

REFERENCES

- Adrefiza. (2022). *Using Gamification In The English Classroom: Impact On Motivation And Learning Outcomes*. 14(2), 537–548.
- Benhadj, Y., Messaoudi, M. El, & Nfissi, A. (2019). Investigating The Impact Of Kahoot! On Students' Engagement, Motivation, And Learning Outcomes: Ifrane Directorate As A Case Study. *International Journal Of Advance Study And Research Work*, 2(6), 2581–5997.
- Candra, K. I., Leonia, R. A., & Suyantri, E. (2024). The Effectiveness Of Educational Games In Understanding Learning English For Kindergarten Students Bunga Bangsa School, Indonesia. *Jurnal Ilmiah Profesi Pendidikan*, 9(3), 1916–1922.
- Chairanie, D., & Herlina, R. (2024). The Implementation Of Song Using Game Media To Improve Vocabulary Teaching In Islamic Senior High School: A Case Study At Islamic Senior High School In Ciamis. *Journal Of English Education Program (Jeep)*, 11(1), 63.
- Dian Anisa, K., Marmanto, S., & Supriyadi, S. (N.D.). *The Effect Of Gamification On Students' Motivation In Learning English*.
- Fadillah, E. F., Nasrullah, N., & Muth'im, A. (2023). *Ideas Journal Of Language Teaching And Learning, Linguistics And Literature The Use Of Video Games On Vocabulary Learning In English As Second Language Context*. 11(2), 1876–1885.
- Farmana, Y., & Wonua, A. R. (N.D.). *Optimizing Kahoot! Platform As Digital Media To Increase The Students' Interest And Motivation In Learning English (Case Study At English As General Subject In Stie Enam Enam Kendari) Lecturer Of Management Study Program, Stie Enam Enam Kendari*.

- Fuji Lestari, K. (2023). The Motivation Of Learning English: A Case Study Of Junior High School Students. *Education And Human Development Journal Tahun*, 8(2).
- Gede, I., Permana, Y., Wayan, N., Rismadewi, M., Canestra, N., & Putra, A. (2024). *Gamification In Efl Classroom: Results Of Implementation And Teachers' Point Of View Article History*. 6(1), 1–11.
- Habibie, A. A., Saleh, Y., Sultan, I., & Gorontalo, A. (N.D.). *An Analysis Of Using Games In Learning English Toward Students' Vocabulary Mastery In Literature Review*.
- He, M., Ratanaolarn, T., & Sitthiworachart, J. (2024). Design And Implementation Of Online Gaming For Learning Motivation And Achievement Improvement In Computer Information Technology Curriculum. *Computer-Aided Design And Applications*, 21(S5), 268–280.
- Hidayah, N., Sabarun, S., & Widiastuty, H. (2023). The Implementation Of Game Based Learning (Gbl) Method To Improve Efl Students' Vocabulary Mastery. *Edusaintek: Jurnal Pendidikan, Sains Dan Teknologi*, 11(2), 557–569.
- Huseinović, L. (2023). The Effects Of Gamification On Student Motivation And Achievement In Learning English As A Foreign Language In Higher Education. *Map Education And Humanities*, 4(1), 10–36.
- Improving Student Motivation And Learning Outcomes In English Subjects Through Cooperative Teams Games Tournament*. (N.D.).
- Irwansyah, R., Izzati, M., Kuala Regency, B., & Kalimantan Province, S. (2021). *Implementing Quizizz As Game Based Learning And Assessment In The English Classroom* (Vol. 3, Issue 1).
- Istifadah, & Ahmadi. (2023). *The Use Of Game-Based Learning Method To Improve Seven-Grader Students' English Learning Motivation And Achievement At Mts Negeri 2 Malang*. 5(2), 367–374.
- Karangmoncol, A. (N.D.). *The Effect Of Quizizz On Students English Learning Motivation At Xi Th Grade Of Sma*.

- Li, Y., Chen, D., & Deng, X. (2024). The Impact Of Digital Educational Games On Student's Motivation For Learning: The Mediating Effect Of Learning Engagement And The Moderating Effect Of The Digital Environment. *Plos One*, 19(1 January).
- Motivate Students To Learning English Using The Kahoot Game. (2022). *International Journal Of Social Science And Human Research*, 05(07).
- Oktadela, R., Octa Hadiyanti, P., & Elida, Y. (2024). The Implementation Of Classpoint In Learning English: A Case Study. *Print) Journal Of English Language And Education*, 9(3), 2024.
- Putu Wulantari, N., Rachman, A., Nurmalia Sari, M., Jola Uktolseja, L., Rofi, A., Saraswati Tabanan, I., Pahlawan No, J., Peken, D., Tabanan, K., Tabanan, K., Halu Oleo, U., Hijau Bumi Tridharma, K., Kambu, K., Kendari, K., Tenggara, S., Muhammadiyah Sungai Penuh, S., Martadinata No, J. R., Sungai Penuh, P., Sungai Penuh, K., & Sungai Penuh, K. (N.D.). The Role Of Gamification In English Language Teaching: A Literature Review. *Journal On Education*, 06(01).
- Riana Suryanti Tambunan & Tiarnita, A., & Siregar, M. M. S. (2016). *Students' Motivation In Learning English Language (A Case Study Of Electrical Engineering Department Students)* (Vol. 01, Issue 02).
- Safura, S. (N.D.). Using Game In Improving Students' Vocabulary Mastery. In *Januari* (Vol. 6, Issue 1). *Students' Motivation In Learning English By Using Games (A Descriptive Study At The Third Grade Of Intensive English Class Of Pondok Pesantren Darul Falah Be-Songo Semarang) A Final Project Submitted In Partial Fulfillment Of The Requirement For Gaining The Degree Of Education Bachelor In English Language Education*. (2016).
- Tambunan, R. M., Ichsanda, B., & Hz, R. (2023). P-; Learning English; Covid-19 Pandemic. *Tell-Us Journal*, 9.
- Tasya Amalia, G., Inayati, D., & Marini, A. (2023). Improving Students' Motivation In Learning English Through. *Jurnal Pendidikan Bahasa Inggris Undiksha*, 11(1), 1–9.

- Nashnddin Mpd, W. (N.D.). *The Head Of English Language Teaching Departnrent Lala Bumela-Mpd Nip. 1982123120t L0l I Oil Tk Secrctary Of Fnglish L\$Guage Teaching Department.*
- Ulfa, U., & Dahlan, U. A. (2022a). *The Use Of Educational Games To Enhance The English Skill Of Children With Special Needs* (Vol. 11, Issue 1).
- Ulfa, U., & Dahlan, U. A. (2022b). The Use Of Educational Games To Enhnace The English Skill Of Children With Special Needs. *Pjee*, 11(1), 114–125. *Using Games In Improving Students' Vocabulary English Department Faculty Of Tarbiyah And Teachers' Training.* (2011).
- Vasileiadou, I., & Makrina, Z. (2017). Using Online Computer Games In The Elt Classroom: A Case Study. *English Language Teaching*, 10(12), 134.
- Yudha, H. T., & Mandasari, B. (2021). The Analysis Of Game Usage For Senior High School Students To Improve Their Vocabulary Mastery. In *Journal Of English Language Teaching And Learning (Jeltl)* (Vol. 2, Issue 2).
- Zafar, A., Patah, B. M., & Fatya, S. N. (2022). Use Of Gamification To Increasing Motivation In Learning. *Curricula: Journal Of Curriculum Development*, 1(1), 33–42.