

## REFERENCES

- Alfia, Lestari. (2023). Improving Student's Reading Comprehension Using Kahoot! Application at the Nine Grade Students of MTs Muhammadiyah 4 Sambungmacan Sragen in Academic Year 2022-2023. Thesis. English Language Education Study Program, Cultures and Languages Faculty. [https://eprints.iain-surakarta.ac.id/6763/1/Alfia%20Lestari %20196121045 skripsi.pdf](https://eprints.iain-surakarta.ac.id/6763/1/Alfia%20Lestari%20196121045_skripsi.pdf)
- Anderson, Mark., & Anderson, K. (1998). *Text Types in English 3*. Australia: McMillan
- Anderson, R. C. (1972). *Language Skills in Elementary Education*. New York: Macmillan Publishing Co, Inc.
- Anggraeni, R. I., Fitriyah, S. M., Wahjuningsih, E. (2023). The Use of Kahoot to Improve the Students' Reading Comprehension Achievement and Active Participation. *Pancaran Pendidikan FKIP Universitas Jember*, 12(2), 71-84.
- Arini, Y., Sulistyarini, I. (2021). Improving Critical Reading Ability, Learning Autonomy, and Learning Participation through Kahoot! Application. *Leksema Jurnal Bahasa dan Sastra*, 6(1), 91-100. <https://ejournal.uinsaid.ac.id/index.php/leksema/article/view/3477>
- Ary, D., Jacobs, L. C., & Sorensen, C. (2010). *Introduction to research in education (8th ed.)*. Belmont
- Collazos, C.A., Fardoun, H., AlSekait, D., Pereira, C.S., Moreira, F., 2021. *Designing online platforms supporting emotions and awareness*. *Electronics* 10 (3), 1-19. [https://www.academia.edu/119016798/Designing\\_Online\\_Platforms\\_Supporting\\_Emotions\\_and\\_Awareness](https://www.academia.edu/119016798/Designing_Online_Platforms_Supporting_Emotions_and_Awareness)
- Cook, T. D., & Campbell, D. T. (1979). *Quasi-experimentation: Design and analysis issues for field settings*. Boston: Houghton Mifflin.
- Creswell, J. W. (2014). *Research design: Qualitative, quantitative, and mixed methods approaches (4th ed.)*.
- Febriani, L., Dewi, M. P., Syahrul, Syafitri, W. (2024). The Effect of Using Kahoot Application to Retain Students' Vocabulary at the Second Grade of SMP N 3 X Koto. *Jurnal Pendidikan Tambusai*. 8(1), 1193-1198. [file:///C:/Users/Acer/Downloads/140+JURNAL+LIDYA+1193-1198%20\(1\).pdf](file:///C:/Users/Acer/Downloads/140+JURNAL+LIDYA+1193-1198%20(1).pdf)
- Fraenkel, J. R., & Wallen, N. E. (2009). *How to design and evaluate research in education (7th ed.)*. McGraw-Hill.
- Gay, L. R., Mills, G. E., & Airasian, P. (2012). *Educational research: Competencies for analysis and applications (10<sup>th</sup> ed.)*. Pearson.

- Habib, M. (2016). *Assessment of Reading Comprehension*. Revista Romaneasca pentru Educatie Multidimensionala, 8(1), 125-147. [https://www.researchgate.net/publication/304528118\\_Assessment\\_of\\_Reading\\_Comprehension](https://www.researchgate.net/publication/304528118_Assessment_of_Reading_Comprehension)
- Harmer, Jeremy. 1998. *How to Teach English: An Introduction to The Practice of English Language Teaching*. Essex: Person Education.
- Haryati, Y., & Indah, S. (2019). Diagnostic Assessment of Reading Comprehension in English Language Learning. *Indonesian Journal of English Language Teaching*, 5(2), 112-120.
- Kurnia, M., Rahmawati, M., Fitriyana, W. (2020). Playing E-Quizzes With Kahoot!: Students' Behavioral Engagament On Reading Comprehension Through Kahoot!. *English Ideas: Journal of English Language Education*. 1(1), 28-39. <https://journal.unsika.ac.id/IDEAS/article/view/4177>
- Lisniyanti, K., Purnama, D. W., Aminah, M. (2023). Improving Students' Reading Comprehension By Using Kahoot! A Classroom Action Research at the Tenth Grade of High School in Subang West Java Indonesia. *Biormatika: Jurnalilmiahfakultaskeguruan dan ilmupendidikan*, 9(1), 68-72. <https://ejournal.unsub.ac.id/index.php/FKIP/article/view/1211>
- Manurung, J.E., Sari, B.A. (2023). Enhancing Students' Reading Comprehension Through Kahoot Application. *Jurnal PAJAR (Pendidikan dan Pengajaran)*, 7(2), 528-538. <https://encr.pw/8zbm9>
- Marsa, S. S., Kupsiyah, H. R., Agustina, E. (2021). The Effect of Kahoot! Game to Teaching Reading Comprehension Achievement. *Journal of English teaching*, 7(2), 133- 149. <https://eric.ed.gov/?id=EJ1300238>
- Martha, M., & Hamzah, H. (2020). The Role of Dynamic Assessment in Enhancing Students' Reading Skills. *Journal of Education and Learning*, 14(1), 34-41.
- Mawarni, A. M., Suwandi., Susanto, D. A. (2021). The Effectiveness of Fun Game Kahoot as A Media in the Teaching of Vocabulary. *JELTIS: Journal of English Language Teaching, Linguistics and Literature Studies*. 1(2), 133-146. <https://journal.iain-manado.ac.id/index.php/jeltis/article/view/1630>
- Moreillon, Judi. (2007). *Collaborative strategies for teaching reading comprehension: maximizing your impact*. USA: American Library Association.
- Nugroho, Dian Setyo. 2021. *Using Kahoot! to Improve Reading Skill of Seventh Graders in SMPN 2 Tegalrejo*, Thesis. Yogyakarta: Graduate Education Program, Universitas Sarjanawiyata Tamansiswa.
- Rahmah, I., Dewi, U., Daulay, S. H. (2023). The Use Of The Application Kahoot In Improving Student Learning Outcomes. *CELTl: Conference on English Language Teaching*. Vol. 3, 442-451. <https://proceedings.uinsaizu.ac.id/index.php/celti/article/view/523>

- Rochmawati, A. A., Sulistyarningsih, Musyarofah, L. (2023). The Use Of Kahoot To Improve Students' Narrative Text Reading Comprehension. *IJEAL (International Journal of English and Applied Linguistics)*, 3(2), 100-108. <https://repository.universitaspgridelta.ac.id/1999/>
- Sally, B., & Katie, H. (2008). *How to Teach for Exams*. UK: Longman.
- Setiawan, A., & Hidayati, N. (2020). The Importance of Formative Assessment in Reading Instruction. *Journal of English Language Teaching and Linguistics*, 5(1), 45-53.
- Setiawan, M. F. (2020). The Effectiveness Of Using Kahoot! As A Media To Improve Students' Reading Comprehension In Narrative Text. *RETAIN*, 8(3), 115-121. <https://ejournal.unesa.ac.id/index.php/retain/article/view/33453>
- Shadish, W. R., Cook, T. D., & Campbell, D. T. (2002). *Experimental and quasi-experimental designs for generalized causal inference*. Boston, MA: Houghton Mifflin.
- Sibatuara, U. D. (2021). The Effectiveness Of Kahoot In Improving Vocabulary: The Case Of A Private University English Study Program. *Edukasi: Jurnal Pendidikan Dan Pengajaran*. 8(1), 33-42. <https://encr.pw/6NHwy>
- Sitinjak, G., Sinaga, N. T., Tampubolon, S. (2022). The Effect of Using Kahoot! Game in Teaching English to Improve Students' Reading Comprehension. *Cendikia : Media Jurnal Ilmiah Pendidikan*. 13(2), 379-384. [https://berkas.uhn.ac.id/sahlan\\_tampubolon/TURNITIN/Turnitin%20A4.12.pdf](https://berkas.uhn.ac.id/sahlan_tampubolon/TURNITIN/Turnitin%20A4.12.pdf)
- Syah, M. S. F., Alfian, M., Romadhon, S. A. (2019). The Effectiveness of Kahoot! as an Assessment Media in English Lesson. *English Focus*. 3(1), 46-55.
- Tarigan, H. G. (2008). *Membaca: Sebagai suatu keterampilan berbahasa*. Bandung: Angkasa.
- Ulpiyani. 2023. Using Kahoot to Improve Reading Comprehension Students Skill. *Journal Academia*.
- Wang, A. I., & Tahir, R. (2020). *The effect of using Kahoot! for learning - A literature review*. *Computers & Education* 149. <https://www.sciencedirect.com/science/article/pii/S0360131520300208>
- Wibowo, R., & Ariani, A. (2021). Summative Assessment Strategies for Reading Proficiency. *Indonesian Journal of Language and Education*, 7(2), 67-75.
- Zulfirah, W., Darmawan., Maf'ula. (2023). The Effectiveness of Kahoot Game in Improving Students' Vocabulary Mastery. *Datokarama English Education Journal*. 4(1), 85-98. <https://www.deejournal.org/index.php/dee/article/view/75>