

REFERENCES

- Adams, E. (2014). *Fundamentals of game design* (3rd ed.). New Riders.
- Adha, M. Rhodiwa (2022). The Influence of Online Game Mobile Legends in Students' Vocabulary Mastery at Eleventh Grade of Vocational High School Number 1 Kota Jambi (Doctoral dissertation, Universitas Batanghari)
- Alqahtani, M. (2015). The Importance of Vocabulary in Language Learning and How to Be Taught. *International Journal of Teaching and Education*, III, 21-34.
- Amalia, A. R. (2020). Improving Students Vocabulary Mastery through Guess My Move Game. *Acuity: Journal of English Language Pedagogy, Literature and Culture*, 5(2), 109-122.
- Argudo Serrano, J. C., Fajardo-Dack, T. M., Abad Celleri, M. P., & Cabrera-Tenecela, H. P. (2021). Students' Perceptions on Their EFL Teacher Efficacy: A Study on EFL Teachers' Language Proficiency and Their Self-Efficacy. *MEXTESOL Journal*, 45(1), n1.
- Aulia, Rafida & Laksana, Kusuma & Maulida, Sarah & Ab Rahman, Faizahani & Apoko, Tri. (2024). The Utilization of Online Games to Enhance Students' Vocabulary Mastery in Senior High School. *Journal of Languages and Language Teaching*. 12. 427. 10.33394/joltt.v12i1.9617.
- Baimbetova, Z. (2020). Teaching vocabulary through games in the EFL classroom : A case study. *International Conference The Future of Education*, 1–5. https://conference.pixel-online.net/library_scheda.php?id_abs=4684
- Batu Karang, P. S., Muhayyang, M. M., & Korompot, C. A. (2023). Students' Perception on English as An Obligated Course at SMP Negeri 1 Pasangkayu. *Journal of Excellence in English Language Education*, 2(4), 402.
- Chen, C.-M., Liu, H., & Huang, H.-B. (2019). Effects of a mobile game-based English vocabulary learning app on learners' perceptions and learning performance: A case study of Taiwanese EFL learners. *ReCALL*, 31(2), 170–188. doi:10.1017/S0958344018000228
- Coe, R., Waring, M., Hedges, L., & Day Ashley, L. (Eds.) (2021). *Research Methods and Methodologies in Education*. (3 ed.) SAGE Publications. <https://us.sagepub.com/en-us/nam/research-methods-and-methodologies-in-education/book271175#description>
- Crossman, A. (2020). *Understanding Purposive Sampling. An Overview of the Methods and Its Applications*. <https://www.thoughtco.com/purposive-sampling-3026727>

- Dananjaya, A., & Kusumastuti, D. (2019). Students' Perception on Online Game Mobile Legends for Vocabulary Development. *ELLITE: Journal of English Language, Literature, and Teaching*, 4(2), 53–58.
- DEKA, DARMA PUTRA (2021) *Students' Perception on Online Game Mobile Legends for Their Pronunciation Ability*. Undergraduate thesis, UIN Raden Intan Lampung.
- Dirham, U. R., & Triyono, A. (2023). A Review on the Oxford Advanced Dictionary Online Intended for Learners of English. *Journal of Learning and Instructional Studies*, 3(1), 30-38.
- Diantoro, A., Mulyati, T., & Halim, A. (2020). The Effect of Mobile Legend Game on Vocabulary Mastery of the Tenth Grade Student of SMAN 1 Cluring. In *LUNAR* (Vol. 4, No. 1, pp. 128-133).
- Esportsnesia. (2018). *Apa itu Mobile Legends Bang Bang*. Retrieved from <http://esportsnesia.com/game/mobile-legends/apa-itu-mobile-legends/>
- Ezeh, N. G., Anyanwu, E. C., & Onunkwo, C. M. (2022). Dictionary as an Effective Resource in Teaching and Learning of English as a Second Language: Complementing Instructions. *English Language Teaching*, 15(4), 108-116.
- Frost, N. (2021). *Qualitative research methods in psychology: Combining core approaches 2e*. McGraw-Hill Education (UK).
- Ghalebi, R., Sadighi, F., & Bagheri, M. S. (2020). Vocabulary learning strategies: A comparative study of EFL learners. *Cogent Psychology*, 7(1), 1824306.
- Gustian, D. (2022). *The Study on Students Vocabulary Mastery and Speaking Fluency Students*. Penerbit CV. Pena Persada.
- Haele, R., Twycross, A. (2015). Validity and reliability in quantitative studies. *Evid Based Nurs July*. Vol.18(3).66-67
- Hennink, M., Hutter, I., & Bailey, A. (2020). *Qualitative research methods*. Sage.
- Johnson, R. B., & Christensen, L. B. (2024). *Educational research: Quantitative, qualitative, and mixed approaches*. Sage publications.
- Karman, K., & Indriani, I. (2021). Improving Students' Vocabulary Mastery by Using Cooperative Learning Method Type Teams Game Tournament (TGT). *Journal of English Language and Education*, 6(1), 56-68.
- Kobis, D. C., & Tomatala, M. F. (2020). Students' Perceptions on Mobile Legends: Bang-Bang (MLBB) As Medium to Learn English. *Lingua: Jurnal Ilmiah*, 16(2), 22-38.
- Leavy, P. (2022). *Research design: Quantitative, qualitative, mixed methods, arts-based, and community-based participatory research approaches*. Guilford Publications.
- Lindawati, N., Jabu, B., & Baa, S. (2022). Students' Perception on the Use of WhatsApp in Learning EFL during Covid 19 at Remote Area. *Journal of Excellence in English Language Education*, 1(4), 391–404.
- Liu, H., & Li, X. (2023). Unravelling students' perceived EFL teacher support. *System*, 115, 103048.

- Monib, W. K., Karimi, A. Q., & Nijat, N. (2020). Effects of alternative assessment in EFL classroom: A systematic review. *American International Journal of Education and Linguistics Research*, 3(2), 7-18.
- Newman, M., & Gough, D. (2020). Systematic reviews in educational research: Methodology, perspectives and application. *Systematic reviews in educational research: Methodology, perspectives and application*, 3-22.
- Nguyen, N. T. T. (2021). A review of the effects of media on foreign language vocabulary acquisition. *International Journal of TESOL & Education*, 1(1), 30-37.
- Park, D. (2007). Identifying & using formal & informal vocabulary. *IDP Education, the University of Cambridge and the British Council, The Post Publishing Public Co., Ltd.*
- Perkasa, A. G. D., Lubis, N., Putri, R. F., & Amin, T. S. (2022). Tertiary students' perception of mobile legend game on Vocabulary Mastery. *Indonesian Journal of ELT and Applied Linguistics*, 1(2), 64-70.
- Salamun, A., Taufik, Yulismayanti, Harziko, & Mukaddar, K. A. (2022). Student demotivation in learning English (Demotivasi siswa dalam pembelajaran bahasa Inggris). *Uniqbu Journal of Social Sciences (UJSS)*, 3(3), 79287.
- Sherefetdinova, E. R. (2023). Analysis of The Use of Slang and Jargon In English. *Research and Education*, 2(9), 217-225.
- Shivakumar, K. (2023). *Percentile in Statistics: What is it, How to Calculate Percentile in Statistics?* UpGrad
- Sugiyono. (2019). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Penerbit Alfabeta, Bandung
- Sun, Y., & Dang, T. N. Y. (2020). Vocabulary in high-school EFL textbooks: Texts and learner knowledge. *System*, 93, 102279.
- Syarifudin, A., Marbun, R., & Novita, D. (2014). An Analysis on The Students' vocabulary Mastery a Descriptive Study on The Mts. *Jurnal Pendidikan dan Pembelajaran Khatulistiwa (JPPK)*, 3(9).
- Taskiran, A. (2024, October). The Contribution of Technology Enriched Gamified Learning Activities to EFL Vocabulary Learning and Retention in the Chinese Context. In *E-Learn: World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education* (pp. 433-438). Association for the Advancement of Computing in Education (AACE).
- Taherdoost, H. (2022). What are different research approaches? Comprehensive Review of Qualitative, quantitative, and mixed method research, their applications, types, and limitations. *Journal of Management Science & Engineering Research*, 5(1), 53-63.
- Ta'uno, I. B., & Poai, S. T. (2022). The Impact of Online Games on Students in Learning English Vocabulary. *Sintuwu Maroso Journal of English Teaching*, 8(1), 33-36.

- Tran, T. Q. (2020). EFL Students' Attitudes towards Learner Autonomy in English Vocabulary Learning. *English Language Teaching Educational Journal*, 3(2), 86-94.
- Vu, D. V., & Peters, E. (2021). Vocabulary in English language learning, teaching, and testing in Vietnam: A review. *Education Sciences*, 11(9), 563.
- Wulantari, N. P., Rachman, A., Sari, M. N., Uktolseja, L. J., & Rofi'i, A. (2023). The role of gamification in English language teaching: A literature review. *Journal on Education*, 6(1), 2847-2856.
- Yang, Y. F., Goh, A. P. I., Hu, C. C., Chen, N. S., & Lai, S. C. (2024). Digital game-playing to enhance English vocabulary and content learning among anxious foreign language students. *Computer Assisted Language Learning*, 1–28. <https://doi.org/10.1080/09588221.2024.2371383>
- Yuan, R., Liao, W., Wang, Z., Kong, J., & Zhang, Y. (2022). How do English-as-a-foreign-language (EFL) teachers perceive and engage with critical thinking: A systematic review from 2010 to 2020. *Thinking skills and creativity*, 43, 101002.
- Zulhernanda, W. (2018). Teachers' perceptions on application of 2013 curriculum for elementary school in Medan. *Advances in Language and Literary Studies*, 9(1), 62-66.