

REFERENCES

- Achmad, S. (2013). Developing english vocabulary mastery through meaningful learning approach: An applied linguistics study at competitive class of junior high school in Gorontalo city, Indonesia. *International Journal of Linguistics* , Vol. 5, No.5. DOI: 10.5296/ijl.v5i5.4454.
- Al-Manar, M. A. (2019). Reviewing students' vocabulary mastery by using Kahoot at holmesglen patnering with University Muhammadiyah Tangerang. *Acintya: Journal of Teaching and Education* , Vol. 1, No.2.
- Alqahtani, M. (2015). The importance of vocabulary in language learning and how to be taught. *International Journal of Teaching and Education* , Vol. III, No. 3, DOI: 10.20472/TE.2015.3.3.002.
- Ammanni, S., & Aparanjani, U. (2016). The role of ICT in english language teaching and learning. *International Journal of Scientific & Engineering Research* , Vol. 7, Issue 7, ISSN 2229-5518.
- Arikunto, S. (2015). *Dasar-dasar evaluasi pendidikan*. Jakarta: Bumi Aksara.
- Behlol, M. G. (2010). Comparative effectiveness of contextual and structural method of teaching vocabulary. *Indonesian Journal of English Language Teaching* , Vol. 6, No. 1, pp. 39-54.
- Bicen, H., & Kocakoyun, S. (2017). Determination of university students' most preferred mobile application for gamification. *World Journal on Educational Technology: Current Issues* , Vol 9, Issue 1. <https://eric.ed.gov/?id=EJ1141198>.
- Budiati. (2017). ICT (Infomation and communication technology) Use: Kahoot program for english students' learning booster. *The 1st Education and Language International Conference Proceedings Centre for International Language Development of Unissula* , p.178-188.
- Cahyono, B. Y., & Widiati, U. (2008). The teaching of EFL vocabulary in the Indonesian context: The state of the art. *TEFLIN Journal* , Volume 19, Number 1. Retrieved from https://www.researchgate.net/publication/46141850_The_Teaching_of_EFL_Vocabulary_in_The_Indonesian_Context_The_State_of_The_Art.
- Cambridge dictionaries online. (2011). Retrieved June 15, 2019, from <http://dictionary.cambridge.org>

- Ciaramella, K. E. (2017). The effects of kahoot! on vocabulary acquisition and retention of students with learning disabilities and other health impairments. (*Theses and Dissertations, Rowan University, New Jersey, United States*), Retrieved from <http://rdw.rowan.edu/etd/2426>.
- Creswell, J. (2012). *Educational research: planning, conducting, and evaluating quantitative and qualitative research*. Boston: Pearson Education, Inc.
- Creswell, J. (2012). *Educational research: planning, conducting, and evaluating quantitative and qualitative research*. Boston: Pearson Education, Inc.
- Grabe, W. (2009). *Reading in a second language: Moving from theory to practice*. New York: Cambridge University Press. DOI: 10.1017/S0272263110000355.
- Heaton, J. (1990). *Classroom testing*. Harlow, UK: Longman.
- Hinkle, D., Wiersman, W., & Jurs, S. (1979). *Applied statistics for the behavioral sciences*. Boston: Houghton Mifflin Company.
- Iarenenko, N. V. (2017). Enhancing english language learners' motivation through online games. *Information Technologies and Learning Tools*, Vol 59, No.3. Retrieved from <https://journal.iitta.gov.ua/index.php/itlt/article/view/1606>.
- Iarenenko, N. V. (2017). Enhancing English Language Learners' Motivation Through Online Games. *Information Technologies and Learning Tools*, Vol 59, No.3.
- Jusoh, J. S. (2018). Using smartphone in the ESL classroom improves students' vocabulary acquisition via kahoot! *ResearchGate Journal*, Retrieved from https://www.researchgate.net/publication/328342085_Using_Smartphone_in_the_ESL_Classroom_Improves_Students'_Vocabulary_Acquisition_via_Kahoot.
- Kamsin, A. (2005). Is e-learning the solution and substitute for conventional learning? *International Journal of The Computer, the Internet and Management*, Vol.13, No, 3, pp 79-89.
- Kilickaya, F., & Krajka, J. (2010). Teachers' technology use in vocabulary teaching. Retrieved from <https://files.eric.ed.gov/fulltext/ED528896.pdf>.
- Korkealehto, K., & Siklander, P. (2018). Enhancing engagement, enjoyment and learning experiences through gamification on an english course for health care students. *International Journal of Media, Technology, & Lifelong*

Learning , Vol. 14, No.1. Retrieved from
<https://journals.hioa.no/index.php/seminar/article/view/2579>.

Korkealehto, K., & Siklander, P. (2018). Enhancing engagement, enjoyment and learning experiences through gamification on an english course for health care students. *International Journal of Media, Technology, & Lifelong Learning* , Vol. 14, No.1.

<https://journals.hioa.no/index.php/seminar/article/view/2579> (Retrieved on October 1, 2018).

Kumar, R. (2011). *Research methodology: A step by step guide for beginners 3rd edition*. London: SAGE Publications Ltd.

Lin, D. T., Ganapathy, M., & Kaur, M. (2018). Kahoot! it: Gamification in higher education. *Pertanika Journal Social Sciences & Humanities* , 26 (1): 565 - 582. Retrieved from
https://www.researchgate.net/publication/320182671_Kahoot_It_Gamification_in_Higher_Education.

Lubis, A. H. (2018). ICT integration in 21st century indonesian english language teaching: Myths and realities. *ResearchGate* , DOI: 10.21831/cp.v37i1.16738.

Medina, E. G., & Hurtado, C. P. (2017). Kahoot! A digital tool for learning vocabulary in a language classroom. *Revista Publicando* , No12. (1), 441-449. ISSN 1390-93.

Nation, I. S. (2001). *Learning vocabulary in another language*. Cambridge: The Press Syndicate of the University of Cambridge.

Oktalia, D., Ngadiso, & Supriyadi, S. (2018). Integrating ICT in english language learning: Students' perceptions of a state university in Jambi province. *International Journal of Language Teaching and Education* , Vol. 2, No. 1, 7 (2), pp. 49-59.

Pallant, J. (2010). *SPSS Survival Manual*. Australia: Allen & Unwin Book Publishers.

Ricards, J. C., & Renandya, W. A. (2002). *Metodologi in language teaching: An anthology of current practice*. New York: Cambridge University Press.

Rohmatillah. (2017). A study on students' difficulties in learning vocabulary. Retrieved from <https://media.neliti.com/media/publications/178083-EN-none.pdf>.

- Sabandar, G. N., Supit, N. R., & Suryana, H. T. (2018). Kahoot!: Bring the fun into classroom! *Indonesian Journal of Informatics Education* , Volume 2, issue 2, pp.127-134. DOI : 10.20961/ijie.v2i2.26244.
- Saluke, J. (2018). The comparative effects of independent and whole class active student response on students' vocabulary achievement in a high school social studies class. (*Doctoral dissertation, The Ohio State University, Ohio, United States*) , Retrieved from https://etd.ohiolink.edu/pg_10?::NO:10:P10_ETD_SUBID:167880.
- Sugiyono. (2010). *Metode penelitian kuantitatif, kualitatif, dan R&D*. Bandung: Alfabeta.
- Taherdoost, H. (2016). Sampling methods in research methodology; How to choose a sampling technique for research. *International Journal off Academic Research in Management (IJARM)* , Vol.5, No.2, Page: 18-27, ISSN: 2296-1747.
- Taherdoost, H. (2016). Validity and reliability of the research instrument; How to test the validation of a questionnaire/survey in a research . *International Journal of Academic Research in Management (IJARM)* , Vol.5, No.3, Page: 28-36, ISSN: 2296-1747.
- Webb, S., & Kagimoto, E. (2012). The effects of vocabulary learning on collocation and meaning. *tesol QUARTERLY* , volume 43, issue 1, pages 55-77. DOI: <https://doi.org/10.1002/j.1545-7249.2009.tb00227.x>.
- Yu-jing, H. (2010). Improving english vocabulary teaching in a chinese university environment. *Indonesian Journal of English Language Teaching* , Vol. 6, no. 1.
- Zhai, L. (2016). A study on chinese EFL learners' vocabulary usage in writing. *Journal of Language Teaching and Research* , Vol. 7, No. 4, pp. 752-759, DOI: <http://dx.doi.org/10.17507/jltr.0704.16> (Retrieved on December 20, 2018).