

REFERENCES

- Bengtsson, M. (2016). How to plan and perform a qualitative study using content analysis. *NursingPlus Open*, 8-14.
- Brown, H. D. (2001). *Teaching by Principles: An Interactive Approach to Language Pedagogy*. White Plains, NY: Pearson Education (Longman).
- Brown, H. D. (2004). *Language Assessment: Principles and Classroom Practices*. White Plains, NY: Pearson Education.
- Brown, H. D. (2007). *Principles of Language Learning and Teaching*. White Plains, NY: Pearson Longman.
- Dichev, C., & Dicheva, D. (2017). Gamifying Education: what is known, what is believed and what remains uncertain: a critical review. *International Journal of Educational Technology in Higher Education*, 36.
- Erya, P. D., & Taloko, J. L. (2024). The Influence of Narrative-Based Video Games Engagement on English Vocabulary Mastery: A Narrative Inquiry. *Magister Scientiae*, 10.
- Europe, C. o. (2001). *Common European Framework of Reference for Languages: Learning, Teaching, Assessment*. Cambridge: Cambridge University Press.
- Jimmi, J., Kusuma, P. H., & Yastanti, U. (2024). Enhancing Listening Skills Through Narrative Text in Video Games. *Language Circle: Journal of Language and Literature*, 275-282.
- Lopez, C. (2019). *Otome Games: Narrative, Gender and Globalization*. Durham, North Carolina: Duke University.
- Miles, M. B., Huberman, A. M., & Saldaña, J. (2014). *Qualitative Data Analysis:*

- A Methods Sourcebook (3rd Edition)*. Thousand Oak, California: SAGE Publications, Inc.
- Nunan, D. (1999). *Second Language Teaching & Learning*. Boston, MA: Heinle & Heinle Publishers (Thomson Learning).
- Pei, Q., Chen, Y., Fan, H., Liang, J., & Xu, B. (2025). The Impact of Game Character Identification on Otome Game Players' Mate Selection Criteria. *BMC Psychology*, 831.
- Richards, J. C. (2006). *Communicative Language Teaching Today*. New York, NY: Cambridge University Press.
- Richards, J. C. (2008). *Teaching Listening and Speaking: From Theory to Practice*. Cambridge, UK: Cambridge University Press.
- Richards, J. C., & Schmidt, R. (2002). *Longman Dictionary of Language Teaching and Applied Linguistics*. London: Pearson Education (Longman).
- Schell, J. (2015). *The Art of Game Design: A Book of Lenses*. Boca raton, FL: CRC Press (Taylor & Francis Group).