

## REFERENCES

- A. Al-Mutairi, M. (2019). Kachru's Three Concentric Circles Model of English Language: An Overview of Criticism & the Place of Kuwait in it. *English Language Teaching*, 13(1), 85. <https://doi.org/10.5539/elt.v13n1p85>
- Acquah, E. O., & Katz, H. T. (2020). Digital game-based L2 learning outcomes for primary through high-school students: A systematic literature review. *Computers and Education*, 143. <https://doi.org/10.1016/j.compedu.2019.103667>
- Akbar, S., & Zahid, Z. (2025). *Assessing English Learners' Attitude towards the use of Synonyms in Communication: A Study Conducted at BS Level*. 9(2). [https://doi.org/10.35484/pssr.2025\(9-II\)22](https://doi.org/10.35484/pssr.2025(9-II)22)
- Alyaz, Y., & Sinem GENC, Z. (2016). DIGITAL GAME-BASED LANGUAGE LEARNING IN FOREIGN LANGUAGE TEACHER EDUCATION. In *Turkish Online Journal of Distance Education*, 17(4).
- Anastasiadis, T., Lampropoulos, G., & Siakas, K. (2018). Digital Game-based Learning and Serious Games in Education. *International Journal of Advances in Scientific Research and Engineering*, 4(12), 139–144. <https://doi.org/10.31695/ijasre.2018.33016>
- Aritonang, R., Sugara, I. A., & Pane, S. (2024). Analysis of Android Smartphone Usage Preferences compared to iOS. *Jambu Air : Journal Of Accounting Management Business And International Research*, 3. 129-136. <https://doi.org/10.57235/jambuair.v3i1.2106>
- Branch, R. M. (2009). *Instructional design: The ADDIE approach*. Springer Science & Business Media.
- Chowdhury, M., Dixon, L. Q., Kuo, L. J., Donaldson, J. P., Eslami, Z., Viruru, R., & Luo, W. (2024). Digital game-based language learning for vocabulary development. *Computers and Education Open*, 6. <https://doi.org/10.1016/j.caeo.2024.100160>
- Dan, N. N., Trung, L. T. B. T., Nga, N. T., & Dung, T. M. (2024). Digital game-based learning in mathematics education at primary school level:

- A systematic literature review. *Eurasia Journal of Mathematics, Science and Technology Education*, 20(4).  
<https://doi.org/10.29333/ejmste/14377>
- Darwin, D., Rafli, Z., & Setiadi, S. (2022). *DEVELOPMENT OF ANDROID-BASED LEARNING MEDIA: A LITERATURE REVIEW* 4(3), 581-592.
- Dixon, D. H., Dixon, T., & Jordan, E. (2022). Second language (L2) gains through digital game-based language learning (DGBLL): A meta-analysis. *Language Learning and Technology*, 26(1), 1–25.  
<https://doi.org/10.64152/10125/73464>
- Dong, T., & Lin, X. (2017). Strategies on English Synonym Teaching in Senior High School in the Light of Social Constructivism. *International Journal of English Language and Literature Studies*, 6(3), 63–68.  
<https://doi.org/10.18488/journal.23.2017.63.63.68>
- Febrianti, R., Taheri, A. M., & Kuswidyankarko, A. (2025). Pengaruh Metode DGBL (Digital Game Based Learning) Berbasis Media Educaplay terhadap Minat dan Hasil Belajar Matematika Siswa Kelas IV Sekolah Dasar. *Jurnal Papeda*, 7(3).
- Gatrell, D. (2025). Digital game-based language learning in the young L2 learner classroom. *ELT Journal*, 79(4), 583–594.  
<https://doi.org/10.1093/elt/ccaf038>
- Hidayah, M., Nisa, A. F., Khosiyono, B. H. C., Masjid, A. Al, & Cahyani, B. H. (2025). Analysis of Android-Based Science Learning Media to Improve Motivation and Learning Outcomes of Elementary School Students: A Systematic Literature Review. *Jurnal Penelitian Pendidikan IPA*, 11(3), 86–96. <https://doi.org/10.29303/jppipa.v11i3.10236>
- Hidayah, N., & Puspaningrum, S. (2025). Penerapan Metode Index Card Match Untuk Meningkatkan Kemampuan Menghafal Pada Mata Pelajaran Al-Qur'an Hadis. *Jurnal Ilmiah Profesi Pendidikan*, 10(2), 1026–1031. <https://doi.org/10.29303/jipp.v10i2.3329>

- Holidazia, R., & Siti Rodliyah, R. (2020). Strategi Siswa dalam Pembelajaran Kosa Kata Bahasa Inggris. *Jurnal Penelitian Pendidikan*, 20(1), 111-120.
- Huang, A. (2023). The Effect of Digital Game-Based Learning on Motivation for EFL. In *Journal of Education, Humanities and Social Sciences EMSS*, 23, 2023.
- Jabu, B., Aeni, N., Sudding, F. H., Saud, C. F., & Ramadhan, A. (2025). Meningkatkan Kemampuan Bahasa Inggris Peserta didik melalui Program 'Engfluence': Kursus Interaktif. 2(1), 10–17.
- Jeon, J. (2025). The Impact of CEFR Basic User Level Text Complexity on Elementary School Learners' English Comprehension. *The Korea Association of Primary English Education*, 31(1), 143–168. <https://doi.org/10.25231/pee.2025.31.1.143>
- Kachru, B. B. (1985). Standards, codification and sociolinguistic realism: The English language in the outer circle.
- Kazu, İ.Y., Kuvvetli, M. A triangulation method on the effectiveness of digital game-based language learning for vocabulary acquisition. *Educ Inf Technol*28, 13541–13567 (2023).
- Khansa, M. (2020). EFL Learning Strategies Employed by Indonesian Successful High School Students. *Jurnal Pendidikan Humaniora*, 8(4), 134-141. <http://journal.um.ac.id/index.php/jph/article/view/14486>
- Krath, J., Schürmann, L., & von Korflesch, H. F. O. (2021). Revealing the theoretical basis of gamification: A systematic review and analysis of theory in research on gamification, serious games and game-based learning. *Computers in Human Behavior*, 125. <https://doi.org/10.1016/j.chb.2021.106963>
- Kumar Kalyani, L. (2023). Translation as a Learning Method in English Language Teaching. *International Journal of Multidisciplinary Research in Arts, Science and Technology*, 1(3).
- Kuswanto, J., Yunarti, Y., Lastri, N., Dapiokta, J., & Adesti, A. (2021). Development Learning Media Based Android for English Subjects.

*Journal of Physics: Conference Series*, 1779(1).  
<https://doi.org/10.1088/1742-6596/1779/1/012020>

- Kuswatun. (2017). *THE EFFECTIVENESS OF USING SYNONYM IN LEARNING VOCABULARY (A Quasi-Experimental Study at the Eighth Grade Students of SMP Islam At Taqwa Pamulang)*.
- Li, S. (2020). A Study on the Validity of the Grammar Fill-in-the-blank Questions of the National English Paper for College Entrance Examination in 2020. *Region - Educational Research and Reviews*, 2(4), 41. <https://doi.org/10.32629/rerr.v2i4.203>
- Liyana, T. N. (2022). Evaluating Implicit and Explicit Exposure to ESL and Their Influence on Motivation. *LEARN Journal: Language Education and Acquisition Research Network*, 15 (2), 57-79. <https://so04.tci-thaijo.org/index.php/LEARN/index>
- Lubna, K. S. Q. A., & Toyyibah, T. (2024). Factors Affecting the Success of Learning English with Limited Exposure: Reflections from Non-English Department Students. *Journal of Language Intelligence and Culture*, 6(2), 175–187. <https://doi.org/10.35719/jlic.v6i2.126>
- Medawela, R. M. S. H. B., Ratnayake, D. R. D. L., Abeyasinghe, W. A. M. U. L., Jayasinghe, R. D., & Marambe, K. N. (2013). Effectiveness of “fill in the blanks” over multiple choice questions in assessing final year dental undergraduates. *Educacion Medica*, 19(2), 72–76. <https://doi.org/10.1016/j.edumed.2017.03.010>
- Meilani, N., Viana Restu Labalawa, D., Tiku Salu, L., Wahyu Ningsih Rado, E., & Hindarti Utami Payapo, R. (2025). Rancangan Aktivitas Bermain MatchPapua Guna Meningkatkan Area Working Memory Siswa SD. In *Jurnal Ilmiah Psikomuda Connectedness*, 5(1), 36-43.
- Merentika Arianda, S., Jaya, A., & Theriana, A. (2023). EFL (English as a Foreign Language) Students’ Perception About The Effectiveness of Learning Reading by Using Electronic Books. *Journal of English Study Programme* 6(2).

- Monica, L. C. L. (2011). EFEK WARNA DALAM DUNIA DESAIN DAN PERIKLANAN. *HUMANIORA*, 2(2), 1084-1096. <https://doi.org/10.21512/HUMANIORA.V2I2.3158>
- Muhammad Asrul Sultan, Maryam, M., & Wawan Krismanto. (2025). Android-Based Role-Playing Educational Games to Support Strengthening Children's Character Education in Elementary School. *Jurnal Penelitian Dan Pengembangan Pendidikan*, 9(1), 102–113. <https://doi.org/10.23887/jppp.v9i1.82185>
- Nazir, Mohammad. (2005). *Metode Penelitian* Jakarta: Ghalia Indonesia.
- Ndapa, D. Y., Disnawati, H., Daniel, O., & Ekawati., R. (2023). Development of Android-Based Learning Media for High School Students in Indonesia: A Systematic Review of Literature. *Jurnal Iqra' : Kajian Ilmu Pendidikan*, 8(1), 402–417. <https://doi.org/10.25217/ji.v8i1.3483>
- Novitasari, S. F. (2023). PENGEMBANGAN MEDIA VIDEO ANIMASI 2D PADA MATERI KECEPATAN UNTUK MENINGKATKAN HASIL BELAJAR SISWA SEKOLAH DASAR.
- Nevyta, D. D., Purba, D., & Hutagalung, I. S. R. (2023). Efektivitas Permainan Memori Matching Card Terhadap Peningkatan Kosakata (Wortschatz) Bahasa Jerman Siswa Kelas XI SMA YP HKBP Pematang Siantar. *Jurnal Insan Pendidikan Dan Sosial Humaniora*, 1(4), 74–83. <https://doi.org/10.59581/jipsoshum-widyakarya.v1i4.1625>
- Okpatrioka. (2023). Research And Development (R&D) Penelitian Yang Inovatif Dalam Pendidikan. *DHARMA ACARIYA NUSANTARA : Jurnal Pendidikan, Bahasa dan Budaya*, 1(1), 86-100.
- OpenAI. (2024). ChatGPT (GPT-4o). [Large language model]. <https://chatgpt.com>
- Portales, I. A. Á., Roldán, E. A. P., & Corona, J. I. M. (2021). Theoretical Perspective of Level A2 of The English Language Perspectiva Teórica Del Nivel A2 Del Idioma Inglés.

- Purwasih, S. M., & Rahmadhani, E. (2021). PENERAPAN SCAFFOLDING SEBAGAI SOLUSI MEMINIMALISIR KESALAHAN SISWA DALAM MENYELESAIKAN MASALAH SPLDV. *FIBONACCI: Jurnal Pendidikan Matematika Dan Matematika*, 7(2), 91. <https://doi.org/10.24853/fbc.7.2.91-98>
- Rahayu, D., S., Irdiyansyah, I., & Gusnadi. (2024). The Influence of Digital Game-Based Learning on Student Vocabulary Enrichment: Baamboozle and Wordwall Implementation Apps. *Asshika: Journal of English Language Teaching & Learning*, 1(2), 24-36.
- Rahman, R. F., Rosita, I., Nur, D., Mulyati, R., & Sari, M. (2025). Penerapan DGBL (Digital Game Based Learning) Dengan Penggunaan Kahoot! Terhadap Motivasi Belajar Siswa Dalam Pembelajaran Matematika. *Jayapangus Press Cetta: Jurnal Ilmu Pendidikan*, 8(4). <https://jayapanguspress.penerbit.org/index.php/cetta>
- Rook, C., Panda, S., Hodgson, D., & Fenwick, A. (2026). Heartscape: Biofeedback Through Real-Time Abstract Heart Rate Visualization. *INTERNATIONAL JOURNAL OF HUMAN-COMPUTER INTERACTION*. <https://doi.org/10.1080/10447318.2026.2669040>
- Rosnata, N. P. F. M. B., Agustiana, I. G. A. T., & Dibia, I. K. (2021). Innovative Learning through Fun Thinkers Media Based on Fill the Blank Question. *International Journal of Elementary Education*, 5(3), 416–424. <https://ejournal.undiksha.ac.id/index.php/IJEE>
- Saputri, A., Sukirno, S., Kurniawan, H., & Probowasito, T. (2020). Developing Android Game-Based Learning Media “Go Accounting” in Accounting Learning. *Indonesian Journal on Learning and Advanced Education (IJOLAE)*, 91–99. <https://doi.org/10.23917/ijolae.v2i2.9998>
- Sari, A. S. P., Sembiring, N., & Wau, K. (2022). Improving Students’ Vocabulary Mastery on Synonyms through the Application of Think Pair Share (TPS) Technique. *Budapest International Research and Critics Institute-Journal (BIRCI-Journal)*, 5(2), 16466–16475. DOI: <https://doi.org/10.33258/birci.v5i2.5561>

- Sari, N., & Surya, E. (2017). *EFEKTIVITAS PENGGUNAAN TEKNIK SCAFFOLDING DALAM MENINGKATKAN HASIL BELAJAR MATEMATIKA PADA SISWA SMP SWASTA AL-WASHLIYAH MEDAN*, 7(1).
- Serrano, K. (2019). "The effect of digital game-based learning on student learning: A literature review". *Graduate Research Papers*. 943. <https://scholarworks.uni.edu/grp/943>
- Simamora, B. (2022). Skala Likert, Bias Penggunaan dan Jalan Keluarnya. *Jurnal Manajemen*, 12(1), 84–93. <https://doi.org/10.46806/jman.v12i1.978>
- Sintaro, S., Ramdani, R., & Samsugi, S. (2020). RANCANG BANGUN GAME EDUKASI TEMPAT BERSEJARAH DI INDONESIA. *Jurnal Informatika dan Rekayasa Perangkat Lunak*, 1(1). <http://jim.teknokrat.ac.id/index.php/informatika>
- Sivakumar, R. (2022). EFFECTIVENESS OF MEMORY GAME ON ACADEMIC PERFORMANCE OF PRIMARY SCHOOL STUDENTS. *Global and Lokal Distance Education-GLOKALde*, 8(1), 15-23.
- Sudaryanto., & Widodo, P. (2018). Common European Framework of Reference for Languages (CEFR) dan Implikasinya bagi Buku Ajar BIPA. *Jurnal Pendidikan Bahasa dan Sastra Indonesia*, 1(1). <https://ejournals.umma.ac.id/index.php/idiomatik>
- Sweller, J., Merriënboer, J. J. G. V., & Paas, F. (2019). Cognitive Architecture and Instructional Design: 20 Years Later. *Educational Psychology Review*, 31, 261-292. <https://doi.org/10.1007/s10648-019-09465-5>
- Ting Hung, H., Yang, J. C., Jen Hwang, G., Chun Chu, H., & Chieh Wang, C. (2018). A scoping review of research on digital game-based language learning. *Computers & Education*, 126, 89-104. <https://doi.org/10.1016/j.compedu.2018.07.001>

- Tresna Yudha, H., & Mandasari, B. (2021). THE ANALYSIS OF GAME USAGE FOR SENIOR HIGH SCHOOL STUDENTS TO IMPROVE THEIR VOCABULARY MASTERY. *Journal of English Language Teaching and Learning (JELTL)*, 2(2), 74-79. <http://jim.teknokrat.ac.id/index.php/english-language-teaching/index>
- Vanage, S. (2025). Mobile Market Analysis: Exploring iOS and Android Trends, User Growth and Platform Competition (2011-2023). <https://dx.doi.org/10.2139/ssrn.5333043>
- Wahono, S. S., Ahmad, S. I. N., Hidayah, P. N., & Putri, F. P. (2023). Acting Out a Memory-based Game in Classroom: A Study on Elementary School Students' English Proficiency. *Journal of Language Intelligence and Culture*, 5(2), 139–146. <https://doi.org/10.35719/jlic.v5i2.131>
- Wood, D., Bruner, J. S., & Ross, G. (1976). The role of tutoring in problem solving. *Journal of Child Psychology and Psychiatry*, 17(2), 89–100. <https://doi.org/10.1111/j.1469-7610.1976.tb00381.x>
- Zamsiswaya., Syawaluddin., & Syahrizul. (2024). Pengembangan Model ADDIE (Analysis, Design, Development, Implementation, Evaluation). *Jurnal Pendidikan Tambusai*, 8(3), 46363-46369.
- Zein, N. (2019). Perancangan Game Matching Card untuk Meningkatkan Memori Otak pada Anak (Vol. 5).
- Yudi, W. A., Aminatun, D., Mandasari, B., Mulya Sari, F., Hamzah, I., Ayu, M., Oktaviani, L., & Alamsyah, R. (2024). *Basic Principles of English Language Teaching*.