

## REFERENCES

- A, A. M. (2019). The Use of Technology in English Language Teaching. *Frontiers in Education Technology*, 168-180.
- Akour, M., Alshagier, H., & Aldiabat, S. (2020 ). Game-based learning approach to improve self-learning motivated students. *International Journal Technology Enhanced Learning*, 146-160.
- Almurashi, Wael. (2016). THE EFFECTIVE USE OF YOUTUBE VIDEOS FOR TEACHING ENGLISH LANGUAGE IN CLASSROOMS AS SUPPLEMENTARY MATERIAL AT TAIBAH UNIVERSITY IN ALULA. 4. 32-47.
- 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.
- Arikunto, Suharsimi. (2006). *Prosedur Penelitian Suatu Pendekatan Praktek. PT Rineka Cipta.*
- Arikunto, Suharsimi. (2013). *Prosedur Penelitian Suatu Pendekatan Praktik. PT. Rineka Cipta.*
- Ary, Donald., Jacobs. J.C., Sorensen.C., & Razavieh, A. (2010). *Introduction to Research in Education 8th Edition. Canada: Wadsworth Cenage Learning.*
- Bambang Cahyono, Y. and Utami Widiati, (2008). The Teaching of EFL Vocabulary in Indonesian Context: The State of The Art. *TEFLIN Journal*, 19 (1).
- Cai, Yue & Hillon, Mark & El Haddad, Pierre. (2018). KURT LEWIN'S ACTION-RESEARCH.
- Cameron, K. E., & Bizo , L. A. (2019). Use of the game-based learning platform KAHOOT! to facilitate learner engagement in Animal Science Students. *Research in Learning Technology* , 1-14.
- Cameron, L. (2001). *Teaching Languages to Young learners. Cambridge. University Press.*
- Denzin, N.K., and Lincoln, Y. S. (1998). *The Landscape of Qualitative Research. Thousand Oaks, CA: Sage Publishing.*

- Fachrurrazy. 2011. Teaching English as a Foreign Language for Teachers in Indonesia. *Universitas Negeri Malang Press*.
- Gao, Chun-Mei. 2007. Influence of contexts on vocabulary testing. *US-China Education Review*, 4(7), 42-46.
- Klimova, B.; Prazak, P. (2019). Mobile blended learning and evaluation of its effectiveness on students' learning achievement. In *Blended Learning: Educational Innovation for Personalized Learning*; Cheung, S.K.S., Lee, L.-K., Simonova, I., Kozel, T., Kwok, L.-F., Eds.; *Springer*.
- Kukulka-Hulme, A., & Shield, L. (2008). An Overview of Mobile Assisted Language Learning: From Content Delivery to Supported Collaboration and Interaction. *ReCALL*, 20, 271-289.
- Listiyanto, R., & Fauzi, A. (2016). A NARRATIVE ANALYSIS OF AN ENGLISH TEACHER'S EXPERIENCE IN USING PREZI PRESENTATION SOFTWARE IN TEACHING VOCABULARY. 645-654.
- Mahbub, M. A. (2020). AN INVESTIGATION INTO UNDERGRADUATE STUDENTS' PERCEPTION OF KAHOOT MEDIATED E-ASSESSMENT. *JEELS (Journal of English Education and Linguistics Studies)*, 269-296.
- Mertler, C. A. (2001). Designing Scoring Rubrics for Your Classroom. *Practical Assessment, Research & Evaluation*, 7, 1-10.
- Mohajan, H. K. (2017). Two Criteria for Good Measurements in Research: Validity and Reliability. *Annals of Spiru Haret University Economic Series*, 17(3), 58-82.
- Moskal, Barbara M. and Leydens, Jon A. (2000) "Scoring Rubric Development: Validity and Reliability," *Practical Assessment, Research, and Evaluation*: Vol. 7, Article 10.
- Nurhadianti, P. (2020). Students' Perception toward the Application of Kahoot! as an Assessment Tool in EFL Class. *Universal Journal of Educational Research*, 2150-2155.
- Patton, MQ. (1999). "Enhancing the quality and credibility of qualitative analysis." *HSR: Health Services Research*. 34 (5) Part II. pp. 1189-1208.
- Pratama, G. A. (2020 ). STUDENT'S PERCEPTION OF GAMIFICATION TO PROMOTE CLASSROOM ENGAGEMENT AND MOTIVATION IN

SENIOR HIGH SCHOOL. *Language Research in Society (LaRSO) Journal*, 56-68.

Robert P. Pelton. (2010). Action Research For Teacher Candidates. *United State of America: Rowman*.

Shamim, Fauzia. (2017). English as the language of development in Pakistan: Issues, challenges and possible solutions.