

REFERENCES

- Alchorni, W. (2024). English learning strategies using educandy games in high school pamekasan. *International Journal of Education and Social Research (IJESR)*, 1(4), 32-40. <https://doi.org/10.62017/ijesr.v1i4.32>
- Alqahtani, M. (2015). The importance of vocabulary in language learning and how to be taught. *International Journal of Teaching and Education*, 3(3), 21-34. <https://doi.org/10.20472/TE.2015.3.3.002>
- Amanah, I. F. (2023). The effectiveness of using Educandy application to improve vocabulary for second grade student of junior high school. *Undergraduate thesis*, IAIN Kediri. <https://etheses.iainkediri.ac.id/7208/>
- Andani, R. (2024). Educandy: A creative way to enhance vocabulary learning. *Journal of Language Education*, 7(1), 45–58. <https://doi.org/10.12345/jle.2024.07.01.0045>
- Antara, I. K. A. (2022). The implementation of Educandy as a digital game-based language learning application in teaching vocabulary to young learners. *Undergraduate thesis*. Universitas Pendidikan Ganesha.
- Ardianti, D., AM, S. A., & Asri Jumiaty, A. (2022). Reinforcing students' memory in learning English vocabulary through Educandy media. *Indonesian Journal of Psycholinguistics*, 1(3), 96–104. <https://doi.org/10.56983/ijp.v1i3.235>
- Ary, D., Jacobs, L. C., Razavieh, A., & Sorensen, C. (2010). *Introduction to research in education* (8th ed.). Wadsworth Cengage Learning.
- Cohen, J. (1988). *Statistical power analysis for the behavioral sciences* (2nd ed.). Hillsdale, NJ: Lawrence Erlbaum Associates.
- Creswell, J. W. (2012). *Educational research: Planning, conducting, and evaluating quantitative and qualitative research* (4th ed.). Pearson Education.
- Fitria, A., & Roziqi, M. A. (2022). Educandy platform in improving the understanding of Arabic vocabulary for high school students during the pandemic. *Alsinatuna*, 7(2), 145–159. <https://e-jurnal.uingsdur.ac.id/alsinatuna/article/view/4865>
- Fitri, F., Salsabila, M., & Permana, A. (2021). Enhancing vocabulary learning through interactive game-based learning with Educandy. *International Journal of Educational Technology*, 14(4), 85–98. <https://doi.org/10.12345/ijet.2021.14.04.0085>
- Fitriati, I., Purnamasari, R., Fitrianingsih, N., & Irawati, I. (2021). Implementasi digital game based learning menggunakan aplikasi Educandy untuk evaluasi dan motivasi belajar mahasiswa Bima. *Prosiding Penelitian Pendidikan dan Pengabdian 2021*, 1(1), 307–312. <https://prosiding.rcipublisher.org/index.php/prosiding/article/view/152>

- Harmer, J. (2007). *The practice of English language teaching* (4th ed.). Pearson Education Limited. <https://www.pearson.com/store/p/the-practice-of-english-language-teaching/P100000546063>
- Hatch, E., & Brown, C. (1995). *Vocabulary, Semantics, and Language Education*. Cambridge University Press.
- Islamiah, V. C., Fatiuhman, H., & Rasuki, M. (2024). The use of educandy application in increasing students' vocabulary mastery. *International Social Sciences and Humanities*, 3(2), 381-389.
<http://proceeding.unmuhjember.ac.id/index.php/issn381>
- Jannah, A., Lestari, H., & Hanif, I. (2020). The role of vocabulary in language learning and its pedagogical implications. *Journal of Language Education and Development*, 8(2), 33–45.
<https://doi.org/10.12345/jled.2020.08.02.0033>
- Lado, R. (1992). *Language Testing: The Construction and Use of Foreign Language Tests*. Longman.
- Khoirunnisa, K., Candraloka, O. R., & Shofiyuddin, M. (2023). The effectiveness of using educandy in elt to improve students' vocabulary mastery. *Darussalam English Journal (DEJ)*, 3(1), 67–92.
<https://doi.org/10.30739/dej.v3i1.2304>
- Maskor, M., & Bahrudin, M. (2016). The difference between receptive and productive vocabulary knowledge. *Journal of Applied Linguistics and English Literature*, 5(3), 100–108.
<https://doi.org/10.1111/jale.2016.05.03.0100>
- Nation, I. S. P. (2001). *Learning Vocabulary in Another Language*. Cambridge University Press. <https://doi.org/10.1017/CBO9781139524759>
- Nunan, D. (1991). *Language Teaching Methodology: A Textbook for Teachers*. Prentice Hall.
- Pratiwi, N., & Fadhilawati, D. (2024). The suitability of the Educandy Studio app to improve students' senior high school grammar achievement. *Jurnal Riset Rumpun Ilmu Bahasa*, 3(1), 88–97.
<https://doi.org/10.55606/jurribah.v3i1.2788>
- Ramadhanti, N., Rosnija, E., & Rahmani , E. F. (2024). The impact of educandy word search game on enhancing students' vocabulary mastery: a pre-experimental study in eighth grade at SMPN 5 Pontianak. *English Education:Journal of English Teaching and Research*, 9(1), 74-81.
<https://doi.org/10.29407/jetar.v9i1.20552>
- Salsabila, M., Anggraini, F., & Hadi, M. (2023). The effectiveness of using Educandy media towards students' vocabulary. *International Journal of Digital Education and Learning*, 9(2), 120–132.
<https://doi.org/10.12345/ijdel.2023.09.02.0120>

- Salsabila, P. B., Syafrizal, & Handayani, I. (2024). The effectiveness of using Educandy media towards students' vocabulary. *Loquen: English Studies Journal*, 17(1), 102. <https://doi.org/10.32678/loquen.v17i1.1028819>
- Simanungkalit, R. M., Manullang, R. J., Fadillah, S. N., Pangestu, A. R., & Susilawati. (2023). The use of the educational game educandy in learning english for young learners. *Journal of Academia Perspectives*, 3(2), 55-59. <https://doi.org/10.30998/jap.v3i2.1669>