

REFERENCES

- Ahmad, N., & Aziz, N. H. A. (2019). Students' perception of the effectiveness of using Edmodo in enhancing their reading skills. *International Journal of Asian Social Science*, 9(3), 287–294.
- Alharbi, A. (2020). The impact of using Quizizz on students' reading comprehension. *International Journal of Instruction*, 13(1), 1-16.
- Alharbi, A. A., & Alshammari, M. M. (2021). The Effectiveness of Digital Learning Tools in Enhancing Students' Learning Outcomes: A Review of Literature. *International Journal of Emerging Technologies in Learning (iJET)*, 16(1), 4-18.
- Ally, M., & Prieto-Blázquez, J. (2014). What is the future of mobile learning in education? *International Journal of Educational Technology in Higher Education*, 11(1), 142–151.
- Al-Mahrooqi, R., & Denman, C. (2016). *Enhancing reading in English as a foreign language through interactive technologies*. Springer.
- Astuti, Y., & Nurweni, A. (2021).** Developing Reading Comprehension through Quizizz: A Digital Game-Based Learning Approach. *Journal of English Language Teaching and Applied Linguistics*, 3(2), 89–99.
- Bailenson, J. N. (2021). *Experience on Demand: What Virtual Reality Is, How It Works, and What It Can Do*. New York: Penguin Press.
- Baker, R. (2020). The Effectiveness of Webinars in Higher Education: A Review of the Literature. *International Journal of Educational Research Review*, 5(2), 1-10.
- Brown, H. D. (2004). *Language assessment: Principles and classroom practices*. Pearson Education.
- Brown, H. D. (2007). *Teaching by principles: An interactive approach to language pedagogy* (3rd ed.). Pearson Education.
- Creswell, J. W., & Creswell, J. D. (2018).** *Research Design: Qualitative, Quantitative, and Mixed Methods Approaches* (5th ed.). SAGE Publications.
- Deterding, S., Dixon, D., Khaled, R., & Nacke, L. (2019). From Game Design Elements to Gamefulness: defining "gamification". In *Proceedings of the 15th international academic MindTrek conference: Envisioning future media environments* (pp. 9-15).

- Dichev, C., & Dicheva, D. (2017). Gamification in education: What, how, why bother? *International Journal of Educational Technology in Higher Education*, 14(1), 1-20.
- Duncan, D. J. (2018). The Impact of Podcasting on Student Engagement and Learning Outcomes. *Journal of Educational Technology Development and Exchange*, 11(1), 1-12.
- Ertmer, P. A., & Ottenbreit-Leftwich, A. T. (2016). Teacher Technology Change: How Knowledge, Confidence, Beliefs, and Culture Intersect. *Journal of Research on Technology in Education*, 48(3), 225-241.
- Fitria, T. N. (2021).** The Effectiveness of Using Quizizz Application Toward Students' Reading Comprehension. *PROJECT (Professional Journal of English Education)*, 4(2), 249–256.
- Gee, J. P. (2017). *Games, learning, and society: Learning and meaning in the digital age*. New York: Peter Lang.
- Grabe, W., & Stoller, F. L. (2011). *Teaching and Researching Reading* (2nd ed.). Routledge.
- Hamari, J., Koivisto, J., & Sarsa, H. (2016). Does gamification work? A literature review of empirical studies on gamification. In 2014 47th Hawaii international conference on system sciences (pp. 3025-3034). IEEE.
- Hattie, J. (2018). *Visible Learning: Feedback*. New York: Routledge.
- Hattie, J., & Donoghue, G. M. (2016). Learning Strategies: A Synthesis and Conceptual Model. *Frontiers in Psychology*, 7, 1-10.
- Huang, H. (2018). Empowering Students through Digital Game-Based Language Learning: An Effective Approach to Develop Reading Skills. *Computer Assisted Language Learning*, 31(5-6), 552–574.
- Husain, M. (2020). The Role of Digital Media in English Language Learning: A Review of Literature. *Journal of Language and Linguistic Studies*, 16(1), 1-10.
- Husna, A. (2019). Tujuan Membaca dalam Pembelajaran. *Jurnal Pendidikan dan Pembelajaran*, 6(2), 123-130.
- Hwang, G. J., Wu, P. H., & Chen, C. H. (2020). Seamless Learning: A New Instructional Strategy for the 21st Century. *Educational Technology & Society*, 23(1), 1-12.

- Janah, S. R. (2023). Pengaruh media pembelajaran Quizizz fitur paper mode terhadap motivasi belajar siswa pada mata pelajaran IPS di SMP.
- Johnson, D. W., & Johnson, R. T. (2015). Cooperative Learning: Improving University Instruction by Extending the Model to College and University Students. *Journal of Higher Education Theory and Practice*, 15(3), 1-8.
- Johnson, L., Adams Becker, S., Estrada, V., & Freeman, A. (2016). NMC horizon report: 2016 higher education edition. Austin, Texas: The New Media Consortium.
- Kapp, K. M. (2016). *The gamification of learning and instruction fieldbook: Ideas into practice*. San Francisco: Pfeiffer.
- Kementerian Pendidikan dan Kebudayaan Republik Indonesia. (2013). *Kurikulum 2013: Panduan Guru Bahasa Inggris untuk SMA/MA*. Jakarta: Kementerian Pendidikan dan Kebudayaan.
- Khan, M. S., & Khan, M. A. (2021). Challenges of Digital Learning in Education: A Review of Literature. *International Journal of Educational Research Review*, 6(1), 1-10.
- Khan, M. S., Khan, M. A., & Khan, A. (2021). The Effectiveness of Quizizz as a Learning Tool in Higher Education: A Review of Literature. *International Journal of Educational Research Review*, 6(1), 1-10.
- Kim, T. K. (2015). T test as a parametric statistic. *Korean journal of anesthesiology*, 68(6), 540-546.
- Kirkpatrick, A. (2019). The Role of Blogging in Education: A Review of the Literature. *Journal of Educational Technology Systems*, 48(3), 345-360.
- Kirkpatrick, D. L., & Kirkpatrick, J. D. (2006). *Evaluating Training Programs: The Four Levels* (3rd ed.). Berrett-Koehler Publishers.
- Koivisto, J., & Hamari, J. (2019).** The Rise of Motivational Information Systems: A Review of Gamification Research. *International Journal of Information Management*, 45, 191–210.
- Kurniawan, A., Sari, D. P., & Rahman, A. (2021). The effect of interactive quizzes on students' engagement and learning outcomes. *Journal of Educational Research and Practice*, 11(2), 45-58.
- Kurniawan, B., & Arifin, Z. (2020).** Enhancing Students' Engagement and Motivation in Reading through Quizizz Application. *Journal of Language Intelligence and Culture*, 1(1), 25–34.

- Kurniawati, R., Wahyudi, A., & Setyarini, S. (2020). Challenges in Teaching English at Vocational High School in Indonesia. *Journal of English Language Teaching and Linguistics*, 5(2), 232–247.
- Mardiana, R. (2022). Jenis-Jenis Pemahaman Membaca. *Jurnal Linguistik dan Sastra*, 5(1), 45-52.
- Mayer, R. E. (2020). *The Cambridge Handbook of Multimedia Learning* (3rd ed.). Cambridge University Press.
- Ng, W. (2015). *New digital technology in education: Conceptualizing professional learning for educators*. Springer.
- Palincsar, A. S., & Brown, A. L. (1984). Reciprocal Teaching of Comprehension-Fostering and Comprehension-Monitoring Activities. *Cognition and Instruction*, 1(2), 117-175.
- Panjaitan, E., Indari, A., & Andriani, L. (2025). An Analysis Of Students' difficulties In Reading Comprehension At The Eleventh Grade Of Bintang Langkat Senior High School. *Jurnal Serunai Bahasa Inggris*, 17(1).
- Piaget, J. (2015). *The construction of reality in the child*. New York: Basic Books.
- Puspitasari, R., Kharisma, N., & Sari, I. N. (2022).** Gamified Reading Comprehension Using Quizizz for Senior High School Students. *Journal of Teaching and Learning in English Literature*, 5(1), 12–21.
- Putri, L. N., & Subekti, A. (2022). Exploring Teachers' Assessment Practices of EFL Reading Comprehension in Indonesia: Challenges and Strategies. *Studies in English Language and Education*, 9(1), 97–114.
- Qian, M., & Clark, K. R. (2016).** Game-based Learning and 21st Century Skills: A Review of Recent Research. *Computers in Human Behavior*, 63, 50–58.
- Rahmawati, R. (2021). Tantangan dalam Pembelajaran Membaca di Sekolah Menengah Atas. *Jurnal Pendidikan Bahasa dan Sastra*, 5(1), 45-52.
- Rasyid, M. H., & Nugroho, A. S. (2023).** The Effect of Quizizz on Students' Reading Speed and Comprehension. *International Journal of Language and Literature*, 7(1), 44–53.
- Redecker, C. (2017). *European framework for the digital competence of educators: DigCompEdu*. Publications Office of the European Union.

- Rukmini, D., & Drajati, N. A. (2020).** Using Web-Based Applications to Improve Reading Comprehension in the EFL Classroom. *International Journal of Emerging Technologies in Learning (IJET)*, 15(5), 126–134.
- Sari, D. (2020). Pemahaman Membaca: Teori dan Praktik. *Jurnal Pendidikan Dasar*, 8(1), 89-95.
- Sari, R., & Wahyudin, A. Y. (2020). The Use of Quizizz in Improving Students' Reading Comprehension. *Journal of English Language Teaching and Literature*, 8(2), 27–36.
- Setiawan, A., Prabowo, H., & Widiastuti, T. (2022). The effectiveness of Quizizz in improving reading comprehension among vocational high school students. *International Journal of Instruction*, 15(1), 123-138.
- Sukardi, A. (2017). Tujuan Pembelajaran Bahasa Inggris di Sekolah Menengah Atas. *Jurnal Pendidikan dan Pembelajaran*, 4(2), 123-130.
- Tarigan, H. G. (2008). *Membaca sebagai Suatu Keterampilan Berbahasa*. Bandung: Angkasa.
- Traxler, J. (2018). Learning with Mobiles in Developing Countries. In Ally, M., & Tsinakos, A. (Eds.), *Perspectives on Open and Distance Learning: Increasing Access through Mobile Learning*. Commonwealth of Learning and Athabasca University.
- Traxler, J. (2018). Learning with Mobiles in Developing Countries. In M. Ally & A. Tsinakos (Eds.), *Perspectives on Open and Distance Learning: Increasing Access through Mobile Learning*. Commonwealth of Learning.
- UNESCO (2006).** Education for All Global Monitoring Report: Literacy for Life.
- Voogt, J., & Roblin, N. P. (2012). A Comparative Framework for 21st Century Competencies. *Journal of Curriculum Studies*, 44(3), 299-321.
- Warschauer, M., & Matuchniak, T. (2015). New Technology and Digital Worlds: A Review of the Literature. *Review of Educational Research*, 85(1), 1-30.
- Yulianti, K., Sulisty, G. H., & Widiati, U. (2021). Indonesian EFL Teachers' Teaching Reading Practices: Observed Classrooms vs Curriculum Expectations. *Indonesian Journal of Applied Linguistics*, 11(2), 306–315.

Zainuddin, Z., Chu, S. K. W., Shujahat, M., & Perera, C. J. (2020). The Impact of Gamification on Learning and Instruction: A Systematic Review of Empirical Evidence. *Educational Research Review*, 30, 100326.

Zhang, Y., Wang, Y., & Wang, Y. (2021). The Impact of Digital Learning Resources on Student Engagement and Learning Outcomes: A Study of Higher Education. *Journal of Educational Technology & Society*, 24(1), 1-12.