

REFERENCES

- Af-idah, L. (2020). Pengembangan media pembelajaran berbasis Android mata pelajaran Al-Qur'an Hadist kelas X Madrasah Aliyah Negeri (MAN) Kota Batu Etheses of Maulana Malik Ibrahim State Islamic University. *Uin-Malang.ac.id*. <http://etheses.uin-malang.ac.id/16117/1/17771057.pdf>
- Allen, M. (2017). Designing Online Asynchronous Information Literacy Instruction Using the ADDIE Model. In T. Maddison, & M. Kumaran (Eds.), *Distributed Learning* (pp. 69-91). Chandos Publishing: Elsevier. <https://doi.org/10.1016/B978-0-08-100598-9.00004-0>
- Alfina, Tahta (2018) *Teaching Simple Present Tense To The Seventh Grade Students Of Mts Nu Nurul Ulum Jekulo Kudus In Academic Year 2017/2018 By Using Sentence Cubes Game*. Update Test thesis, Universitas Muria Kudus.
- Amaliah, S.R. (2020) *Students' Perception Toward The Implementation Of The 21st Century Skills In Learning English At SMA Negeri 1 Takalar*. Makassar Muhammadiyah University
- Arif Suryo Priyatmojo and Galuh Kirana Dwi Areni (2017). *ICT dalam Pembelajaran Bahasa Inggris*
- Audyna, R. (2021) *Students' Perception On The Use Of Kahoot Application Toward Students' Motivation In Learning English At SMAN 1 Takalar*. Muhammadiyah University of Makassar
- Azar, Betty S. (2006) *Understanding and Using English Grammar*. Longman.
- Brown, H.D. 2001. *Teaching by Principles: An Interactive Approach to Language*
- Borg, & Gall. (1983). *Educational research: An introduction*. In: New York Longman.
- Dick, W., Carey, L., & Carey, J. O. (2005). *The systematic design of instruction*
- Branch, R. M. (2009). *Instructional Design : The ADDIE Approach*. Springer.
- Branch, R. M. (2010). *Instructional Design: The ADDIE approach*. In *Instructional Design: The ADDIE Approach*.

- Creswell, J. W. (2014). *Research design: Qualitative, quantitative and mixed methods approaches (4th ed.)*. Thousand Oaks, California: SAGE Publications
- Damayanti, S. (2020) *Students' Perception On Strategies Used By The Tutor In Teaching Speaking At Faktabahasa Solo Community 2020*. State Islamic Institute of Surakarta
- Desfion Mayuri, Prima Aswirna, & Hurriyah Hurriyah. (2022). Development of a quizmaker ispring approach assessment instrument to measure understanding of student concepts. *Jurnal Inovasi Pendidikan IPA*, 7(2). <https://doi.org/10.21831/jipi.v7i2.30847>
- Dick, W., Carey, L. & Carey, J.O. (1996). *The Systematic Design of Instruction*. Florida.
- Dick, W., & Carey, L. 1996. *The systematic design of instruction (4th ed.)*. New York: Harper Collins College Publishers
- Garland, C. (2015). *Gamification and Implications for Second Language Education: A Meta Analysis*
- Hamari, J., Koivisto, J., Sarsa, H. (2014) *Does Gamification Work? — A Literature Review of Empirical Studies on Gamification*. <https://doi.org/10.1109/hicss.2014.377>
- Hamzah, H. (2021). Developing English Vocabulary Material Based Android For The First Grade Students - Repository IAIN PAREPARE. *Iainpare.ac.id*. <https://repository.iainpare.ac.id/id/eprint/3211/1/18.0213.004.pdf>
- Hari, A. (2019). Pengembangan Bahan Ajar Berbasis Addie Model. *Halaqa*, 3(1), 35–42. <https://doi.org/10.21070/halaqa.v3i1.2124>
- Hashemi, A. and Si NA Kew (2020). *The Effects of Using Blended Learning in Teaching and Learning English: A Review of Literature*
- Hinkel, E. (2002). Teaching grammar in writing classes: Tenses and cohesion. *New Perspectives on Grammar Teaching in Second Language Classrooms*, 181–198.
- Huotari, K. and Juho Hamari (2017). *A definition for gamification: anchoring gamification in the service marketing literature*. <https://doi.org/10.1007/s12525-015-0212-z>

- I Gusti Ayu Putu Suantari Pratami, Putu Kerti Nitiasih, & Luh. (2023). Development of Educational Games as Learning Media for English Learning for Primary Students. *Language Circle*, 17(2), 317–324. <https://doi.org/10.15294/lc.v17i2.43129>
- In'am Fairuz Aiman, & Dhyah Setyorini. (2019). THE COMPANY” BOARD GAME AS A LEARNING MEDIA TO IMPROVE STUDENTS’ LEARNING MOTIVATION. *Kajian Pendidikan AkuntansiIndonesia*, 7(6). <https://journal.student.uny.ac.id/ojs/index.php/kpai/article/view/14050>
- Isga, V. (2021) *An Analysis Of Students’ Perception On Online Learning In English Subject During Covid-19 Pandemic Of Eight Grade In SMP N 19 Bandar Lampung*. Raden Intan State Islamic University Lampung
- Jamaluddin Shiddiq (2021). *Inovasi Pemanfaatan Word-Wall Sebagai Media Game-Based Learning Untuk Bahasa Arab*. *Jalie; Journal of Applied Linguistics and Islamic Education*. <http://dx.doi.org/10.33754/jalie.v5i1.337>
- Kendra Cherry and Steven Gans (2020). *How Does Perception Work? : Verywell Mind.com*
- Kim, S., Song, K., Lockee, B., and Burton, J. (2018) *Gamification in Learning and Education : Enjoy Learning Like Gaming*. <https://doi.org/10.1080/00071005.2019.1682276>
- Magasvaran, V., Ukat, J., Yunus, Melor. (2021) *“Catch And Keep” Through Wordwall In Improving Vocabulary Mastery Among Year 3 Pupils*. *Series 2 Research & Design in Challenging Environment MNNF Publisher*
- Maulidya, P. (2021) *Students’ Perception On The Use Of Kahoot*. Islamic State University of Ar-Raniry Banda Aceh
- McLeod, S. (2018). *Questionnaire: Definition, Example, Design, and Type*.
- Miles, M. B. & Huberman, M. (2014). *Qualitative data analysis: a methods sourcebook*
- Moleong, Lexy J. (2017). *Metode Penelitian Kualitatif, cetakan ke-36*

- Muhammad Saqib Khan, Irfan Ullah Khan, Siraj -U-Din and Jan, R. (2015). *The impacts of ICT on the students' Performance: A Review of Access to Information*
- Muhammad Sholahuddin, Mariam, S., & Catur Kepirianto. (2023). *DESIGNING AN INTERACTIVE MODEL FOR ENHANCING READING COMPREHENSION ON MULTIMODAL DESCRIPTIVE TEXT UTILIZING GOOGLE SITE*. Uin-Alauddin.ac.id.
<https://proceedings.uinalauddin.ac.id/index.php/naselt/NELT/paper/view/936>
- Nana, A. (2017) *Students' Perception Toward Seating Arrangement In Speaking Course At English Education Study Program Of IAIN Palangka Raya*. State Islamic Institute Of Palangka Raya
- Nordquist, R. (2020, January 21). ThoughtCo.: Performative Verbs. Retrieved from ThoughtCo.:
<https://www.thoughtco.com/performative-verb-1691606>
- Nuryani, Nuri (2022) *Developing Interactive I-Spring Quizmaker-Based Reading Assessment*. Masters Thesis, Lampung University.
- OU, Q. (2017). A Brief Introduction to Perception. *Studies in Literature and Language*. <http://dx.doi.org/10.3968/10055>
- Pereira, S., & Mosa, A. (2017). A Study On The Ability To Use Simple Present Tense By The First Grade Students Of Ensino Básico Central Padre Manuel Luis Maliana In The School Year 2017. *Journal Of Innovative Studies On Character And Education(Isce)*, 1(1), 119–128.
- Pontarolo, G. (2013). *The role of grammar in EFL instruction: A study on secondary school students and teachers*. Unpublished master's thesis, University of Padova, Italy.
- Pourhossein Gilakjani, A. (2017). *A review of the literature on the integration of technology into the learning and teaching of English language skills*. International Journal of English Linguistics.
<https://doi.org/10.5539/ijel.v7n5p95>
- Puspitaloka, N. (2019, September 13). *The Effects of Grammar Mastery and Critical Thinking towards Student's Descriptive Writing Skill*.

- Putra, P.P. (2020) *Students' Perception Toward Gamification Applied On English Language Classroom At SMAN 12 Semarang*. Universitas Negeri Semarang
- Putri, M. F. (2020) *Efektivitas Penggunaan Aplikasi Wordwall Dalam Pembelajaran Daring (Online) Matematika Pada Materi Bilangan Cacah Kelas 1 Di MIN 2 Kota Tangerang Selatan*. Islamic State University of Syarif Hidayatullah Jakarta
- Cowan, R. (2008). *The teacher's grammar of English : a course book and reference guide*. Cambridge University Press.
- Rouf, Rouf (2015) *Improving students' understanding on simple present tense trough action grammar game (a classroom action research with the eighth grade B students of MTs Ma'arif Jumo Temanggung in the academic year of 2015/2016)*. Undergraduate (S1) thesis, UIN Walisongo.
- Sanjaya, W (2014). *Media Komunikasi Pembelajaran*, Jakarta: Kencana Prenada Media Group.
- Sifaul, M. M. (2017). *The Development of web based learning media for 7th grade of integrated social science subject at MTs Negeri Kota Madiun* Etheses of Maulana Malik Ibrahim State Islamic University. *Uin-Malang.ac.id*. <http://etheses.uin-malang.ac.id/9811/1/13130012.pdf>
- Sugiyono. (2014.). *Metode Penelitian kuantitatif, kualitatif dan R & D / Sugiyono*. Bandung :: Alfabeta,.
- Sugiyono. 2015. *Metode Penelitian Kombinasi Mix Methods*. Bandung: Alfabeta.
- Shiddiq, J. (2020) *Inovasi Pemanfaatan Word-Wall Sebagai Media Game-Based Learning Untuk Bahasa Arab*. <http://dx.doi.org/10.33754/jalie.v5i1.337>
- Thiagarajan, S. (1974). *Instructional development for training teachers of exceptional children: A sourcebook*.
- Wordwall. *Inventory of ICT tools*. (2020).
<https://www.ecml.at/Resources/InventoryofICTtools/tabid/1906/InventoryID/267/language/en-GB/Default.aspx>

Yu-kai Chou (2020) *Gamification & Behavioral Design. Octalysis: Complete Gamification Framework*. <https://yukaichou.com/gamification-examples/octalysis-complete-gamification-framework/>