REFERENCES

[1] J. Cambria and J. T. Guthrie, "Motivating and Engaging Students in Reading," *New Engl. Read. Assoc. J.*, vol. 46, no. 1, pp. 16–29, 2010.

[2] J. A. Fredricks, P. C. Blumenfeld, and A. H. Paris, "School Engagement: Potential of The Concept, State of The Evidence," *Rev. Educ. Res.*, vol. 74, no. 1, pp. 59–109, 2004.

[3] M. Liu, C. Kang, and L. Dong, *Instructional Design Research: A Disciplinary Perspective*. Beijing: Beijing Normal University Press, 2018.

[4] M. K. Ahmad, A. H. Mohd Adnan, A. A. Yusof, M. A. Mohd Kamal, and N. N. Mustafa Kamal, "Using New Technologies to Teach English in Malaysia: Issues and Challenges," in *Proceedings of the International Invention, Innovative & Creative (InIIC) Conference, Series*, 2019, pp. 203–207.

[5] M. Mahyoob, "Challenges of E-Learning During the COVID-19 Pandemic Experienced by EFL Learners," *Arab World English J.*, vol. 11, no. 4, 2020.

[6] P. Kaimara, E. Fokides, A. Oikonomou, and I. Deliyannis, "Potential Barriers to the Implementation of Digital Game-Based Learning in the Classroom: Pre-Service Teachers' Views," *Technol. Knowl. Learn.*, vol. 26, no. 4, pp. 825–844, 2021.

[7] M. Hartt, H. Hosseini, and M. Mostafapour, "Game On: Exploring the Effectiveness of Game-based Learning," *Plan. Pract. Res.*, vol. 35, no. 5, pp. 589–604, Oct. 2020.

[8] R. C. B. Biru, A. Saepudin, and S. Sardin, "Analisis Literasi Digital Terhadap Pembelajaran Mandiri Di Masa Pandemi Covid-19," *Indones. J. Adult Community Educ.*, vol. 2, no. 2, pp. 61–69, 2020.

[9] K. D. Sartika, D. F. Heriyawati, and S. Elfianto, "The use of Blooket: A Study of Student's Perception Enhancing English Vocabulary Mastery," *Acad. J. English Lang. Educ.*, vol. 7, no. 2, pp. 357–368, 2023.

[10] N. Khalip and K. L. Li, "TESL Trainee Teachers' Perceptions Toward Implementing Blooket in the Online English Language Teaching and Learning Process," *Malaysian J. ELT Res.*, vol. 20, no. 2, pp. 96–109, 2023.

[11] S. Kusumayanthi and M. Rusmiyati, "Students' Engagement in Learning English Vocabulary via Games in Kahoot!," *English J. Lit. UTama*, vol. 5, no. 2, pp. 444–452, 2021.

[12] Y. W. Astika, S. Rahmiat, and S. Jesika, "English Teacher's Learning Strategy to Increase Students' Interest in Class (Study at SMP N 22 Tebo Jambi)," *J. Lang. Educ. Dev.*, vol. 2, no. 2, pp. 314–321, 2020.

[13] O. A. Sasalia and F. M. Sari, "Utilizing Novel in the Reading Class to Explore Students' Viewpoint of Its Effectiveness," *J. English Lang. Teach. Learn.*, vol. 1, no. 2, pp. 56–61, 2020.

[14] A. Urquhart and C. Weir, *Reading in a Second Language: Process, Product*

and Practice. London: Longman, 1998.

[15] M. Bojovic, "Reading Skills and Reading Comprehension in English for Specific Purposes," in *The International Language Conference on the Importance of Learning Professional Foreign Languages for Communication Between Cultures*, 2010, pp. 1–6.

[16] F. B. Davis, "Research in Comprehension in Reading," *Read. Res. Q.*, vol. 3, no. 4, pp. 499–545, 1968.

[17] J. Oakhill, K. Cain, and B. Nesi, "Understanding of Idiomatic Expressions in Context in Skilled and Less Skilled Comprehenders: Online Processing and Interpretation," *Sci. Stud. Read.*, vol. 20, no. 2, pp. 124–139, 2016.

[18] E. Lindeblad, I. Svensson, and S. Gustafson, "Self-Concepts and Psychological Well-Being Assessed by Beck Youth Inventory Among Pupils with Reading Difficulties," *Read. Psychol.*, vol. 37, no. 3, pp. 449–469, 2016.

[19] J. Harmer, *The Practice of English Language Teaching*. New York: Longman, 2007.

[20] D. H. Brown, *Language Assessment: Principles and Classroom Practices*. New York: Pearson Education, 2004.

[21] R. L. Allington, "What I've Learned about Effective Reading Instruction," *Phi Delta Kappan*, vol. 83, no. 10, pp. 740–747, Jun. 2002.

[22] K. Morrow and M. Schocker, "Using Texts in a Communicative Approach," *ELT J.*, vol. 41, no. 4, pp. 248–256, 1987.

[23] B. Konare, "Reading Comprehension in Large Classes: A Practical Classroom Procedure," in *English Teaching Forum*, 1994, pp. 6–9.

[24] Z. Djamarah, *Strategi Belajar Mengajar*. Jakarta: Rineka Cipta, 2010.

[25] Zanikhan, "Tinjauan Tentang Minat Belajar Siswa," 2008. http://zanikhan.multiply.com/journal/item/1206

[26] M. Shah, *Learning Psychology*. Jakarta: Raja Grafindo Persada, 2003.

[27] R. L. Miller, R. F. Rycek, and K. Fritson, "The Effects of High-Impact Learning Experiences on Student Engagement," *Procedia-Social Behav. Sci.*, vol. 15, pp. 53–59, 2011.

[28] M. W. Eysenck, *Simply Psychology*. London: Routledge, 2017. doi: 10.4324/9781315517933.

[29] J. Rossetti and P. G. Fox, "Factors Related to Successful Teaching by Outstanding Professors: An Interpretive Study," *J. Nurs. Educ.*, vol. 48, no. 1, pp. 11–16, Jan. 2009, doi: 10.3928/01484834-20090101-09.

[30] S. Kim, K. Song, B. Lockee, and J. Burton, *Gamification in Learning and Education*. Cham: Springer International Publishing, 2018.

[31] K. D. Anisa, S. Marmanto, and S. Supriyadi, "The Effect of Gamification on Students' Motivation in Learning English," *Leks. J. Bahasa, Sastra dan Pengajarannya*, vol. 14, no. 1, pp. 22–28, 2020.

[32] J. Harmer, *The Practice of English Language Teaching*. London: Pearson, 2015.

[33] W. H.-Y. Huang and D. Soman, "A Practitioner's Guide to Gamification of Education," *Rep. Ser. Behav. Econ. Action*, vol. 29, no. 4, p. 37, 2013.

[34] S. Albrecht and A. Cherrington, "The Value of Gamification for Language Learning," Youtube, 2019. [Online]. Available: https://www.youtube.com/watch?v=ZpOJ6tW5RFk

[35] K. M. Kapp, *The Gamification of Learning and Instruction: Game-Based Methods and Strategies for Training and Education*. New Jersey: John Wiley & Sons, 2012.

[36] R. Koster, *A Theory of Fun for Game Design*. Gravenstein Highway North: Paraglyph Press, 2004.

[37] A. May, "Gamification, Game-Based Learning, and Student Engagement in Education," Winona State University, 2021.

[38] J. E. Kemp and D. K. Dayton, *Planning and Producing Instructional Media*, 5th ed. Harper & Row, 1985.

[39] O. Bratel, M. Kostiuk, S. Bratel, and I. Okhrimenko, "Student-Centered Online Assessment in Foreign Language Classes," *Linguist. Cult. Rev.*, vol. 5, no. S3, pp. 926–941, 2021.

[40] K. Harris, "7 Reasons Why Blooket is the Best Way To Engage Students," *Phrasedllc*, 2021. https://www.phrasedllc.com/post/blooket-is-the-best-way-to-engage-students

[41] C. A. Perfetti and L. Hart, "The Lexical Basis of Comprehension Skill," in *On The Consequences of Meaning Selection: Perspectives on Resolving Lexical Ambiguity*, Washington: American Psychological Association, 2001, pp. 67–86.

[42] L. J. Moleong, *Metodologi Penelitian Kualitatif*. Bandung: Remaja Rosdakarya, 2005.

[43] J. R. Fraenkel and N. E. Wallen, *How to Design and Evaluate Research in Education*, 6th ed. New York: McGraw-Hill, 2006.

[44] W. Sanjaya, *Kurikulum dan Pembelajaran*. Jakarta: Prenada Media Group, 2013.

[45] L. J. Moleong, *Metode Penelitian Kualitatif*. Bandung: Remaja Rosdakarya, 2014.

[46] J. W. Creswell, *Research Design: Qualitative, Quantitative, and Mixed Methods Approaches*. Thousand Oaks: SAGE Publications, 2017.

[47] L. J. Moleong, *Metodologi Penelitian Kualitatif*. Bandung: Remaja Rosdakarya, 2007.

[48] Y. S. Lincoln and E. G. Guba, *Naturalistic Inquiry*. Thousand Oaks: SAGE Publications, 1985.

[49] H. Wijaya, *Analisis Data Kualitatif Ilmu Pendidikan Teologi*. Jakarta:

Sekolah Tinggi Theologia Jaffray, 2018.

[50] M. B. Miles, A. M. Huberman, and J. Saldana, *Qualitative Data Analysis, A Methods Sourcebook*. New York: Sage Publications, 2014.

[51] C. Coman, L. G. Țîru, L. Meseșan-Schmitz, C. Stanciu, and M. C. Bularca, "Online Teaching and Learning in Higher Education During the Coronavirus Pandemic: Students' Perspective," *Sustainability*, vol. 12, no. 24, p. 10367, 2020.

[52] J. Reyna, J. Hanham, and P. Meier, "The Internet Explosion, Digital Media Principles and Implications to Communicate Effectively in The Digital Space," *E-learning Digit. Media*, vol. 15, no. 1, pp. 36–52, 2018.

[53] F. Almeida and J. Simoes, "The Role of Serious Games, Gamification and Industry 4.0 Tools in The Education 4.0 Paradigm," *Contemp. Educ. Technol.*, vol. 10, no. 2, pp. 120–136, 2019.