

BLIBLIOGRAPHY

- Astini, N. K. S. (2020). Tantangan Dan Peluang Pemanfaatan Teknologi Informasi Dalam Pembelajaran Online Masa Covid-19. *Cetta: Jurnal Ilmu Pendidikan*, 3(2), 241-255.
- Baszuk, P. A., & Heath, M. L. (2020). Using Kahoot! to increase exam scores and engagement. *Journal of Education for Business*, 95(8), 548-552.
- Boden, G. M., & Hart, L. (2018). Kahoot-Game Based Student Response System. *Compass: Journal of Learning and Teaching*, 11(1).
- Budiaty, B. (2017, June). ICT (INFORMATION AND COMMUNICATION TECHNOLOGY) USE: KAHOOT PROGRAM FOR ENGLISH STUDENTS' LEARNING BOOSTER. In *Proceedings Education and Language International Conference* (Vol. 1, No. 1).
- Cárdenas-Moncada, C., Véliz-Campos, M., & Véliz, L. (2020). Game-Based Student Response Systems: The Impact of Kahoot in a Chilean Vocational Higher Education EFL Classroom. *Computer-Assisted Language Learning Electronic Journal (CALLEJ)*, 21(1), 64-78.
- Damara, G. (2016). Students' Perception on the Use of Kahoot! as an Ice Breaker in Movie Interpretation Class.
- Edison G Llerena Medina, Carlos P. Rodríguez Hurtado (2020). Kahoot! A Digital Tool for Learning Vocabulary in a language classroom . *Revista Publicando*, 4 No 12. (1). 2017, 441-449. ISSN 1390-93
- Fajar, R., & Wenny, S. (2019). PERCEPTION OF STIE MUHAMMADIYAH JAMBI STUDENTS TOWARD KAHOOT AS MEDIUM FOR LEARNING ENGLISH. *Journal Of Language Education and Development (JLed)*, 2(1), 213-223.

- Fathan, U. S. A., & Syafii, A. (2018). Kahoot as the Media Platform for Learn English. *English Education: Journal of English Teaching and Research*, 3(1), 52-57.
- Iwamoto, D. H., Hargis, J., Taitano, E. J., & Vuong, K. (2017). Analyzing the efficacy of the testing effect using KahootTM on student performance. *Turkish Online Journal of Distance Education*, 18(2), 80-93.
- Licorish, S. A., Owen, H. E., Daniel, B., & George, J. L. (2018). Students' perception of Kahoot!'s influence on teaching and learning. *Research and Practice in Technology Enhanced Learning*, 13(1), 1-23.
- Purba, L. S. L., Sormin, E., & Harefa, N. (2019). Effectiveness of use of online games kahoot! chemical to improve student learning motivation. *Jurnal Pendidikan Kimia*, 11(2), 57-66.
- Uçar, H., & Kumtepe, A. T. (2017, March). Using the game-based student response tool kahoot! In an online class: Perspectives of online learners. In *Society for Information Technology & Teacher Education International Conference* (pp. 303-307). Association for the Advancement of Computing in Education (AACE).
- Wang, A. I., & Tahir, R. (2020). The effect of using Kahoot! for learning—A literature review. *Computers & Education*, 149, 103818.
- Wang, A. I., & Tahir, R. (2020). The effect of using Kahoot! for learning—A literature review. *Computers & Education*, 149, 103818.