

References

- Abrar, M., Mukimin, A., Habibi, A., & Asyrafi, F. (2018). "If our English isn't a language, what is it?" Indonesian EFL student teachers' challenges speaking English. *The Qualitative Report*, 23(1), 129–145.
www.researchgate.net/publication/322509310>If_our_English_isn't_a_language_what_is_it_Indonesian_EFL_Student_Teachers'_Challenges_Speaking_English
- Adnyani, L. D. S., Mahayanti, N. W. S., & Suprianti, G. A. . (2020). PowToon-based video media for teaching English for young learners: An example of design and development research. *Atlantis Press*, 394(3rd International Conference on Innovative Research Across Disciplines (ICIRAD 2019)), 221–226. <https://doi.org/10.2991/assehr.k.200115.036>
- Agung, A. A. G. (2010). Evaluasi pendidikan. *Universitas Pendidikan Ganeshha*.
- Aini, Q., Pratama, D., & Heriyani, N. (2017). Penerapan zpreneur dengan teknik gamifikasi berupa transfer armo untuk meningkatkan kualitas pembelajaran. *Cices*, 3(1), 24–34. <https://doi.org/10.33050/cices.v3i1.415>
- Ana, I. K. T. A., & Ratminingsih, N. M. (2012). Teaching english tenses to EFL learners : Deductive or inductive ? *International Journal for Cross-Disciplinary Subjects in Education (IJCDSE)*, 2(2), 998–1004.
- Anshori, S. (2018). Pemanfaatan teknologi informasi dan komunikasi sebagai media pembelajaran. *Civic-Culture: Jurnal Ilmu Pendidikan PKn Dan Sosial Budaya*, 2(1), 88–100.
- Anwar, S., Marlena, N., & Wulandari, R. (2018). Efektifitas gamification berbasis blended learning pada mata kuliah pendidikan ekonomi. *Jurnal Ekonomi Pendidikan Dan Kewirausahaan*, 6(1), 5.
<https://doi.org/10.26740/jepk.v6n1.p5-14>
- Arikunto. (2003). Evaluasi program pendidikan. *PT. Bumi Aksara*.
- Ayu, M., Sari, F. M., & Muhaqiqin, M. (2021). Pelatihan guru dalam penggunaan website grammar sebagai media pembelajaran selama pandemi. *Al-*

- Mu'awanah: Jurnal Pengabdian Kepada Masyarakat*, 2(1), 49–55.
- Badroeni, Nasrulloh, S. F., & Zakaria, Y. (2020). Tenses master application in English grammar learning. *Journal of English Education*, 8(2), 329–336. <https://doi.org/10.25134/erjee.v8i2.2103>.Received
- Benitez-correa, C., Gonzalez-torres, P., & Ochoa-cueva, C. (2019). A comparison between deductive and inductive approaches for teaching EFL grammar to high school students. *International Journal of Instruction*, 12(1), 225–236.
- Buckley, P., Doyle, E., & Doyle, S. (2017). Game on! students' perceptions of gamified learning. *Educational Technology & Society*, 20(3), 1–10.
- Bury, B. (2017). Testing goes mobile: Web 2.0. in pixel (Eds.). *ICT for Language Learning: 10th*, 87–91.
- Darmawan, M. S., Daeni, F., & Listiaji, P. (2020). The use of quizizz as an online assessment application for science learning in the pandemic era. *Unnes Science Education Journal*, 9(3), 144–150.
- 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 (LET Journal)*, 1(1), 1–11. <http://langedutech.com>
- Dewi, K. S., Myartawan, I. P. N. W., Swari, N. K. T. A., & Sugihartini, N. (2020). Quizizz effect on students' grammar mastery in higher efl classroom based mobile assisted language learning (Mall). *Language and Education Journal Undiksha*, 3(1), 15–24. <https://ejournal.undiksha.ac.id/index.php/JJPBI/article/view/24589>
- Dewi, S. P., Abdillah, A. A., & Sofa, N. (2019). Persepsi dosen terhadap penggunaan ICT dalam pembelajaran bahasa Inggris. *Epigram*, 16(2), 169–174. <https://doi.org/10.32722/epi.v16i2.2231>
- Findawati, Y, & Suprianto. (2014). Bahan ajar multimedia interaktif kewirausahaan SMK menggunakan model pembelajaran problem based learning. *JNTETI*, 3(4), 257–263.

- Findawati, Yulian, & Suprianto. (2014). Bahan ajar multimedia interaktif kewirausahaan SMK menggunakan model pembelajaran problem based learning. *JNTETI*, 3(4), 257–263.
- Gregory, R. (2000). Psychological testing: History, principles and applications. *Allyn and Bacon*.
- Handoko, W., Mizkat, E., Nasution, A., Hambali, & Eska, J. (2021). Gamification in learning using quizizz application as assessment tools. *Journal of Physics: Conference Series*, 1783(1), 2–7. <https://doi.org/10.1088/1742-6596/1783/1/012111>
- Hani, N. S. (2021). The application of quizizz as an interactive self-assessment in teaching reading. In *English Education Program Teacher Training and Education Faculty Pancasakti University Tegal*.
- Hartini, S., Misbah, Dewantara, D., Oktavian, R. A., & Aisyah, N. (2017). Developing learning media using online prezi into materials about optical equipments. *Jurnal Pendidikan IPA Indonesia*, 6(2), 313–317. <https://doi.org/10.15294/jpii.v6i2.10102>
- Huisman, M. (2018). *Formative assessment and the impact on student learning*. https://nwcommons.nwciowa.edu/education_masters/86/
- Idres, A. N., Eltalhi, S., Imsallim, R., & Kutrani, H. (2019). Mobile learning application development for learning English to preschool students. *International Journal of Science and Research*, 8(12), 631–634. <https://doi.org/10.21275/ART20202825>
- Irwansyah, R., & Izzati, M. (2021). Implementing quizizz as game based learning and assessment in the English classroom. *TEFLA Journal (Teaching English)*, 3(1), 13–18. <https://journal.umbjm.ac.id/index.php/TEFLA/article/view/756>
- Jusuf, H. (2016). Penggunaan gamifikasi dalam proses pembelajaran. *Jurnal TICOM*, 5(1).
- Landers, R. N., Armstrong, M. B., & Collmus, A. B. (2017). How to use game

- elements to enhance learning: Applications of the theory of gamified learning. *Simulation and Gaming*, 45(6), 752–768.
<https://doi.org/10.1177/1046878114563660>
- Leni Maharani. (2020). *Smart to learning 16 tenses*.
- MacNamara, D., & Murphy, L. (2017). Online versus offline perspectives on gamified learning. *Presented at the GamiFIN*, 47–52.
- Manoppo, V. C. D., Kusuma, B. S., Fakhry, I., Setiana, S. M., & Adidaya, Y. A. (2021). Digital media using android device for japanese grammar learning. *International Journal of Computer in Humanities*, 1(1), 13–20.
- Md Yunus, M., & Azman, M. (2019). Memory stay or stray?: Irregular verbs learning using kahoot! *Arab World English Journal (AWEJ)*, 5.
- Mei, S. Y., Ju, S. Y., & Adam, Z. (2018). Implementing quizizz as game based learning in the arabic classroom. *European Journal of Social Sciences Education and Research*, 12(1), 208–211.
<https://doi.org/10.26417/ejser.v12i1.p208-212>
- Meidasari, V. E. (2017). The using of digital media to enhance teaching and learning English on the well-being of Indonesian students. *Journal of English Language and Culture*, 6(1), 14–16.
- Mulyati, S., & Evendi, H. (2020). Pembelajaran matematika melalui media game quizizz untuk meningkatkan hasil belajar matematika SMP. *GAUSS*, 03(01), 64–73.
- Muntu, S. R. (2017). The development of web-based learning media on the simulation digital subject of class X at SMK. In *BMC Public Health* (Vol. 5, Issue 1).
<https://ejournal.poltektegal.ac.id/index.php/siklus/article/view/298%0Ahttp://repositorio.unan.edu.ni/2986/1/5624.pdf%0Ahttp://dx.doi.org/10.1016/j.jana.2015.10.005%0Ahttp://www.biomedcentral.com/1471-2458/12/58%0Ahttp://ovidsp.ovid.com/ovidweb.cgi?T=JS&P>
- Nainggolan, E. S. (2021). Error analysis on simple present tense of students'

- sentences. *The 10th NOSLLTL*, 158–169.
- Negahdaripour, S., & Amirghassemi, A. (2016). The effect of deductive vs .
inductive grammar instruction on iranian EFL learners ' spoken accuracy and
fluency. *International Journal of Applied Linguistics & English Literature*,
5(1). <https://doi.org/10.7575/aiac.ijalel.v.5n.1p.8>
- Novaliendry, D., Darmi, R., Hendriyani, Y., Nor, M., & Azman, A. (2020). Smart
learning media based on android technology. *International Journal of
Innovation, Creativity and Change.*, 12(11), 715–735.
- Nugroho, D. Y., Situmorang, K., Tahulending, P. S., Maxmilla, M. Y. A., &
Rumerung, C. L. (2019). Pemanfaatan teknologi dalam pendidikan:
Penggunaan fitur gamifikasi daring di SMA-SMK Kristen PENABUR
Bandar Lampung. *Prosiding Konferensi Nasional Pengabdian Kepada
Masyarakat Dan Corporate Social Responsibility (PKM-CSR)*, 2, 2655–
3570. <https://doi.org/10.37695/pkmcsr.v2i0.394>
- Permana, P., & Permatawati, I. (2020). Using quizizz as a formative assessment
tool in german classrooms. *Atlantis Press*, 424, 155–159.
<https://doi.org/10.2991/assehr.k.200325.073>
- Pitoyo, M. D., Sumardi, & Asib, A. (2019). Gamification based assessment: A test
anxiety reduction through game elements in quizizz platform. *IJER*, 6(3),
456–471.
- Polat, M. (2017). Teachers ' attitudes towards teaching English grammar : A scale
development study. *International Journal of Instruction*, 10(4), 379–398.
- Pratomo, A. (2018). Pengaruh konsep gamifikasi terhadap tingkat engagement.
THE Journal : Tourism and Hospitality Essentials Journal, 8(2), 63.
<https://doi.org/10.17509/thej.v8i2.13740>
- Purwaningsih, S., Tjahjono, T., Retnaningdyah, P., & Anam, S. (2021). Assessing
students' ability about 16 active voice tenses using quizizz application.
Journal of English Language Teaching and Applied Linguistics, 7(2), 58–71.
<https://doi.org/10.52657/js.v7i2.1494>

- Puspita, D., & Amelia, D. (2020). Ted-Talk : A supplement material to promote students ' autonomy in listening. *ELTIN Journal*, 8, 91–102.
- Rahardja, U., Aini, Q., Graha, Y. I., & Tangkaw, M. R. (2019). Gamification framework design of management education and development in industrial revolution 4.0. *Journal of Physics: Conference Series*, 1364(1), 0–13. <https://doi.org/10.1088/1742-6596/1364/1/012035>
- Rahayu, I. S. D., & Purnawan, P. (2019). *The use of quizizz in improving students' grammar understanding through self-assessment*. 254(Conaplin 2018), 102–106. <https://doi.org/10.2991/conaplin-18.2019.235>
- Rahmah, N., Lestari, A., Musa, L. A. D., & Sugilar, H. (2019). Quizizz online digital system assessment tools. *2019 IEEE 5th International Conference on Wireless and Telematics (ICWT)*, 1–4. <https://doi.org/10.1109/ICWT47785.2019.8978212>.
- Rahman, R., Kondoy, E., & Hasrin, A. (2020). Penggunaan aplikasi quizziz sebagai media pemberian kuis dalam meningkatkan motivasi belajar mahasiswa. *Jurnal Ilmu Sosial Dan Pendidikan (JISIP)*, 4(3), 60–66.
- Rahmat, R. F., Mursyida, L., Rizal, F., Krismadinata, K., & Yunus, Y. (2019). Pengembangan media pembelajaran berbasis mobile learning pada mata pelajaran simulasi digital. *Jurnal Inovasi Teknologi Pendidikan*, 6(2), 116–126. <https://doi.org/10.21831/jitp.v6i2.27414>
- Richey, R. C., & Klein, J. D. (2005). Developmental research methods: Creating knowledge from instructional design and development practice. *Journal of Computing in Higher Education*, 16(2), 23–38. <https://doi.org/10.1007/BF02961473>
- Safarati, N., & Rahma, R. (2020). The effectiveness of nline learning using quizizz education game media during the covid-19 pandemic in applied physics courses. *Indonesian Review of Physics*, 3(2), 52. <https://doi.org/10.12928/irip.v3i2.3049>
- Safitri, D., & Putra, Z. F. F. (2019). Empowerment of teacher groups in making

- quizizz learning media. *Proceedings of Devotion*, 1(1), 1–6.
- Salsabila, U. H., Habiba, I. S., Amanah, I. L., Istiqomah, N. A., & Difany, S. (2020). Pemanfaatan aplikasi quizizz sebagai media pembelajaran ditengah pandemi pada siswa SMA. *Jurnal Ilmiah Ilmu Terapan Universitas Jambi/JIITUJ*, 4(2), 163–173. <https://doi.org/10.22437/jiituj.v4i2.11605>
- Saud, I. W., Husain, D., & Helingo, A. (2019). Survei implemantasi information and communication technology (ICT) dalam pembelajaran bahasa inggris di SMA Se-Kabupaten Gorontalo. *Orbith: Majalah Ilmiah Pengembangan Rekayasa Dan Sosial*, 14(3), 176. <https://doi.org/10.32497/orbith.v14i3.1315>
- Siregar, H., Zuriani, M., & Wati, R. (2020). Kesalahan dalam penggunaan tenses. *Prossiding Seminar Hasil Penelitian*, 367, 367–372.
- Solikah, H. (2020). Pengaruh penggunaan media pembelajaran interaktif quizizz terhadap motivasi dan hasil belajar siswa pada materi teks persuasif kelas VIII di SMPN 5 Sidoarjo tahun pelajaran 2019/2020. *Jurnal Mahasiswa UNESA*, 7(3), 1–8.
- Subhash, S., & Cudney, E. A. (2018). Gamified learning in higher education: A systematic review of the literature. *Computers in Human Behavior*, 87, 192–206. <https://doi.org/10.1016/j.chb.2018.05.028>
- Suharsono, A. (2020). The use of quiziz dan kahoot! in the learning millenial generation. *International Journal of Indonesian Education and Teaching*, 4(2), 332–342.
- Tegeh, I. M., & Kirna, I. M. (2010). Metode penelitian pengembangan pendidikan. *Universitas Pendidikan Ganeshha*.
- Tomlinson, B. (2003). *Developing materials for language teaching*. A&C Black.
- Voinea, L. (2018). Formative assessment as assessment for learning development. *Journal of Pedagogy*, 1, 7–23. <https://doi.org/10.26755/revped/2018.1/7>
- Wiriawan, I. K. (2019). Implementasi model pembelajaran langsung (the direct instruction model) dalam upaya meningkatkan pemahaman siswa terhadap

- the simple past tense pada siswa kelas XI IPS 2 di SMA Jagadhita Amlapura tahun pelajaran 2016/2017. *Jurnal Ilmu Sosial Dan Humaniora*, 3, 154–174. <http://jayapanguspress.penerbit.org/index.php/ganaya/article/view/359>
- Wulan Sari, B., & Dwi Hartanto, A. (2016). Penerapan konsep gamification dalam merancang aplikasi pembelajaran tenses bahasa inggris berbasis website menggunakan framework codeignitter dengan pola MVC. *Jurnal Ilmiah DASI*, 17(4), 32–37.
- Yunanto, A. A., Herumurti, D., Kuswadayan, I., Hariadi, R. R., & Rochimah, S. (2019). Design and implementation of educational game to improve arithmetic abilities for children. *Proceedings of 2019 International Conference on Information and Communication Technology and Systems*, 27–31. <https://doi.org/10.1109/ICTS.2019.8850966>
- Yunanto, A. A., Prayogi, Y. R., Akbar, Z. F., Herumurti, D., & Rochimah, S. (2020). Pengembangan aplikasi pembelajaran grammar bahasa Inggris berbasis permainan. *Seminar Nasional Terapan Riset Inovatif (SENTRINOV)*, 6(1), 737–744.
- Yunus, C. C. A., & Hua, T. K. (2021). Exploring a gamified learning tool in the ESL classroom: The case of quizizz. *Journal of Education and E-Learning Research*, 8(1), 103–108. <https://doi.org/10.20448/JOURNAL.509.2021.81.103.108>
- Zhao, F. (2019). Using quizizz to integrate fun multiplayer activity in the accounting classroom. *International Journal of Higher Education*, 8(1), 37–43. <https://doi.org/10.5430/ijhe.v8n1p37>
- Zuhriyah, M. (2017). Problem-based learning to improve students' grammar competence. *Language & Language Teaching Journals*, 10(1), 48–61. <https://doi.org/10.18326/rgt.v10i1.875>