

## REFERENCES

- Ahsan, W. (2015). An Analysis of Cohesive Devices Used in Selected Short Stories Retold by Slamet Risyanto. *Thesis: Repository of IAIN Tulungagung*.
- Anggraeni, S., & Taufiq, M. (2021). Implementation of Quizizz Online Evaluation Tools With STEM Approach to Measure Analytical Skills of the Junior High School Students. *Jurnal IPA dan Pembelajaran IPA*.
- Arikunto, S. (2018). Dasar-Dasar Evaluasi Pendidikan. *Jakarta: Bumi Aksara*.
- Azizah. (2016). Teaching and Learning Speaking at SMP Islam Al-Azhar Tulungagung. *Thesis: Repository of IAIN Tulungagung*.
- Bennett, R. E. (2011). Formative assessment: A Critical Review. *Assessment in Education: Principles, Policy and Practice*.
- Bransford, J., Brown, A., & Cocking, R. (2000). How People Learn: Brain, Mind, Experience and School. *Washington, DC: Commission on Behavioral and Social Sciences and Education*.
- Brookhart, S. M. (2012). Teacher Feedback in Formative Classroom Assessment. *In Leading Student Assessment*.
- Brown, H. D. (2004). Language Assessment Principles and Classroom Practices. *New York: Pearson Education*.
- Bury, B. (2017). Testing goes mobile: Web 2.0. In Pixel (Eds.). *ICT for Language Learning: 10th Conference Proceedings*.
- Creswell, J. W. (2014). Research Design: Qualitative, Quantitative, and Mixed Methods Approaches. *United States of America: SAGE Publications, Inc*.
- Creswell, J. W., & Creswell, J. D. (2017). Research Design: Qualitative, Quantitative, and Mixed Methods Approaches. *Sage Publications*.
- Degirmenci, R. (2021). The Use of Quizizz in Language Learning and Teaching from the Teachers' and Students' Perspectives: A Literature Review. *Language Education and Technology*.
- Delacruz, G. C. (2011). Games as Formative Assessment Environments: Examining the Impact of Explanations of Scoring and Incentives on Math Learning, Game Performance, and Help Seeking . *National Center for Research on Evaluation, Standards, and Student Testing (CR)*.

- Demirtaş, Z., & Kahveci, G. (2010). Expectations and Satisfaction Levels of Secondary School Students with Their Schools. *E-Journal of New World Sciences Academy*.
- Dhamayanti, F. (2021). EFL Students' Perception and Motivation Toward Quizizz as E-Learning Media in English E-Classroom. *EDUCAFL: Journal of Education of English as Foreign Language Journal*.
- Göksün, D. O., & Gürsoy, G. (2019). Comparing Success and Engagement in Gamified Learning Experiences Via Kahoot and Quizizz. *Computers & Education*.
- Heritage, M. (2012). From Formative Assessment: Improving Teaching and Learning. *Paper presented at the CRESST 2007 Assessment Conference*.
- James, M. (2010). Educational Assessment: Overview. *International Encyclopedia of Education*.
- Junior, J. B. (2020). Assessment for Learning with Mobile Apps: Exploring the Potential of Quizizz in the Educational Context. *International Journal of Development Research*.
- Kumar, B., & Khurana, P. (2012). Gamification in Education – Learn Computer Programming with Fun. *Journal of Computers and Distributed Systems*.
- Moleong, L. J. (2018). Metodologi Penelitian Kualitatif. *Bandung. PT. Remaja Rosdakarya*.
- Muhammad Munif, e. a. (2021). Integration of Distance Learning Design and e-Learning in Madrasah. *Journal of Physics: Conference Series*.
- Nanda, S., Abdul, N., & Daddi, H. (2018). The Use of Quizizz Application in Improving Students' Reading Comprehension Skill at SMKN 3 Takalar. *Thesis: digilibadmin.unismuh.ac.id*.
- Nurhayati, D. A. (2019). Students' Perceptive on Innovative Teaching Model Using Edmodo in Teaching English Phonology: "A virtual Class Development". *Dinamika Ilmu*.
- Popham, W. J. (2008). Classroom assessment: What teachers need to know, (5th ed., ). *Prentice Hall*.
- Prensky, M. (2001). Digital Natives, Digital Immigrants: Part 1. . *On the Horizon*.
- Purba., L. S. (2020). The Effectiveness of The Quizizz Interactive Quiz Media as an Online Learning Evaluation of Physics Chemistry to Improve Student Learning Outcomes. *Journal of Physics: Conference Series*.

- Qu, W., & Zhang, C. (2013). The Analysis of Summative Assessment and Formative Assessment and Their Roles in College English Assessment System. *Journal of Language Teaching and Research*.
- Rahmawati, S. (2021). Students' Perceptions Toward Quizizz as an Online Learning Media . *PANYONARA: Journal of English Education*.
- Robinowitz, A. (2010). From Principles to Practice: An Embedded Assessment System. *Applied Measurement in Education*.
- Rukajat, A. (2018). Teknik Evaluasi Pembelajaran. *Deepublish*.
- Shute, V. J., & Spector, J. M. (2010). Stealth Assessment in Virtual Worlds. *Technologies Evaluation Library*.
- Simonson, M. (2016). Distance Learning. *Article of Britannica. Published on 07 November 2016*.
- Vagholkar, K. (2019). OSCE as a Summative Assessment Tool for Undergraduate Students of Surgery—Our Experience. *Indian Journal of Surgery*.
- Zhao, F. (2019). Using Quizizz to Integrate Fun Multiplayer Activity in the Accounting Classroom . *International Journal of Higher Education*.
- Zuhriyah, S., & Pratolo, B. W. (2020). Exploring Students' Views in The Use of Quizizz as an Assessment Tool in English as a Foreign Language (EFL) Class. *Universal Journal of Educational Research*.