

REFERENCES

- Akour, M., Alsghaier, H., & Aldiabat, S. (2020). Game-based learning approach to improve self-learning motivated students. *International Journal of Technology Enhanced Learning*, 12(2), 146-160. <https://doi.org/10.1504/IJTEL.2020.10027116>
- Amalia, D. F. (2020). Quizizz website as an online assessment for English teaching and learning: students' perspectives. *Jo-ELT (Journal of English Language Teaching) Fakultas Pendidikan Bahasa & Seni Prodi Pendidikan Bahasa Inggris IKIP*, 7(1), 1-8. <https://doi.org/10.33394/jo-elt.v7i1.2638>
- Andriani, D. I., & Wahyuni, Y. (2020). Teaching grammar through snowball throwing technique in EFL classroom. *Jurnal Humanika*, 3(2), 63-73. <https://garuda.kemdikbud.go.id/documents/detail/2040049>
- Anugrawati, S., & Hermansyah, T. (2021). Use of Quizizz education game assessment media towards students' motivation in online learning. *The 3rd International Conference on Elementary Education*, 3(1), 601-605. Retrieved from <http://proceedings2.upi.edu/index.php/icee/article/view/1520>
- Bariqlana, N.S. (2020). *An Experimental Study of Using Quizizz to Teach Vocabulary at The Fifth Grade of SD Islam Al Azhar 29* (Theses, Universitas Islam Negeri Walisongo Semarang). <https://eprints.walisongo.ac.id/13883/1>
- Bury, B. (2017). Testing goes mobile – web 2.0 formative assessment tools. *International Conference ICT for Language Learning*. 3(1). 1-4. <https://conference.pixel-online.net/ICT4LL/files/ict4ll/ed0010/FP/4060-ETL2655-FPICT4LL10.pdf>.
- Cohen, L., Manion, L., & Morrison, K. (2007). *Research Methods in Education* (6th ed). London: Routledge.
- Creswell, J. W. (2012). *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research* (4th ed). London: Pearson Longman.
- Crystal, D. (2004). *The Language Revolution*. Cambridge: Polity.
- Depdikbud. (1994). *Kurikulum 1994 Pendidikan Menengah Pedoman Umum Pelaksanaan Kegiatan Belajar Mengajar*. Jakarta: BP Dharma Bakti.

- Dewi, K. S. (2020). Quizizz effect on students' grammar mastery in higher EFL classroom based Mobile Assisted Language Learning (MALL). *Language and Education Journal Undiksha*. 3(1), 15-24.
<https://ejournal.undiksha.ac.id/index.php/JJPBI/article/view/24589>
- Fadhilawati, D. (2020). Using Quizizz application for learning and evaluating grammar material. *JOSAR*. 6(1), 85-94.
<https://doi.org/10.35457/josar.v6i1.1448>
- Fakhrudin, A., & Nurhidayat, E. (2020). Students' perception on Quizizz as game based learning in learning grammar in written discourse. *Wiralodra English Journal*, 4(2), 28–38. <https://doi.org/10.31943/wej.v4i2.101>
- Fraenkel, J. R., & Wallen, N. E. (2009). *How to Design and Evaluate Research in Education* (7th ed). New York: McGraw Hill.
- Furdu, I., Tomozei, C., & Köse, U. (2017). Pros and cons gamification and gaming in classroom. *BRAIN: Broad Research in Artificial Intelligence and Neuroscience*. 8(2). 56-62
- Gerot, L., & Wignell, P. (1994). *Making Sense of Functional Grammar* (Gerot – Wignell). Australia: Gerd Stabler.
- Gustianti, A. H., Nursyamsiah, N., & Sopian, A. (2021). The use of Quizizz web tool to support writing skills in arabic. *The 4th Proceeding International Conference on Arabic Language and Literature(ICALL) 2021*. 266-274.
- Harmer, J. (2001). *The Practice of English Language Teaching* (Third Edition). London: Pearson Longman.
- Irwansyah, R., & Izzati, M. (2021). Implementing Quizizz as game based learning and assessment in the English classroom. *Tefla Journal*. 3(1), 13-18.
<https://journal.umbjm.ac.id/index.php/TEFLA/article/view/756>
- Junior, J. B. B. (2020). Assessment for learning with mobile apps: exploring the potential of Quizizz in the educational context. *International Journal of Development Research*. 10(1). 33366-33371.
- Lastari, D. S., Mustafa, S. M., & Nur'Aini, Y. (2020). Using game-based learning tool to engage young learners in the EFL online classrooms. *iNETAL Conference Proceedings The International English Language Teachers and Lecturers Conference 2020*. 26-33. <http://ineltal.um.ac.id/wp-content/uploads/2020/12>
- Listia, R., & Febriyanti, E. R. (2020). EFL learners' problems in using tenses: an insight for grammar teaching. *IJET (Indonesian Journal of English*

- Teaching*), 9(1), 86–95. <https://doi.org/10.15642/ijet2.2020.9.1>.
- Murphy, M. (2016). *Population Definitions for Comparative Surveys in Education*. Australian Council for Educational Research (ACER). https://research.acer.edu.au/ar_misc/22
- Nanda, S.R. (2018). *The Use of Quizizz Application in Improving Students' Reading Comprehension Skill at SMKN 3 Takalar*. (Theses, Muhammadiyah University of Makassar, Makassar). <https://digilibadmin.unismuh.ac.id/upload/6421>
- Pahamzah, J., Syafrizal, S., Juniardi, Y., & Sukaenah, P. M. (2020). Quizizz as a students' reading comprehension learning media: a case study at the eleventh grade of dwi putra bangsa vocational school in Cimanggu. *International Journal of English Language and Linguistics Research*, 8(5), 27-33. <https://eprints.untirta.ac.id/11367>
- Pao, B. (2016). The influence of reading habit and grammar knowledge on the students' capability of writing narrative texts. *LingTera*, 3(2), 122-129. doi:<http://dx.doi.org/10.21831/lt.v3i2.11110>
- Pradnyadewi, D. A. M., & Kristiani, P. E. (2021). Use of Quizizz in improving students' reading skill. *The Art of Teaching English as a Foreign Language*, 1(2), 1–7. <https://doi.org/10.36663/tatefl.v1i2.93>
- Pratama, L. D., & Setyaningrum, W. (2018). Game-Based Learning: The effects on student cognitive and affective aspects. *Journal of Physics: Conference Series*. 1-7 <https://doi.org/10.1088/1742-6596/1097/1/012123>
- Purwaningsih, S., Tjahjono, T., Retnaningdyah, P., & Anam, S. (2021). Assessing students' ability about 16 active voice tenses using Quizizz application. *SMART (Journal of English Language Teaching and Applied Linguistics)*, 7(2). 58-71. <https://ejournal.umpri.ac.id/index.php/smart/article/view/1670>
- Puspitaloka, N. (2019). The effects of grammar mastery and critical thinking on student's descriptive writing skill. *ELT in Focus*, 2(1), 19-28. <https://journal.unsika.ac.id/index.php/ELTINFOCUS/article/view/2024>
- Rahmawati, S. (2021). Students' perceptions toward Quizizz as an online learning media. *PANYONARA: Journal of English Education*, 3(1), 62-70. <https://doi.org/10.19105/panyonara.v3i1.4282>
- Safarati, N., & Rahma, R. (2020). The effectiveness of online learning using Quizizz education game media during the covid-19 pandemic in applied

- Physics courses. *Indonesian Review of Physics*, 3(2), 52-56.
<https://doi.org/10.12928/irip.v3i2.3049>
- Safitri, I. N., & Lestari, P. Y. (2021). Optimizing learning management system to teach English grammar. *EDULINK (Education and Linguistics Knowledge) Journal*, 3(1), 51-61.
<https://doi.org/10.32503/edulink.v3i1.1490>
- Saidah, S. (2019). The effectiveness of flipped classroom in teaching grammar of EFL students. *English Education: Journal of English Teaching and Research*, 4(2), 193-206.
<https://doi.org/10.29407/jetar.v4i2.13671>
- Setiyani, S., Sumarwati, S., Astuti, A. D., Santi, D. P. D., & Suprayo, T. (2021). Using Quizizz application to make online evaluations during covid-19 pandemic: teacher competency training. *Engagement: Jurnal Pengabdian Kepada Masyarakat*, 5(1), 19-29.
<https://doi.org/10.29062/engagement.v5i1.639>
- Strmečki, D., Bernik, A., & Radošević, D. (2015). Gamification in E-learning: introducing gamified design elements into E-learning systems. *Journal of Computer Science*, 11(12), 1108-1117.
<https://doi.org/10.3844/jcssp.2015.1108.1117>
- Thornburry, S. (1999). *How To Teach Grammar*. London: Pearson Longman.
- Zuhriyah, S., & Pratolo, B. W. (2020). Exploring students' views in the use of Quizizz as an assessment tool in English as a Foreign Language (EFL) class. *Universal Journal of Educational Research*, 8(11), 5312-5317. <https://doi.org/10.13189/ujer.2020.081132>