penelitian*.

<http://jurnal.umj.ac.id/index.php/semnaslit%0AE-ISSN:>

- Handoko, W., Mizkat, E., Nasution, A., Hambali, & Eska, J. (2021). Gamification in Learning using Quizizz Application as Assessment Tools. *Journal of Physics: Conference Series*, 1783(1), 0–6. <https://doi.org/10.1088/1742-6596/1783/1/012111>
- Harmanto, B., Anwar, K., Arifani, Y., Basri, H., & Nuruddin, M. (2023). The Relationship Between Attitudes, Motivations and Gender in Learners of English for Academic Purposes. *International Journal of Instruction*, 16(3), 971–990. <https://doi.org/10.29333/iji.2023.16352a>
- Harmer, J. (2015). *Fifth Edition: English Language Teaching* (fifth, pp. 1–459). <http://sivers.org/ff>.
- Holidazia, R., & Rodliyah, R. S. (2020). Strategi Siswa dalam Pembelajaran Kosa Kata Bahasa Inggris. *Jurnal Penelitian Pendidikan*, 20(1), 111–120. <https://doi.org/10.17509/jpp.v20i1.24562>
- Isma, A., Fadhilatunisa, D., Juharman, M., Azzahra, A. S. P., & Al Faruq, A. F. (2023). Pengaruh Media E-Learning Berbasis Gamification Terhadap Minat Belajar Mahasiswa. *Jurnal MediaTIK*, 6(2), 9. <https://doi.org/10.26858/jmtik.v6i2.45762>
- Isnawati, A. U., & Hadi, S. (2022). Penerapan Gamifikasi untuk Meningkatkan Minat Belajar Siswa pada Mata Pelajaran Matematika Kelas II MI Ma'arif Cekok. *Prosiding Adaptivia*, 205–216.
- Jusuf, H. (2016). Penggunaan Gamifikasi dalam Proses Pembelajaran. *Jurnal TICOM*, 5(1), 1–6. <https://media.neliti.com/media/publications/92772-ID-penggunaan-gamifikasi-dalam-proses-pembe.pdf>
- Kadir. (2015). Statistika Terapan: Konsep, Contoh Dan Analisis Data Dengan Program SPPSS/Lisrel Dalam Penelitian. In *Jakarta: RajaGrafindo Persada* (Vol. 13, Issue 1).
- Khalid Javed Assi, Norazlinda Saad, S. S. (2022). Journal of Educational Sciences. *Journal of Educational Sciences*, 6(3), 444–458. <https://doi.org/10.31258/jes.6.3.p.444-458>
- Kristriani, T., & Usodo, B. (2022). Exploration of the Use of Quizizz Gamification Application: Teacher Perspective. *International Journal of Elementary Education*, 6(2), 205–212. <https://doi.org/10.23887/ijee.v6i2.43481>
- Leistyanying Pertiwi, D., & Arifin, Z. (2015). Internal Factors of English Learning Achievement. *Jurnal Pendidikan Dan Pembelajaran Khatulistiwa*, 4(4), 1–12.
- Lestari, D., Maghfiroh, A., & Mustikawati, D. A. (2024). Motivation of Learning English; A Case of Indonesian Migrant Worker's Children in Malaysia.

Ta'dib, 27(1), 1. <https://doi.org/10.31958/jt.v27i1.10238>

- Maghfiroh, A., Unaiziah, E. A. N., Mustikawati, D. A., & Susilowati, T. (2024). Students' English Learning Strategies Assisted with e-Resources in Blended Learning. *Journal of Languages and Language Teaching*, 12(1), 535. <https://doi.org/10.33394/jollt.v12i1.9530>
- Mahendra, J. W., Maghfiroh, A., Harmanto, B., & Hatmoko, D. (2024). The Effectiveness of Scrabble Games to Promote Vocabulary Achievement of Migrant Workers' Children in Malaysia. *Journal of Languages and Language Teaching*, 12(2), 963. <https://doi.org/10.33394/jollt.v12i2.10478>
- Noviasmy, Y., Dalle, A., & Hasanah, N. (2023). Applying Quizizz Application as an Assessment Tool for EFL Students. *English Education Journal Vol. 6 No. 1 (March 2023) Pp. 12-22 ISSN 2721-2130*, 6(1), 12–22.
- Orhan Göksün, D., & Gürsoy, G. (2019). Comparing success and engagement in gamified learning experiences via Kahoot and Quizizz. *Computers and Education*, 135(October), 15–29. <https://doi.org/10.1016/j.compedu.2019.02.015>
- Ph.D. Ummul Aiman, S. P. et al. (2022). Metodologi Penelitian Kuantitatif. In *Yayasan Penerbit Muhammad Zaini*.
- Pranawengtiyas, W. (2022). Undergraduate Students' Motivation on English Language Learning At Universitas Teknokrat Indonesia. *Journal of English Language Teaching and Learning*, 3(2), 27–32. <https://doi.org/10.33365/jeltl.v3i2.1956>
- Pristiana. (2022). Implementasi Evaluasi Pembelajaran Model Gamification dalam Pelajaran Pendidikan Agama Islam pada Aspek Afektif Siswa di SMK Negeri 2 Bengkulu Utara. *Script*, 8.5.2017, 2003–2005.
- Rahmania, S., Soraya, I., & Hamdani, A. S. (2023). Pemanfaatan Gamification Quizizz Terhadap Motivasi Belajar Siswa Pada Mata Pelajaran Pendidikan Agama Islam. *Tadbir: Jurnal Manajemen Pendidikan Islam*, 11(2), 114–133. <https://doi.org/10.30603/tjmpi.v11i2.3714>
- Ratnasari, E., Hikmawati, R., & Ghifari, R. N. (2019). Quizizz Application As Gamification Platform To Bridge Students in Teaching Reading Comprehension. *Prosiding Seminar Nasional Pendidikan*, 1(2003), 1333–1337. <https://prosiding.unma.ac.id/index.php/semnasfkip/article/view/195>
- Santoso, M. (2021). Metodologi Penelitian Kuantitatif. In A. Rachmatullah (Ed.), *Indigo Media* (Vol. 01). Indigo Media.
- Sitepu, E. N. (2021). Media Pembelajaran Berbasis Digital. *Mahesa*, 1(1), 242–248. <https://doi.org/10.34007/ppd.v1i1.195>

- Suhaini, M. (2020). Factors Influencing Student Achievement: A Systematic Review. *International Journal of Psychosocial Rehabilitation*, 24(5), 550–560. <https://doi.org/10.37200/ijpr/v24i5/pr201720>
- Susanthi, I. G. A. A. D. (2020). Kendala dalam Belajar Bahasa Inggris dan Cara Mengatasinya. *Linguistic Community Services Journal*, 1(2), 64–70. <https://doi.org/10.55637/licosjournal.1.2.2658.64-70>
- Thariq, P. A., Husna, A., Aulia, E., Djusfi, A. R., Lestari, R., Fahrimal, Y., & Jhoanda, R. (2021). Sosialisasi Pentingnya Menguasai Bahasa Inggris Bagi Mahasiswa. *Jurnal Pengabdian Masyarakat: Darma Bakti Teuku Umar*, 2(2), 316. <https://doi.org/10.35308/baktiku.v2i2.2835>
- Veronica, Aries, et al. (2022). Metodologi Penelitian Kuantitatif. In R. Hidayanti (Ed.), *Pt. Global Eksekutif Teknologi*. PT. Global Eksekutif Teknologi.
- Zhao, F. (2019). Using Quizizz to Integrate Fun Multiplayer Activity in the Accounting Classroom. *International Journal of Higher Education*, 8(1), 37–43. <https://doi.org/10.5430/ijhe.v8n1p37>

