

REFERENCES

- Adi Bhat. (2011). *Data Collection: Definition, Methods, Example and Design*.
(online) from (<https://www.questionpro.com>, accessed on March 16 2020)
- Agung, N. (2013). *Penerapan Model-model Assessment dalam Pembelajaran Sejarah Kelas X SMA Negeri Se-Kabupaten Semarang tahun ajaran 2013/2014*. Skripsi. Semarang: fakultas Ilmu Sosial Program Studi Sejarah Iniversitas Negeri Semarang.
- AR, Syamsudin dan Damaniati. (2011). *Metode Penelitian Pendidikan Bahasa*. Bandung: Remaja Rosdakarya.
- Arif., et.al. (2019). *Benefits and Challenges of Using Game-Based Formative Assessment Among Undergraduate Students*. Humanities & Social Sciences Reviews. 19(4) 203-213
- Arikunto, Suharsimi. (1999). *Dasar-Dasar Evaluasi Pendidikan*. Jakarta: BumiAksara.
- Arikunto. (2000). *Prosedur Penelitian Suatu Pendekatan Praktek*. Jakarta: PT Rineka Cipta.
- Arikunto. (2006). *Prosedur Penelitian Suatu Pendekatan Praktek*. Jakarta: PT Rineka Cipta.
- Arsyad. A (2002). *Media Pembelajaran*. Jakarta: Raja Grafindo Persada.
- Ary.,et.al. (2006). *Introduction to Research in Education*. Wadsworth: Cengage Learning.
- Bachri, Bachtiar. S (2010). *Menyakinkan Validitas Data Melalui Triangulasi pada Penelitian Kualitatif*. Universitas Negeri Surabaya. Surabaya

- Basuki. Y., & Hidayati. Y.N. (2019). *Kahoot! or Quizizz: The Students' Perspectives*. ELLIC 2019
- Beghetto. R.A. (2018). *What If? Building Students' Problem-Solving Skills Through Complex Challenges*, (online) from (<https://www.ascd.org>, accessed on July 23rd 2020)
- Bintang. P.A. (2014). *Perspektif Remaja Tentang Pernikahan Dini*. Skripsi. Bengkulu: Fakultas Ilmu Sosial dan Ilmu Politik. Universitas Bengkulu
- Brown. H.D. (2003). *Language Assessment Principles and Classroom Practices*. California: Longman University Press.
- Chaer. (2009). *Pengantar Semantik Bahasa Indonesia*. Jakarta: PT Rineka Cipta
- Campbell, A. (2005). *Application of ICT and Rubrics to the Assessment Process where Professional Judgment is involved: The Features of an E-Marking Tool Assessment and Evaluation in Higher Education*, 30(5), 529-537
- Citra. Cahyani Amildah dan Rosy. Brillian. (2020). *Keefektifan Penggunaan Media Pembelajaran Berbasis Game Edukasi Quizizz Terhadap Hasil Belajar Teknologi Perkantoran Siswa Kelas X SMK Ketintang Surabaya*. Jurnal Pendidikan Administrasi Perkantoran (JPAP), 20(2), 261-272
- Cosmin. (2011). *Manfaat Assessment bagi Pendidikan*. (online), from (<https://www.cosminlim.blogspot.com>, accessed on March 13th 2020).
- Collin dictionary (online), from (<https://www.collinsdictionary.com>, accessed on July 23rd 2020)

- Cresswell, John. (2009). *Research Design Pendekatan Kualitatif, Kuantitatif, dan Mixed*. Yogyakarta. PT Pustaka Belajar.
- Dewi.C.K. (2018). *Pengembangan Alat Evaluasi Menggunakan Aplikasi Kahoot pada Pembelajaran Matematika kelas X*. Skripsi. Lampung: Fakultas Tarbiyah dan Keguruan Universitas Islam Negeri Lampung.
- Ediyanto. (2016). *Penilaian Formatif Dan Penilaian Sumatif* from (<https://yudharta.ac.id>, accessed on January 30th 2020)
- Fabelia. (2020). *Pengajaran Bahasa Inggris di Sekolah – Fakta dan Dampaknya* from (<https://www.fabelia.com>, accessed on January 30th 2020.)
- Farizal. (2010). *Penerapan Formative Summative Evaluation Model Dalam Penelitian Tindakan*.
- Herdiansyah. (2009). *Wawancara, Observasi, dan Focus Group*. Jakarta: Grafindo
- Humas UGM. (2006). *Tentang Pembelajaran Bahasa Inggris di Indonesia* from (<https://ugm.ac.id>, accessed on January 03rd 2020.)
- Iman. Nurul. (2020). *Persepsi Mahasiswa Pendidikan Kimia Terhadap Kuis Berbasis Platform Online Sebagai Media Evaluasi Belajar*. Skripsi. Jakarta: Fakultas Ilmu Tarbiyah dan Keguruan. UIN Syarif Hidayatullah.
- Jabbarifar, T. (2009). *The Importance of Classroom Assessment and Evaluation in Educational System*. The 2nd International Conference of Teaching and Learning.
- Ju, Yan. S. (2018). *Implementing Quizizz Application Based Learning in the Arabic Classroom*. European Journal of Social Sciences.

- Junior, J.B.B. (2020). *Assessment for Learning with Mobile Apps: Exploring the Potential of Quizizz in the Educational Context*. International Journal of Development Research (IJDR). 20(1) 33366-33371
- Kementrian Pendidikan. (2014). *Ujian Nasional Berbasis Komputer*. (online), from (<https://www.unbk.kemendikbud.go.id>, accessed on March 16th2020)
- Komalasari, Garantina., Eka Wahyuni., and Karsih. (2011). *Teori dan Teknik Konseling*. Jakarta: Indeks.
- Kurnia, E.D, Nugroho, Y.E. (2017). *Pelatihan Pembuatan Media Pembelajaran Aksara Jawa Bagi Guru Bahasa Jawa SMA di Kabupaten Semarang*. Jurnal Pengabdian Pada Masyarakat 2(2) 101-112.
- Lodico, G, Margeurite, Dean T. Spaulding, Katherine H. Voegtle. (2006). *Methods in Educational Research from Theory to Practice San Fransisco, Josey Bass*. From (<https://jurnal.methods.ac.id>, acceseed on January 03rd 2020.)
- Mariani. L. (1997). *Teacher Support and Teacher Challenge in Promoting Learner Autonomy*. Journal of TESOL 97(2). (online) from (<http://www.learningpaths.org/papers/papersupport.htm>, accessed on July 25th 2020.
- Marina. (2015). *Information and Communication Technology (ICT) and Its Role in Educational Assessment*. Englisia 15(1), 23-37
- Muid, A. (2015). *Pentingnya Bahasa Inggris dan Bahasa Arab pada Kurikulum Pendidikan*. Jurnal Ilmu Pendidikan Islam 14(2) 32-41.

- Munir, M. (2014). *Pengembangan Media Pembelajaran Interaktif Kompetensi Dasar Register Berbasis Inkuiri Terbimbing*. Jurnal Pendidikan Teknologi dan Kejuruan 14(2)184-190
- Nancy. (2018). *Software Pembelajaran Online menggunakan Quizizz*. From (<https://nancyradjah31.blogspot.com>, accessed on February 25th 2020.)
- Pandji. (2006). *Prinsip Pengembangan Media Pendidikan-Sebuah Pengantar*. (online) from (<https://www.teknologipendidikan.wordpress.com>, accessed on March 15th 2020)
- Pengertian Analisis Data Menurut Ahli. (2010). (online) from (<https://www.maxmanroe.com>, accessed on 16th March 2020)
- Pengertian Assessment Menurut Ahli*. (2010) From (<https://cerpenik.blogspot.com>. accessed on December 29th 2019.)
- Pitoyo, et.al. (2019). *Gamification Based Assessment: A Test Anxiety Reduction through Game Elements in Quizizz Platform*. International Journal of Education and Teaching, 6(3), 456-471
- Pratama. A.R. (2018). *Tugas Terstruktur*. Fakultas Manajemen Pemerintahan. Institut Pemerintahan Dalam Negeri
- Prayetno. A. (2015). *Kerjasama Komunitas ASEAN 2015 Dalam Menghadapi ATHG (Ancaman, Tantangan, Hambatan, dan Gangguan)*. Prosiding Seminar Nasional. UTCC 26 Agustus 2015.
- Puspitayani., et.al. (2020). *Developing Online Formative Assessment Using Quizizz for Assessing Reading Competency of the Tenth Grade Students in Buleleng Regency*. Jurnal Ilmiah Pendidikan dan Pembelajaran. 20(4) 36-47

Quizizz. (2020). *Definition Quizizz*. (online) from (<http://quizizz.com>, accessed on February 25th 2020.)

Quizizz. (2020). *What is Quizizz*. (online) from (<http://quizizz.com/helpcenter>, accessed on February 25th2020.)

Rahayu, I.S.D., Pernawarman. P. (2018). *The Use of Quizizz in Improving Students' Grammar Understanding through Self-Assessment*. *Advances in Social Science, Education and Humanities Research*. Volume 254.

Ratnasari.E., Hikmawati,. et.al. (2019). *Quizizz Application as Gamification Platform to Bridge Students in Teaching Reading Comprehension*. This paper presented at Seminar Nasional Pendidikan, FKIP UNMA 2019 Literasi Pendidikan Karakter Berwawasan Kearifan Lokal pada Era Revolusi Industri 4.0, Majalengka, August 08th2019.

Richard, Jack C, and Richard Schmidt (2010). *Longman Dictionary of Language Teaching and Applied Linguistic*. London: Longman (person education).

Şahin. M. (2019). *Classroom Response Systems as a Formative Assessment Tool: Investigation into Students' Perceived Usefulness and Behavioral Intention*. *International Online Journal of Education and Teaching (IOJET)*, 19(4) 693-705

Sadiman, et.al (2002). *Media Pendidikan: Pengertian dan Pemanfaatannya* Jakarta: PT. Raja Grafindo Persada.

Scriven, Michael. (1991). *American Journal of Evaluation*. The online version of this article can be found at:(<http://aje.sagepub.com/cgi/content/abstract/12/1/55>.)

- Setiawan. S. (2020). *Assessment Adalah: Pengertian, Contoh, Fungsi, Tujuan, Jenis, Contoh*. (online) from (<https://www.gurupendidikan.com>, accessed on March 16th 2020).
- Sudiyanto.(2015). *Pengembangan Model Assessment as Learning Pembelajaran Akuntansi di SMK*. Jurnal Penelitian dan Evaluasi Pendidikan 19(2), 189-201.
- Sugiyono. (2013). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta, CV.
- Sugiyono. (2016). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta, CV.
- Sugiyono. (2017). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta, CV.
- Terry Flew. 2008. An Introduction to New Media. (online) from: (<https://www.researchgate.net/publication/200026356>, accessed on January 04th 2020.)
- Valencia, Sheila w. (2009) *What are the Different of Aauthentic Assessment? Understanding Authentic Classroom-Based Lliteracy Assessment (1997)* from (<https://www.eduplace.com>.)
- Wilda. (2013). *Perkembangan Pendidikan Bahasa Inggris di Indonesia*. (online) from (<https://www.wildanurhayatun.wordpress.com>, accessed on March 16th2020).
- Yolanda. D. (2017). *Assessment Techniques Used by a Teacher in Assessing Students' Language Skills*. Skripsi. Bandung: Fakultas Pendidikan Bahasa Inggris. Universitas Pendidikan Indonesia.