

REFERENCES

- Amalia, D. F. (2020). Quizizz website as an online assessment for english teaching and learning: Students' Perspective. *Journal of English Language Teaching*, 7(1), 1-8.
- Anggraeni, S., & Taufiq, M. (2021). Implementation of quizizz online evaluation tools with STEM approach to measure analytical skills of the junior high school students. *Jurnal IPA dan Pembelajaran IPA*, 1-14.
- Basuki, Y., & Hidayati, Y. N. (2019). Kahoot! or Quizizz: the students' perspective. *ELIC*. Semarang.
- Chaiyo, Y., & Nokham, R. (2017). The effect of kahoot, quizizz, and google forms on the students' perception in the classroom response system. *International Conference on Digital Arts, Media and Technology* (pp. 1-5). Chiang Mai, Thailand: IEEE.
- Creswell, John .W. (2009). *Reserch Design: Pendekatan kualitatif, kuantitatif, danmixs*. Yogyakarta: Pustaka Pelajar
- Dewi, K. S., Myartawan, I. P. N. W., Swari, N. K. T. A., & Sugihartini, N. (2020). Quizizz effect on students' grammar mastery in higher EFL classroom based mobile assisted language learning (MALL). *Language and Education Journal UNIDKSHA*, 3(1), 15–24.
- 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.
- Hamel, M . (2016). *Interactive quizizz cheat sheet*. 1-2.(pdf document)
- Hanna,G.S., & Dettmer,P. A.(2004), *Assessmen for effective teaching: using contex-adaptive planning*. Boston,MA:Pearson A&B
- Sudjana, Nana, *Dasar-Dasar Proses Belajar Mengajar*, Bandung: Sinar Baru Algensindo, 2010
- Hill,P. (2017). *Assesment & examination policy*. (pdf Document)
- J.W Creswell. (2015). *Penelitian Kualitatif dan Desain Riset*. Yogyakarta: Pustakapelajar 32

- Junior, J. 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.
- Mei Suo Y, Ju Suo Y, & Adam Zalika. (2018). Implementing Quizizz as game based learning in the arabic classroom. *European Journal of Social Sciences Education and Research*, 12(1), 208– 212.
- Noor, Sugian, (2020) , Implementation of Quizizz in Learning Assessment of Biology Scope Materials to Improve Student Learning Outcomes of Class X.6 SMA 7 Banjarmasin” *Online Journal of Biological Education*, 6, no. 1 2 (accessed July 12, 2020).
- Nurhayati, Erlis, (July 2020), Increasing Student Activity in Online Learning Through Quizizz Educational Game Media during the Prevention of the Spread of Covid-19. *Journal of Pedagogy*, 07, (accessed 25 September 2020)
- Ratnasari, E., Hikmawati, R., & Ghifari, R. N. (2019). Quizizz application as gamification platform to bridge students in teaching reading comprehension. 1333-1337.
- Priyanti, N.W.I. (2019)et.al., Effect Quizizz Towards The eleventh Grade English Students’ Reading Comprehension In Mobile Learning Context, *Online ejournal of Language and Education Journal Undikshal*, 2, no.2 79 (accessed April 21, 2020)
- Sekaran, U.(2013) *Research Methods for Business: A Skill-Building Approach*.(USA: John Wiley and Sons, Inc,)
- Shamil.(2018). How do isign up for an account on quizizz ?. Retrieved from <http://quizizz.zendesk.com/hc/en-us/articles/115001575472-How-do-Isigin-up-for-an-account-on-Quizizz>
- SuharsimiArikunto, (2020) *ManagemenPenelitian*, (Jakarta :RinekaCipta,), Sugiono,(2010)*Metode Penelitian Pendidikan Kuantitatif, Kualitatif, dan R&D*, (Bandung : Alfabeta)
- Yulia Isratul Aini, (Agustus 2019), Pemanfaatan Media Pembelajaran Quizizz untuk Pembelajaran Jenjang Pendidikan Dasar dan Menengah di Bengkulu *Online Jurnal of Kependidikan*, 02, no. 25 2 (diakses 1 Juli 2020)