REFERENCES

- Abdulhussein, S. H., & Alimardani, E. (2021). On the effect of employing storybased video games on Iraqi EFL learners' vocabulary retention and motivation. *Multicultural Education*, 7(4), 118-129. <u>https://doi.org/10.5281/zenodo.4681267</u>
- AğaoğluAyşenur, SüleymanŞ.Nihat. (2020). Investigation of the relationship between digital game addiction and English listening skills among university students. *International Journal of Academic Research in Education*, 6(1), 1-15.
- Alhebshi, A. A., & Halabi, M. S. (2020). Teachers' and Learners' Perceptions Towards Digital. *Journal for the Study of English Linguistics*, 8(1), 166-80.
- AL-Takhayneh, S. K., Karaki, W., Hasan, R. A., Chang, B.-L., Shaikh, J. M., & Kanwal, W. (2022). Teachers' psychological resistance to digital innovation in jordanian entrepreneurship and business schools: Moderation of teachers' psychology and attitude toward educational technologies. *Frontiers in Psychology*, 13, 1-15.
- Al-Qurtubi. (2007). *Tafsir al-Qurtubi: Classical commentary of Holy Quran* (A. A. El-Awaisi, Ed). Dar Al-Taqwa
- Amponsah, K. D., Aboagye, G. K., Narh-Kert, M., & Boateng, F. K. (2022, June). Impact of Internet Usage on Students' Success in Selected Senior Highschools in Cape Coast metropolis, Ghana. *European Journal of Educational Sciences*, 9(2), 1-18. <u>https://doi.org/10.19044/ejes.v9no2a1</u>
- Andriani, K., Andiana, & Firman. (2022). TEACHING MEDIA IN EFL CLASSROOMS: WHAT ARE THEY AND WHY SELECT THEM?. Journal of Language Testing and Assessment, 2(1), 87-97.
- Arch-Villager. (2025, April 21). Why Minecraft Infdev is better than the latest versions (gameplay and creativity-wise) [Screenshot]. Medium. <u>https://medium.com/@TheArchVillager/why-minecraft-infdev-is-better-</u> than-the-latest-versions-gameplay-and-creativity-wise-fd89469ab51a
- Aydın, S. M., & Çakır, N. A. (2022). The effects of a game enhanced learning intervention. *Educational technology research and development*, 70(5), 1809-1841. <u>https://doi.org/10.1007/s11423-022-10141-9</u>
- Calvo-Ferrer, J. R., & Belda-Medina, J. (2021). The Effect of Multiplayer Video Games on Incidental and Intentional L2 Vocabulary Learning: The Case of Among Us. *Multimodal Technologies and Interaction*, 5(80), 1-16. <u>https://doi.org/10.3390/mti5120080</u>
- Changkwian, W., & Suppasetseree, S. (2023, June). The Effects of an MMORPG on Thai EFL University Students' Reading for Main Ideas. *International Journal of Learning, Teaching and Educational Research*, 415-434. <u>https://doi.org/10.26803/ijlter.22.6.22</u>

- Chen, C.-M., & Hsu, S.-H. (2021). Digital game-based language learning: A systematic review of recent research. *Computer Assisted Language Learning*, 34(7), 1-30.
- Chik, A. (2014). Digital gaming and language learning: Autonomy and community. Language Learning & Technology, 18(2), 85-100.
- Columbia Public Health. (2023, March 30). Content analysis method and examples. Columbia University Mailman School of Public Health. <u>https://www.publichealth.columbia.edu/research/population-health-methods/content-analysis</u>
- Cornillie, F., Steven L, T., & Desmet, P. (2012). ReCALL special issue: Digital games for language learning: challenges and opportunities: Editorial Digital games for language learning: from hype to insight? *ReCALL*, 24(3), 243-256.
- Degirmenci, R. (2021). The use of Quizizz in Language learning and teaching from the teachers' and students' perspectives: A literature review. Language Education and Technology, I(1), 1-11
- Ebrahimzadeh, M., & Alavi, S. (2017). THE EFFECT OF DIGITAL VIDEO GAMES ON EFL STUDENTS' LANGUAGE LEARNING MOTIVATION. *Teaching English with Technology, 17*(2), 87-112.
- Ehsan, A., & Dwyer, E. (2024, Desember 24). The Efficacy of Commercial Computer Games as Vocabulary learning Tools for EFL Students: An Empirical Investigation. *Sunshine State TESOL Journal*, *16*(3), 24-35. <u>https://doi.org/10.2139/ssrn.5100185</u>
- Entertainment Software Association. (2024). 2024 essential facts about the U.S. video game industry. <u>https://www.theesa.com</u>
- Etherington-Smith, J. (2015, June 17). *E3 2015: Dota 2 custom games mode and Hammer level editor introduced – anyone for Pudge Wars?* [Screenshot]. IBTimes UK. <u>https://www.ibtimes.co.uk/dota-2-pudge-wars-custom-games-hammer-level-editor-valve-1506555</u>
- Fadillah, E. F., Nasrullah, N., & Muth'im, A. (2023, Desember). The Use of Video Games on Vocabulary Learning in English as Second Language Context. IDEAS: JOURNAL ON ENGLSH LANGUAGE TEACHING AND LEARNING, LINGUISTICS AND LITERATURE, 11(2), 1876-1885. https://doi.org/10.24256/ideas.v11i2.4802
- Faozan Tri Nugroho. (2019, August 9). *Cara Memaksimalkan Hero Dyrroth dalam Gim Mobile Legends Bang Bang* [Screenshot]. Bola.com. <u>https://www.bola.com/e-sports/read/4033848/cara-memaksimalkan-hero-</u> <u>dyrroth-dalam-gim-mobile-legends-bang-bang?page=2</u>
- Gong, W., & Xu, C. (2024). Teacher support as predictors of Chinese EFL Learners' classroom flow: the mediating role of academic self-efficacy. *Frontiers in Phychology*, 1-10. <u>https://doi.org/10.3389/fpsyg.2024.1452146</u>
- Hampton, K., Fernandez, L., Craig, R., & Bauer, J. M. (2020, December). Repercussions of Poor Broadband Connectivity for Students in Rural and Small Town Michigan. TPRC48: The 48th Research Conference on Communication, Information and Internet Policy.

- Husnaini, Yahya, A., & Putri, N. I. (2023). The Efficacy of the Presentation, Practice and Production (PPP) Method on Speaking Skill of the English Learners Community (ELC) Students. *Edulangue, Journal of English Language Education, 6*(1), 45-61.
- Indrayanti, I., Kuntoro, A., & Romadhon, S. A. (2023). AUDIO-VISUAL AIDS MEDIA, LANGUAGE ACQUISITION AND ATTITUDE: AN INITIAL INVESTIGATION. *LLT Journal: A Journal on Language and Language Learning*, 26(1), 314-323.
- Innersloth. (n.d.). *Among Us* [Promotional image]. Retrived June 24, 2025, from <u>https://www.innersloth.com/games/among-us/</u>
- Istiqoma, M., Nani, P. T., & Anjarwati, R. (2023). USING AUDIO VISUAL AIDS IN EFL CLASSES: INFORMATICS STUDENTS' RESPONSES. *PROJECT (Professional Journal of English Education)*, 6(5), 867-872.
- Laksmi, N. K., Yasa, I. K., & Mirayani, K. A. (2021). THE USE OF ANIMATION VIDEO AS LEARNING MEDIA FOR YOUNG LEARNER TO IMPROVE EFL STUDENTS' MOTIVATION. *Lingua*, 17(1), 42-52. <u>https://uia.e-journal.id/Lingua/article/download/1378/821</u>
- Lestari, Y. N., Pudin, Y. A., & Wibowo, V. M. (2024). The Impact of Digital Learning Policies on Educational Equity in Rural Indonesian Schools. *International Journal of Educational Evaluation and Policy Analysis*, 1(2), 13-19
- Leqa, A. F. (2024, June 14). Gaming Disorder dalam Perubahan Perilaku Remaja. (M. A. Rifai, Editor). *Warta EQ*. <u>https://wartaeq.com/gaming-disorder-dan-dampak-bagi-remaja/</u>
- Kim, H., Sefcik, J. S., & Bradway, C. (2017). Characteristics of qualitative descriptive studies: A systematic review. *Research in Nursing & Health*, 40(1), 23-42. <u>https://doi.org/10.1002/nur.21768</u>
- LifeIsStrangeFans. (n.d.). *Life is Strange: Double Exposure Extended gameplay* screenshot [Screenshot]. Retrieved June 24, 2025, from <u>https://www.lifeisstrangefans.com/screenshots/life-is-strange-double-</u> <u>exposure-05/</u>
- Ludvigsen, H. L. (2022). The Legend of Zelda: Ocarina of Time and Vocabulary acquisition in a 9th grade Norwegian classroom. (Master's Thesis)
- Martinez, L., Gimenes, M., & Lambert, E. (2022). Entertainment video games for academic learning: A systematic review. *Journal of Educational Computing Research*, 60(5), 1083-1109.
- Masayuki, U. (2009). The Video Game Industry and its Technological History (Part I): The World's First Video Game Boom. *Journal of Digital Games Research*, 3(2), 191-203. <u>https://doi.org/10.9762/digraj.3.2_191</u>
- Mastur, R., Rofiqoh, & Suriaman, A. (2021). Correlation Between Students' Motivation and English Achievement at Secondary School Level. 5th International Conference on Arts Language and Culture (ICALC 2020), 112-119.

- MobyGames. (2007, July 9). Clifford the Big Red Dog: Thinking Adventures [Screenshot]. <u>https://www.mobygames.com/game/29002/clifford-the-big-red-dog-thinking-adventures/screenshots/windows/238523/</u>
- Mustafa, H. H., Rashid, M. A., Atmowardoyo, H., & Dollah, S. (2015, November). Students' Attitudinal Factors in Learning English. *Journal of Language Teaching and Research, 6*(6), 1187-1194. https://doi.org/10.17507/jltr.0606.05
- Nurhidayat, E., Mujiyanto, J., Yuliasri, I., & Hartono, R. (2024, May). Technology integration and teachers' competency in the development of 21st-century learning in EFL classroom. *Journal of Education and Learning (EduLearn)*, 18(2), 342-349. <u>https://doi.org/10.11591/edulearn.v18i2.21069</u>
- Okoye, A. N., & Okwo, F. A. (2019). Teachers' Resistance To The Use Of Educational Communications Technology In State Owned Tertiary Institutions In Enugu State, Nigeria. *ADECT 2019 Proceedings*. <u>https://open.library.okstate.edu/adect/chapter/teachers-resistance-to-the-use-of-educational-communications-technology-in-state-owned-tertiary-institutions-in-enugu-state-nigeria/</u>
- Olejniczak, P. (2016). Educational content in non-Educational Video Games. Ars Educandi, 57-66.
- Ozer, O., & Badem, N. (2022). Student Motivation and Academic Achievement in. *LEARN Journal: Language Education and Acquisition Research Network*, 15(1), 361-382.
- ÖZGÜR, S., & Caner, M. (2022). Gamers' foreign language learning motivation. Gazi Üniversitesi Gazi Eğitim Fakültesi Dergisi, 1(1), 431-462.
- Pan, L., Tlili, A., Li, J., Jiang, F., Shi, G., Yu, H., & Yang, J. (2021, Desember 2). How to Implement Game-Based Learning in a Smart Classroom? A Model Based on a Systematic Literature Review and Delphi Method. *Frontiers in Psychology*, 12, 1-13. <u>https://doi.org/10.3389/fpsyg.2021.749837</u>
- Persada Dien, M. P. (2023). THE EFFICACY OF GENSHIN IMPACT GAME-BASED LEARNING FOR ENHANCING STUDENTS' ENGLISH VOCABULARY: A QUASI-EXPERIMENTAL STUDY. *RETAIN* (*Research on English Language Teaching in Indonesia*), 11(2), 47-51.
- Priyantin, T., & Herawati, A. (2023, June). EFL Teacher's Strategies and Challenges in Developing Digital Compentency: A Narrative Inquiry. *Pedagogy: Journal of English Language Teaching*, 11(1), 1-14. <u>https://doi.org/10.32332/joelt.v11i1.6570</u>
- R. Nasution, A. K. (2019). YouTube as a Media in English Language Teaching (ELT) Context: Teaching Procedure Text. *Journal of Ultimate Research and Trends in Education*, 1(1), 29-33.
- Rachmawati, U. (2016). COMPUTER ASSISTED LANGUAGE LEARNING (CALL) AS EFL TEACHING AND LEARNING MEDIA IN INDONESIA:OPPORTUNITY AND CHALLENGES. Jurnal Eduligua, 47-56.
- Rahman, A. A., & Angraeni, A. (2020, January). Empowering Learners with Role-Playing Game for Vocabulary Mastery. *International Journal of Learning*,

Teaching and Educational Research, 19(1), 60-73. https://doi.org/10.26803/ijlter.19.1.4

- Rama, P. S., Black, R., Van Es, E., & Warschauer, M. (2021). Affordance for second Language learning in World of Warcraft. *ReCALL*, *24*(3), 322-338.
- Reinhardt, J. (2018). *Gameful second and foreign language teaching and learning: Theory, research and practice.* Springer.
- Sabila, F., Modjanggo, V.K. (2023). Teaching English by Using Audio-Visual Media. Sintuwu Maroso Journal of English Teaching(sintuwumarsonoJET).9(1), 39-44
- Sadiqin, H., Syahri, I., & Tahrun. (2023). THE IMPLEMENTATION OF MOBILE LEGEND GAME TO INCREASE VOCABULARY. *ESTEEM Journal of English Study Programme, 6*(1), 65-68.
- Pulido Salcedo, A. A. (2023). Enhancing Students' Motivation in the EFL Classroom Through Life is Strange: A Digital Game-Based Learning Scenario Proposal. (Master's Thesis)
- Saputra, A. D., Septiani, L., Adriani, R., & Sundari, H. (2021, November). GAME-BASED ENGLISH LEARNING FOR YOUNG LEARNERS: A SYSTEMATIC REVIEW. JEdu Journal of English Education, 1(3), 109-122.
- Su, F., Zou, D., Xie, H., & Wang, F. (2021). A comparative review of mobile and non-mobile games for language learning. *SAGE Open*, 11(4).
- Surayatika, D. (2019). The Effectiveness of E-Learning as Teaching Media in EFL Classroom. *Jurnal Bahasa dan Sastra*, 8(1), 1-7.
- Suwartono, T., & Aniuranti, A. (2018). Digital Teaching Tools in 21st Century EFL Classroom: Are Our Teachers Ready? *Journal of English Language, Literature, and Teaching, 3*, 57-62.
- Toufik, G. M., & Hanane, S. (2021). Investigating the potential of online video games in enhancing EFL learners' communication skills. Universal Journal of Educational Research, 9(2), 292-298. https://www.academia.edu/download/66814294/Investigating_the_Potentia 1_of_Online_Video_Games_in_Enhancing_EFL_Learners_Communicatio n_Skill.pdf
- Union, S. O. (2019). *Key Figures on Europe: Statistics Illustrated: 2019 Edition*. Luxembourg: Publications Office of the European Union.
- Vnucko, G., & Klimova, B. (2023, January 21). Exploring the Potential of Digital Game-Based Vocabulary Learning: A Systematic Review. Systems, 11(57), 1-18. <u>https://doi.org/10.3390/systems11020057</u>
- White, J. S. (2023). Language learning in the digital game Minecraft: A mixed methods study of Japanese EFL learners.
- Widiatmoko, P., & Endarto, I. T. (2018, July). Enhancing Learning Multimodality: A Reflection of Audio-Visual Media Use in EFL Class. In International Conference on Language Phenomena in Multimodal Communication (KLUA 2018) (pp. 116-122). Atlantis Press.
- Yudinstseva, A. (2015). Game-enhanced second language vocabulary acquisiton strategies: A systematic review. Open Jurnal of Social Science, 3(10), 101. Abdulhussein, S. H., & Alimardani, E. (2021). On the Effect of Employing

Story-Based Video Games on Iraqi EFL Learners' Vocabulary Retention and Motivation. *Multicultural Education*, 7(4), 118-129.

Zelda's Palace. (2023, April 15). *The Legend of Zelda: Ocarina of Time* [Screenshot]. <u>https://www.zeldaspalace.com/ocarinaoftime/screenshots.php</u>