

## REFERENCES

- Budiati. (2017). ICT (Information and Communication Technology) Use Kahoot Program for English Students' Learning Booster. *The 1st Education and Language International Conference Proceedings Center for International Language Development of Unissula, 1*, 178-188 Retrieved from <http://jurnal.unissula.ac.id/index.php/ELIC/article/view/1225>
- Deterding, S., Dixon, D., Khaled, R., & Nacke, L. (2011). From Game Design Elements to Gamefulness: Defining Gamification. *Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments*, 11, 9-15. doi:10.1145/2181037.2181040
- Dicheva, D., Dichev, C., Agre, G., & Angelova, G. (2015). Gamification in Education: A Systematic Mapping Study. *Educational Technology & Society*. 18(3),75-88 Retrieved from <https://eric.ed.gov/?id=EJ1070047>
- Harmer, J. (2007). *How to Teach English*. England: Pearson Education Limited.
- Khaleel, F. L., Sahari, N., Maryam, T. S., Wook, T., & Ismail, A. (2016). Gamification Elements For Learning Applications. *International Journal on Advanced Science, Engineering and Information Technology*, 6, 164-177. doi:10.18517/ijaseit.6.6.1379
- Lee, J., & Harmer, J. (2011). Gamification in Education: What, How, Why Bother? *Academic Exchange Quarterly*. Retrieved from: <https://www.academia.edu/570970>
- Nah, F. F.-H., Zeng, Q., Telaprolu, R. V., Ayyappa, P. A., & Eschenbrenner, B. (2014). Gamification of Education: A Review of Literature. *International Conference on HCI in Business*8527, 401-409. Retrieved From <http://ceur-ws.org/Vol-2186/paper2.pdf>
- Panessai, I. Y., Abdul Rahman, M. H., Mohd Noor, N., & Mat Salleh, N. (2018). Gamification Elements and Their Impacts on Teaching and Learning. *The International Journal of Multimedia & Its Applications (IJMA)*10, Retrieved from <https://www.academia.edu/38271954>

Simões, J., Redondo, R. D., & Vilas, A. F. (2013). A Social Gamification Framework for a K-6 Learning Platform. *Computers in Human Behavior, 29*, 345-353  
DOI:10.1016/j.chb.2012.06.007

Sugiyono. (2005)Memahami Penelitian Kualitatif. Bandung: Alfabeta

Wiersma, W. (1991). Research Method in Education. Boston: Allyn and Bacon