REFERENCES

- Amalia, Dinda Firly. "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, no. 1 (June, 2020): 1. https:// doi. org/10.33394/jo-elt.v7i1.2638.
- Baek, Youngkyun. Gaming for Classroom-Based Learning: Digital Role Playing as a Motivator of Study. Hershey: IGI Global, 2010.
- Bell, Kevin. *Game On: Gamification, Gameful Design, and the Rise of the Gamer Educator*. Maryland: Johns Hopkins University Press, 2018.
- Borcherding, Rhonda M. "Portfolios as an Alternative Assessment Strategy in Second Portfolios as an Alternative Assessment Strategy in Second Language Instruction Language Instruction." University of Northern Iowa, 2000.
- Braun, Virginia, Victoria Clarke, and Bebra Gray. "Collecting Textual, Media and Virtual Data in Qualitative Research." In *Collecting Qualitative Data A Practical Guide to Textual, Media and Virtual Techniques*, 153–82. Cambridge: Cambridge University Press, 2017. https://doi.org/10.1007/978-1-4842-5596-4_7.
- Burmester, Michael, Daniela Gerhard, and Frank Thissen. Digital Game-Based Learning. Proceedings of the 4th International Symposium for Information Design 2nd of June 2005 at Stuttgart Media University. Universitätsverlag Karlsruhe, 2005. https://doi.org/10.4018/978-1-61520-678-0.ch009.
- Caballé, Santi, and Robert Clarisó. Formative Assessment, Learning Data Analytics and Gamification In ICT Education Library of Congress Cataloging-in-Publication Data. London: Elsevier, 2016.
- Carol, Ann Tomlinson. *How to Differentiate Instruction in Academically Diverse Classroom 3rd Edition.* 3rd ed. Alexandria: ASCD, 2017.
- Carol Ann Tomlinson. How to Differentiate Instruction Mixed Ability Classroom 2nd Edition. ASCD. 2nd ed. Virginia: ASCD, 2001. https:// doi org/10.1016/0300-483X(87)90046-1.

- Carvalho, Carlos Vaz de, and Antonio Coelho. "Game-Based Learning, Gamification in Education and Serious Games." In *Game-Based Learning, Gamification in Education and Serious Games*, 11:12. Basel: MDPI, 2022. https://doi.org/10.3390/computers11030036.
- Chee, Yam San. Games-To-Teach or Games-To-Learn: Unlocking the Power of Digital Game-Based Learning Through Performance. Singapore: Springer, 2016.
- Corey, Robert C. "Digital Immigrants Teaching Digital Natives: A Phenomenological Study of Higher Education Faculty Perspectives on Technology Integration with English Core Content." Drake University, 2012.
- Daniela, Linda. "Repurposing Tech Tools for Game- Based Learning." In *Smart Pedagogy of Game-Based Learning*, edited by Linda Daniela, 1st ed., 1st ed:1–309. Switzerland: Springer, 2021.
- David Horachek. Creating E-Learning Games with Unity. Birmingham: Packt, 2014.
- Degirmenci, Rukiye. "The Use of Quizizz in Language Learning and Teaching from the Teachers' and Students' Perspectives: A Literature Review Article Info Abstract." *Language Education and Technology* (*LET Journal*) 1, no. 1 (March, 2021): 1–11. http://langedutech.com.
- Dian Fadhilawati. "Using Quizizz Application for Learning and Evaluating Grammar Material." *JOSAR (Journal of Students Academic Research)* 6, no. 1 (March, 2021): 85–94. https:// ejournal. unisbablitar. ac.id/ index. php/josar/article/view/1448.
- Fadillah, Ine Nur, and Rina Maryanti. "Application of Learning Videos and Quizizz in Increasing Students Interest in Learning English in Middle Schools." *Indonesian Journal of Multidiciplinary Research* 1, no. 2 (September, 2021): 329–36. https://doi.org/10.17509/ijomr.v1i2.37853.
- Farber, Matthew. *Gamify Your Classroom : A Field Guide to Game-Based Learning*. New York: Peter Lang, 2017.
- Foxman, Maxwell. "Rethinking Gamification." In *Rethinking Gamification*, edited by Mathias Fucs, Sonia Fizek, Paolo Ruffino, and Naiklas Schrape, 71–90. meson press by Hybrid Publishing Lab, 2014.

- Gris, Gabriele, and Clarissa Bengtson. "Assessment Measures in Game-Based Learning Research: A Systematic Review." *International Journal* of Serious Games 8, no. 1 (March, 2021): 3–26. https:// doi. org/ 10. 17083/ijsg.v8i1.383.
- Handler Miller, Carolyne. Digital Storytelling: A Creator's Guide to Interactive Entertainment. Elsevier. Vol. 53. Oxford: Focal Press, 2004.
- Handoko, Wiwin, Eva Mizkat, Auliana Nasution, Hambali, and Juna Eska. "Gamification in Learning Using Quizizz Application as Assessment Tools." *Journal of Physics: Conference Series* 1783, no. 1 (June, 2021): 1–7. https://doi.org/10.1088/1742-6596/1783/1/012111.
- Högberg, Johan, Juho Hamari, and Erik Wästlund. Gameful Experience Questionnaire (GAMEFULQUEST): An Instrument for Measuring the Perceived Gamefulness of System Use. User Modeling and User-Adapted Interaction. Vol. 29. Springer Netherlands, 2019. https:// doi. rg/10.1007/s11257-019-09223-w.
- Ibrahim, Roslina, Rasimah Che Mohd Yusoff, Hasiah Mohamed@Omar, and Azizah Jaafar. "Students Perceptions of Using Educational Games to Learn Introductory Programming." *Computer and Information Science* 4, no. 1 (January, 2011): 205–16. https://doi.org/10.5539/cis.v4n1p205.
- Irwansyah, Rudi, and Muna Izzati. "Implementing Quizizz as Game Based Learning and Assessment in the English Classroom." *TEFLA Journal* (*Teaching English as Foreign Language and Applied Linguistic Journal*) 3, no. 1 (May, 2021): 13–18. https:// doi. org/ https:// doi. org/ 10.35747 /tefla.v 3i1.756.
- John W. Creswell. *Research Design Qualitative, Quantitative, and Mixed Methods Approaches.* 4th ed. London: SAGE PublicationsSage UK: London, England, 2014.
- Ke, Fengfeng, Valerie Shute, Kathleen M. Clark, and Gordon Erlebacher. Interdisciplinary Design of Game-Based Learning Platforms: A Phenomenological Examination of the Integrative Design of Game, Learning, and Assessment. Springer. Switzerland: Springer, 2019.

Koster, Raph. A Theory of Fun for Game Design. California: O'Reilly, 2013.

Lim, Thomas Mason, and Melor Md Yunus. "Teachers' Perception towards the Use of Quizizz in the Teaching and Learning of English: A Systematic Review." *Sustainability (Switzerland)* 13, no. 11 (June, 2021): 1–15. https://doi.org/10.3390/su13116436.

- Munuyandi, Thulasirani A/P, Salina Husain, Mohd Azidan Abdul Jabar, and Zuraini Jusoh. "Effectiveness Of Quizizz in Interactive Teaching and Learning Malay Grammar." Asian Journal of University Education 17, no. 3 (July, 2021): 109–18. https://doi.org/10.24191/ajue.v17i3.14516.
- Murairwa, Stanley. "Voluntary Sampling." *International Journal of Advanced Research in Management and Social Sciences* 4, no. 2 (February, 2015): 185–95. www.garph.co.uk.
- Niman, Neil B. The Gamification of Higher Education, Developing a Game-Based Business Strategy in a Disrupted Marketplace. Palgrave Macmillan. New York: Palgrave Macmillan, 2014. https:// doi. org/ 10. 1057 /9781137331465.
- Nordlund, Marcie. *Differentiated Instruction: Meeting the Educational Needs* of All Students in Your Classroom. Maryland: Scarecrow Press, 2003. https://doi.org/10.5860/choice.41-3569.
- Nugraha, Tono Supriatna. "Inovasi Kurikulum Kurikulum Merdeka Untuk Pemulihan Krisis Pembelajaran." *Jurnal UPI Inovasi Kurikulum* 19, no. 2 (February, 2022): 251–62. https:// ejournal. upi.edu/ index. php/ JIK% 0AKurikulum.
- Plass, Jan L., Richard E. Mayer, and Bruce D. Homer. *Handbook of Game-Based Learning*. London: MIT Press, 2019.
- Pratama, Gilang A. "Students Perception of Gamification To Promote Classroom Engagement and Motivation in Senior High School." *Language Research Society* 1, no. 1 (May, 2020): 58–68. https://doi.org/10.33021/lrs.v1i1.1040.
- Priyanti, N.W.I., M.H. Santosa, and K.S. Dewi. "Effect of Quizizz Towards the Eleventh-Grade English Students' Reading Comprehension in Mobile Learning Context." *Language and Education Journal Undiksha* 2, no. 2 (July, 2019): 71–80. https://doi.org/10.23887/leju.v2i2.20323.
- Raaheim, Arild, Ketil Mathiassen, Vegard Moen, Irene Lona, Vidar Gynnild, Bente Ringlund Bunæs, and Emil Trygve Hasle. "Digital Assessment– How Does It Challenge Local Practices and National Law? A Norwegian Case Study." *European Journal of Higher Education* 2, no. 2 (November, 2018): 219–31. https:// doi. org/ 10. 1080/ 21568235. 2018.1541420.
- Rhonda, Bondie, and Zusho Akane. *Differentiated Instruction Made Practical. Differentiated Instruction Made Practical.* New York: Routledge, 2018. https://doi.org/10.4324/9781351248471.

- Salen, Katie, and Eric Zimmerman. *Rules of Play Game Design Fundamentals*. Massachusetts: MIT Press, 2004.
- Schrepp, Martin. "On the Usage of Cronbach's Alpha to Measure Reliability of UX Scales." *Journal of Usability Studies* 15, no. 4 (August, 2020): 247–58. http://uxpajournal.org.
- Suhartatik, Tony. BEST PRACTICE Implikasi Media Quizizz Berbasis Android Terhadap Kualitas Pembelajaran Dalam Mencetak Siswa Berprestasi Di Tingkat Nasional. Malang: CV. Multimedia Edukasi, 2020. https:// books. google. com/ books? hl= en&lr =&id= jDP4DwAAQBAJ&oi=fnd&pg=PA19&dq=pembelajaran+multimedia+ storyline&ots=S7WhtjUCzr&sig=aV3tCdQzhcngWNI08A3OhfekV0g.
- Tan, Wee Hoe. *Frameworks in Game- Based Learning*. Hershey PA: IGI Global, 2019.
- Teevan, David. The Routledge Handbook of Philosophy of the City. Edited by Sharon M. Meagher, Samantha Noll, and Joseph S. Biel. Routledge. Oxon: Taylor & Francis, 2020. https:// doi. org/ 10. 1080/ 10632921. 2021.1894285.
- Tlili, Ahmed, and Maiga Chang. Data Analytics Approaches in Educational Games and Gamification Systems: Summary, Challenges, and Future Insights. Singapore: Springer, 2019. https://doi.org/10.1007/978-981-32-9335-9_13.
- Tomlinson, Carol Ann, and Jay Mctighe. Integrating Differentiated Instruction and Understanding by Design. ASDC. Virginia: ASDC, 2006.
- Virginia Braun, and Victoria Clarke. Successful Qualitative Reserach a Practical Guide for Beginners. London: SAGE PublicationsSage UK: London, England, 2013.
- Yin, Robert K. *Qualitative Research from Start to Finish*. New York: The Guilford Press, 2016.
- Zahedi, Leila, Jasmine Batten, Monique Ross, Geoff Potvin, Stephanie Damas, Peter Clarke, and Debra Davis. Gamification in Education: A Mixed-Methods Study of Gender on Computer Science Students' Academic Performance and Identity Development. Journal of Computing in Higher Education. Vol. 33. Springer US, 2021. https://doi.org/10.1007/s12528-021-09271-5.

- Zhao, Fang. "Using Quizizz to Integrate Fun Multiplayer Activity in the Accounting Classroom." *International Journal of Higher Education* 8, no. 1 (January, 2019): 37–43. https://doi.org/10.5430/ijhe.v8n1p37.
- Zulaiha, Siti, Tika Meldina, and Meisin. "Problematika Guru Dalam Menerapkan Kurikulum Merdeka Belajar." *Jurnal Pendidikan Dan Pembelajaran Dasar* 9, no. 2 (November, 2022): 163–77. http://ejournal.radenintan.ac.id/index.php/terampil/article/view/13974.