

References

- Anjaniputra, A. G., & Salsabila, V. A. (2018). The merits of Quizlet for vocabulary learning at tertiary level. *Indonesian EFL Journal*, 4(2), 1. <https://doi.org/10.25134/ieflj.v4i2.1370>
- Cahyaningrum, D., Wahyuni, D. S., Sulistyawati, H., & Kristiandi. (2016). *Supplementary materials based on constructivism principles*. 1(1), 670–676.
- Cherrez, N. M., Montalvan, J. P., Brito, O. E., & Ochoa, S. K. (2018). The use of supplementary materials for teaching children in EFL classes. *Recimundo*, 2(4), 139–159. [https://doi.org/10.26820/recimundo/2.\(4\).octubre.2018.139-159](https://doi.org/10.26820/recimundo/2.(4).octubre.2018.139-159)
- Efrizal, D. (2020). Developing supplementary teaching speaking materials for students of English education program of state institute for Islamic studies (IAIN) bengkulu, indonesia. *Linguists : Journal Of Linguistics and Language Teaching*, 6(1), 1. <https://doi.org/10.29300/ling.v6i1.2713>
- Ernawati, E., Sabdaningtyas, L., Pargito, P., & Ambarita, A. (2018). Development of Performance Assessment Instrument in Thematic Learning of 4th Grader Elementary School. *Journal of Education and Practice*, 9(26), 52–59.
- Findawati, Y., & Suprianto. (2014). Bahan ajar multimedia interaktif kewirausahaan SMK menggunakan model pembelajaran problem based learning. *JNTETI*, 3(4), 257–263.
- Gregory, R. J. (2014). Psychological testing: History, principles and applications seventh edition. In *Pearson Education*.
- Hadiapurwa, A., Novian, R. M., & Harahap, N. (2021). The Utilisation of Digital Libraries as Electronic Learning Resources During the COVID-19 Pandemic at SMA Negeri 3 Batam. *Jurnal Penelitian Pendidikan*, 21(2), 36–48.
- Hafeez, M. (2021). *Teaching-learning process and ICT tools*. 4, 18–27.
- Hikmah, D., & Hannan, A. (2019). Quizlet: A Digital Media for Learning Informatics Terms. *International Journal of English Education and Linguistics (IJoEEL)*, 1(1), 1–9. <https://doi.org/10.33650/ijoeel.v1i1.450>
- Hinderks, A., Schrepp, M., Domínguez Mayo, F. J., Escalona, M. J., & Thomaschewski, J. (2019). Developing a UX KPI based on the user experience questionnaire. *Computer Standards and Interfaces*, 65(April 2018), 38–44. <https://doi.org/10.1016/j.csi.2019.01.007>
- Lin, M. H., Chen, H. C., & Liu, K. S. (2017). A study of the effects of digital learning on learning motivation and learning outcome. *Eurasia Journal of Mathematics, Science and Technology Education*, 13(7), 3553–3564. <https://doi.org/10.12973/eurasia.2017.00744a>
- Muliati, Islamiah, N., & Aprizani, Y. (2020). *The perception of using pictures to encourage students in comprehending vocabulary at the seventh grade of SMP Negeri 27 Banjarmasin*. 2020, 31–34.

- Noviyenty, L., & Morganna, R. (2020). The paradigms of teaching English across cultures: EFL teachers' perspectives. *International Journal of Curriculum and Instruction*, 12(1), 1–16.
- Rizky Setiawan, M., & Wiedarti, P. (2020). The effectiveness of Quizlet application towards students' motivation in learning vocabulary. *Studies in English Language and Education*, 7(1), 83–95. <https://doi.org/10.24815/siele.v7i1.15359>
- Saed, H. A., Haider, A. S., Al-salman, S., & Hussein, R. F. (2021). Heliyon The use of YouTube in developing the speaking skills of Jordanian EFL university students. *Heliyon*, 7(June), e07543. <https://doi.org/10.1016/j.heliyon.2021.e07543>
- Sanosi, A. B. (2018). The effect of quizlet on vocabulary acquisition. *Asian Journal of Education and E-Learning*, 6(4), 4–11. <https://doi.org/10.24203/ajeel.v6i4.5446>
- Sari, C. M. (2021). *Eksplorasi, kecemasan, dan faktor-faktor kecemasan berbicara*. 1(2), 1–10.
- Sari, D. E. (2019). Quizlet: aplikasi pembelajaran berbasis smartphone era generasi milenial. *Jurnal Pendidikan Ilmu Sosial*, 29(1), 9–15. <https://doi.org/10.23917/jpis.v29i1.8150>
- Schrepp, M. (2019). User experience questionnaire handbook version 8. URL: https://www.researchgate.net/publication/303880829_User_Experience_Questionnaire_Handbook_Version_2. (Accessed: 02.02. 2017), 1–15. www.ueq-online.org
- Schrepp, M., Hinderks, A., & Thomaschewski, J. (2017). Construction of a benchmark for the user experience questionnaire (UEQ). *International Journal of Interactive Multimedia and Artificial Intelligence*, 4(4), 40. <https://doi.org/10.9781/ijimai.2017.445>
- Sodin dan Dirgantoro, A. (2019). Respon belajar peserta didik terhadap penggunaan aplikasi Quizlet pada mata pelajaran IPS kelas VIII di SMP Negeri 1 Sumbergempol. *Inspirasi: Jurnal Ilmu-Ilmu Sosial*, 16(2), 133–140.
- Somawati. (2021). Penggunaan media pembelajaran pada pengajaran jarak jauh bagi anak usia dini. *E-Proceeding SENRIABDI*, 1(1), 46–53.
- Thi, N., Hoai, T., & Hoa, N. T. (2020). *An investigation into using supplementary materials in teaching English speaking skills at high school*. 225(11), 64–69.
- Ulfa, M., & Purnamaningsih, I. R. (2022). Innovation of learning media through information and communication technology in the revolution era 4.0. *Project*, 5(4), 885–890.
- Wahidati, L., & Djafri, F. (2021). Kendala Berkomunikasi yang Dihadapi oleh Tenaga Profesional Penutur Bahasa Jepang di Perusahaan Jepang. *Journal of Japanese Language Education and Linguistics*, 5(1). <https://doi.org/10.18196/jjlel.v5i1.10523>
- Wijanarka, S. (2009). *Peranan TIK dalam pengembangan materi ajar dan strategi pembelajaran mata diklat memprogram mesin CNC di SMK*. 1–16.
- Wulandari, I. R., & Farida, L. D. (2018). 483-Article Text-1200-1-10-20190201. 2(2), 146–

151.

Yao, T. (2019). *A communicative English-speaking supplementary curriculum: using WeChat to develop Chinese EFL learners' speaking fluency*.

<https://repository.usfca.edu/capstone/919/>

Yuliyanto, Y., & Fitriyati, N. R. (2019). Boosting students' interest in learning grammar by using quizlet. *The 2nd International Conference on Language, Literature and Teaching*, 118–121.

Yusuf, Q., & Zuraini. (2016). Challenges in teaching speaking to efl learners. *Teacher'S Efforts To Overcome Students' Difficulties in Reading Comprehension*, 542–546.

