REFERENCE

- Adams Becker, S., Freeman, A., Giesinger Hall, C., Cummins, M., & Yuhnke, B. (2016). *The NMC / CoSN Horizon Report: 2016 K-12 Edition* (2016 K-12). Austin, Texas: The New Media Consortium. Retrieved from mnc.org
- Anderman, E. M., & Patrick, H. (2012). Achievement goal theory, conceptualization of ability/intelligence, and classroom climate. *Handbook of Research on Student Engagement*, 173–191. https://doi.org/10.1007/978-1-4614-2018-7
- Anggraini, F. (2015). Developing english multimedia based teaching media by using adobe flash cs3 for vii grade of mts al huda bandung tulungagung, 1–16.
- Bauer, W., Hämmerle, M., Schlund, S., & Vocke, C. (2015). Transforming to a hyper-connected society and economy – towards an "Industry 4 . 0 ." *Procedia Manufacturing*, 3(AHFE), 417–424. https://doi.org/10.1016/j.promfg.2015.07.200
- Bowen, M. (2018). Effect of virtual reality on motivation and achievement of middle-school students (Microform). Aan Arbor: ProQuest LLC.
- Chen, Y. S., Kao, T. C., & Sheu, J. P. (2003). A mobile learning system for scaffolding bird watching learning. *Journal of Computer Assisted Learning*, 19(April), 347–359.
- Cunningham, J. (2012). Student achievement. *National Conference of State Legislatures*, (June), 1–6. https://doi.org/978-1-58024-667-5
- Dalgarno, B., & Lee, M. J. W. (2010). What are the learning affordances of 3-D Virtual environments? *British Journal of Educational Technology*, 40(6), 10–32. https://doi.org/10.1111/j.1467-8535.2009.01038.x
- Dolgunsöz, E., Yıldırım, G., & Yıldırım, S. (2018). The effect of virtual reality on EFL writing performance. *Journal of Language and Linguistic Studies*, 14(1), 278–292.
- Dong, X. (2017). An overall solution of Virtual Reality Classroom, (October). https://doi.org/10.1109/SOLI.2016.7551672
- Gandhi, R. D., & Patel, D. S. (2018). Virtual reality opportunities and challenges. *International Research Journal of Engineering and Technology* (*IRJET*), 5(1), 482–490.
- Gutiérrez, J. M., & Mora, C. E. (2017). Virtual technologies trends in education, 8223(2), 469–486. https://doi.org/10.12973/eurasia.2017.00626a
- Hayati, N. (2015). A Study of English Language Learning Beliefs , Strategies , and English Academic Achievement of the ESP Students of STIENAS

Samarinda, 15(2), 297–323.

- Lee, M., Yun, J. J., Pyka, A., Won, D., Kodama, F., Schiuma, G., ... Zhao, X. (2018). How to Respond to the Fourth Industrial Revolution, or the Second Information Technology Revolution? Dynamic New Combinations between Technology, Market, and Society through Open Innovation. *Journal of Open Innovation: Technology, Market, and Complexity Article*, 4(21), 1–24. https://doi.org/10.3390/joitmc4030021
- Lok, B., Ferdig, R. E., Raij, A., Stevens, A., & Lind, D. S. (2006). Applying virtual reality in medical communication education : current findings and potential teaching and learning benefits of immersive virtual patients. *VIrtual Reality*, 10, 185–195. https://doi.org/10.1007/s10055-006-0037-3
- Madini, A., & Alshaikhi, D. (2017). Virtual Reality for Teaching ESP Vocabulary : A Myth or A Possibility. *International Journal of English Language Education*, 5(October), 1–17. https://doi.org/10.5296/ijele.v5i2.11993
- Mandal, S. (2013). Brief Introduction of Virtual Reality & its Challenges, 4(4), 304–309.
- Müller, J. M., Kiel, D., & Voigt, K. (2018). What Drives the Implementation of Industry 4 . 0 ? The Role of Opportunities and Challeng es in the Context of Sustainability. *Susainability*, 10(247), 1–24. https://doi.org/10.3390/su10010247
- Munawaroh. (2017). The Influence of Teaching Methods and Learning Environment to the Student 's Learning Achievement of Craft and Entrepreneurship Subjects at Vocational High. *International Journal Of Environmental & Science EducatioN*, 12(4), 665–678.
- Naz, A. A. (2008). Use of Media for Effective Instruction its Importance : Some Consideration. *Journal of Elementary Education*, *18*(1–2), **35**–40.
- Ogbuanya, T. C., & Onele, N. O. (2018). Investigating the Effectiveness of Desktop Virtual Reality for Teaching and Learning of Electrical / Electronics Technology in Universities Reality for Teaching and Learning of Electrical /Electronics Technology in Universities. *Interdisciplinary Journal of Practice, Theory, and Applied Research*, 1–23. https://doi.org/10.1080/07380569.2018.1492283
- Oshinaike, A. B., & Adekunmisi, S. R. (2012). Use of Multimedia for Teaching in Nigerian University System : A Case Study of University of Ibadan Use of Multimedia for Teaching in Nigerian University System : A Case, *1*.
- Pantelidis, V. S. (2009). Reasons to Use Virtual Reality in Education and Training Courses and a Model to Determine When to Use Virtual Reality. *Science And Technology Education*, 2(1–2), 59–70.
- Park, H. S. (2017). Technology convergence, open innovation, and dynamic

economy. *Journal of Open Innovation: Technology, Market, and Complexity*, *3*(24), 1–13. https://doi.org/10.1186/s40852-017-0074-z

- Piovesan, S. D., Passerino, L. M., & Pereira, A. S. (2012). Virtual reality as a tool in the education, (Celda), 295–298.
- Rebelo, F., Noriega, P., Duarte, E., & Soares, M. (2012). Using Virtual Reality to Assess User Experience. *Human Factor: The Journal of The HUman Factors* and Ergonomics Society, XX(X), 19. https://doi.org/10.1177/0018720812465006
- Santosa, M. H. (2017). Learning approaches of Indonesian EFL Gen Z students in a Flipped Learning context of Indonesian EFL Gen Z students. *Journal on English as a Foreign Language Learning Approaches*, 7(2), 183–2018. https://doi.org/10.23971/jefl.v7i2.689
- Su, C. (2017). The Effects of Students â€TM Learning Anxiety and Motivation on the Learning Achievement in the Activity Theory Based Gamified Learning Environment, 8223(59), 1229–1258. https://doi.org/10.12973/eurasia.2017.00669a
- Syandri, G. (2015). A Case Study on the Used of Visual Media in English Instructional Process at State Islamic Secondary School 1 Malang, 5(4), 46– 56. https://doi.org/10.9790/7388-05414656
- Törőcsik, M., Szűcs, K., & Kehl, D. (2014). How Generations Think : Research on Generation Z. Acta Universitatis Sapientiae, Communicatio, 1, 23–45.
- Trisanti, N. (2016). Journal of English Language Teaching English Digital Talking Books As Media To Teach Narrative Writing, 5(2), 1–8.
- Uher, I., Cholewa, J., Kunicki, M., Cimbolaková, I., & Kaško, D. (2018). Motivation and its Basic Theories. *Journal of Physical Fitness, Medicine & Treatment in Sports Fame*, 1(5), 1–5. https://doi.org/10.19080/JPFMTS.2018.01.555572
- Winkelmann, K., Keeney-kennicutt, W., Fowler, D., & Macik, M. (2017). Development, Implementation, and Assessment of General Chemistry Lab Experiments Performed in the Virtual World of Second Life. *Journal of Chemical Education*. https://doi.org/10.1021/acs.jchemed.6b00733
- Winn, W. (2002). Current Trends in Educational Technology Research : The Study of Learning Environments. *Educational Psychology Review*, 14(3), 331–351.
- Yildirim, G. (2017). The Users' Views on Different Types of Instructional Materials Provided in Virtual Reality Technologies. *European Journal of Education Studies*, 3(11). https://doi.org/10.5281/zenodo.1045349
- Yildirim, G. (2018). Analysis of Use of Virtual Reality Technologies in History Education : A Case Study, *4*(2), 62–69.

https://doi.org/10.20448/journal.522.2018.42.62.69

