

## REFERENCES

- Afzal, N., 2019. A Study on Vocabulary-Learning Problems Encountered by BA English Majors at the University Level of Education. *Arab World English Journal (AWEJ)*, 10(3): 81-98. doi: <https://dx.doi.org/10.24093/awej/vol10no3.6>
- Aini, J. N., and Ulfatul, M., 2021. Virtual Implementation of Mobile-Game Based Learning: Enhancing Students' Vocabulary Mastery and Self-Motivation. *ELT Worldwide*, 8(2): 343-351, doi:[10.26858/eltww.v8i2.22631](https://doi.org/10.26858/eltww.v8i2.22631)
- Alhebshi, A. A., & Gamlo, N., 2022. The Effects of Mobile Game-Based Learning on Saudi EFL Foundation Year Students' Vocabulary Acquisition. *Arab World English Journal (AWEJ)*, 13(1): 408-425. doi: <https://dx.doi.org/10.24093/awej/vol13no1.27>
- Alqahtani, M., 2015. The importance of vocabulary in language learning and how to be taught. *International Journal of Teaching and Education III*(3): 21-34. doi: <http://dx.doi.org/10.20472/TE.2015.3.3.002>
- Apuke, O., 2017. Quantitative Research Methods : A Synopsis Approach. Arabian Journal of Business and Management Review (Kuwait Chapter). 6: 40–47. doi: <https://doi.org/10.12816/0040336>
- Arikunto, S., 2010. *Prosedur penelitian suatu pendekatan praktik (edisi V)*. Jakarta: Rineka Cipta 69.
- Becker, K., 2011. Distinctions between games and learning: A review of current literature on games in education. In *Gaming and Simulations: Concepts, Methodologies, Tools, and Applications*. IGI Global. Retrieved from: [https://books.google.co.id/books?id=d8kOTKSjCkgC&pg=PA74&hl=id&sorce=gbs\\_selected\\_pages&cad=1#v=onepage&q&f=false](https://books.google.co.id/books?id=d8kOTKSjCkgC&pg=PA74&hl=id&sorce=gbs_selected_pages&cad=1#v=onepage&q&f=false)
- Brown, H. D., 2000. *Principles of language learning and teaching (4th ed.)*. Pearson Education. Retrieved from: [https://archive.org/stream/PrinciplesOfLanguageLearningAndTeaching/Principles\\_of\\_Language\\_Learning\\_and\\_Teaching\\_djvu.txt](https://archive.org/stream/PrinciplesOfLanguageLearningAndTeaching/Principles_of_Language_Learning_and_Teaching_djvu.txt)
- Castillo-Cuesta, L., 2020. Using Digital Games for Enhancing EFL Grammar and Vocabulary in Higher Education. *International Journal of Emerging Trends in Learning (iJET)*, 15(20): 116-129. doi: [10.3991/ijet.v15i20.16159](https://doi.org/10.3991/ijet.v15i20.16159)
- K. Y., 2021. Application of the Educational Game to Enhancing. *Front. Educ.* 6:623793. doi: 10.3389/feduc.2021.623793



- Dörnyei, Z., 2001. *Motivational strategies in the language classroom*. Cambridge University Press. doi: <https://doi.org/10.1017/CBO9780511667343>
- Gay, L.R., Mills, G.E., & Airasian, P., 2012. Educational Research; Competencies for analysis and Application. Pearson Education, Inc. Retrieved from: [Educational research : competencies for analysis and applications](#)
- Gee, J. P., 2003. What Video Games Have to Teach Us About Learning and Literacy. *Computers in Entertainment*, 1(1).
- Hanus, M. D., and Fox, J., 2015. Assessing the effects of gamification in the classroom: A longitudinal study on intrinsic motivation, social comparison, satisfaction, effort, and academic performance. *Comput. Educ.* 80: 152–161. doi: 10.1016/j.compedu.2014.08.019
- Hwang, G. J., & Wu, P. H., 2012. Advancements and trends in digital game-based learning research: a review of publications in selected journals from 2001 to 2010. *British Journal of Educational Technology*, 43(1), E6-E10. doi: 10.1111/j.1467-8535.2011.01242.x
- Jihan, N. W. N., 2022. Improving Students' Vocabulary Mastery using Web-based Vocab Game on Gamestolearnenglish.com at Seventh Grade SMPN 2 Senduro. Thesis, Universitas Islam Negeri Kiai Haji Achmad Siddiq Jember. Retrieved from: [http://digilib.uinkhas.ac.id/15813/1/NAILA%20WIDAD%20NUR%20JHAN\\_T20176087.pdf](http://digilib.uinkhas.ac.id/15813/1/NAILA%20WIDAD%20NUR%20JHAN_T20176087.pdf)
- Kapp, K. M., 2012. The Gamification of Learning and Instruction: Game-Based Methods and Strategies for Training and Education. John Wiley & Sons.
- Klopfer, E., Squire, K., & Jenkins, H., 2009. Environmental detectives—the development of an augmented reality platform for environmental simulations. *Educational Technology Research and Development*, 57(2), 203-228. doi: <http://dx.doi.org/10.1007/s11423-007-9037-6>
- Lin, M.-H., & Chen, H.-g. (2017). A study of the effects of digital learning on learning motivation and learning outcome. *Eurasia Journal of Mathematics, Science and Technology Education*, 13(7), 3553–3564. doi: <https://doi.org/10.12973/eurasia.2017.00744a>
- Ministry of Education and Culture, 2013. Panduan Teknis Penilaian di Sekolah Dasar. Jakarta Direktorat Jenderal Pendidikan Dasar RI



Lin, V., & Milovanovic, M., 2012. [Educational Games and IT : Perspectives from the Field](#). *International Journal of Human Information Technology Professionals (IJHCITP)*, 3(4), 25-38. ijhcitp.2012100101

001. Learning vocabulary in another language. Cambridge press.

- Nation, I. S. P., 2013. Learning Vocabulary in Another Language. Cambridge: Cambridge University Press.
- Nova, I., 2019. *The Effect Of Using Mobile Gaming Towards Students' Vocabulary Mastery At The Seventh Grade Of SMP Negeri 4 Siak Hulu*. Thesis, Universitas Islam Riau. Retrieved from: <http://repository.uir.ac.id/id/eprint/7762>
- Nunan, D., 2003. *Practical English language teaching*. McGraw-Hill.
- Ozer, O., & Kılıç, F., 2018. The effect of mobile-assisted language learning environment on EFL students' academic achievement, cognitive load, and acceptance of mobile learning tools. *EURASIA J Math Sci Tech Ed*, 14(7), 2915-2928. doi: <https://doi.org/10.29333/ejmste/90992>
- Panagiotis, A., & Krystalli, P., 2020. Mobile-Assisted Language Learning (MALL): Trends from 2010 to 2020 Using Text Analysis Techniques. *European Journal of Education*, 3(3), 84–93. doi: <https://doi.org/10.26417/461iaw87u>
- Richards, J. C., & Renandya, W. A., 2002. Methodology in language teaching: An anthology of current practice. Cambridge University Press. Retrieved from: <https://haybusaklib.am/wp-content/uploads/2021/08/Methodology-in-Language-Teaching-Jack-C.-Richards-Willy-A.-Renandya.pdf>
- Rohmatillah, R., 2014. A Study on Students' Difficulties in Learning Vocabulary. *English Education: Jurnal Tadris Bahasa Inggris*, 6(1). doi: <http://dx.doi.org/10.24042/ee-jtbi.v6i1.520>
- Schell, J., 2008. *The Art of Game Design: A Book of Lenses*. CRC Press. Retrieved from: [https://github.com/media-lib/prog\\_lib/blob/master/general/Jesse%20Schell%20-%20The%20Art%20of%20Game%20Design%20A%20Book%20of%20Lenses%20.pdf](https://github.com/media-lib/prog_lib/blob/master/general/Jesse%20Schell%20-%20The%20Art%20of%20Game%20Design%20A%20Book%20of%20Lenses%20.pdf)
- Shelton, B. E., & Hedley, N. R., 2002. Using mobile communication technology in high school education. *Journal of Research on Technology in Education*, 34(2), 98-101. doi: <http://dx.doi.org/10.1109/ART.2002.1106948>
- Squire, K., & Barab, S., 2004. Replaying history: Learning world history through playing Civilization III. Unpublished manuscript, University of s-Madison.
- Sudiana, N., 2008. Penilaian Hasil Proses Belajar Mengajar. Bandung : PT. Remaja



istiksa untuk penelitian. CV Alfabeta Bandung. Retrieved from: <https://www.credibl.com/document/383845283/Dokupdf-com-eBook-lik-Penelitian-by-Prof-Dr-Sugiyono-1>

Susanto, H., 2021. A Study On Students' Difficulties in Learning Vocabulary. *Journey: Journal of English Language and Pedagogy*, 4(2), 46-50. doi: <https://doi.org/10.33503/journey.v4i2.1413>

Thornbury, S., 2002. *How to teach vocabulary*. Pearson Education. Retrieved from: <https://www.scribd.com/document/340437812/Scott-Thornbury-How-to-Teach-Vocabulary>

Umbola, H., Maru, M. G., & Hampp, P., 2022. Improving Students' Vocabulary by Using Word Game Application. *SoCul: International Journal of Research in Social Cultural Issues*, 2(5). doi: <https://doi.org/10.53682/soculijrcsscli.v2i5>

Zou, D., Huang, Y., & Xie, H., 2019. Digital game-based vocabulary learning: where are we and where are we going? *Computer Assisted Language UNULearning*, 34(5–6), 751–777. doi: <https://doi.org/10.1080/09588221.2019.1640745>



Optimized using  
trial version  
[www.balesio.com](http://www.balesio.com)