REFERENCES

- Anderson, M., & Anderson, K. (1998). *Text Types in English 1*. South Yarra: Macmillan Education Australia Pty Ltd.
- Arikunto, S. (2009). Dasar-Dasar Evaluasi Pendidikan. Jakarta: Bumi Aksara.
- Avila-Garzon, Cecilia, et al. 2021. Augmented Reality in Education: An Overview of Twenty-Five Years of Research. Contemporary Educational Technology, Vol 13(3).
- Azuma, R. T. (1997). A Survey of Augmented Reality. Presence: Teleoperators and Virtual Environments, 6(4), 355–385. https://doi.org/10.1162/pres.1997.6.4.355
- Berman, R. & Cheng, L. (2010). English Academic Language Skills: Perceived Difficulties by Undergraduate and Graduate Students, and Their Academic Achievement. Canadian Journal of Applied Linguistics.
- Brown, H. D. (2004). *Language Assessment: Principles and Classroom Practices*. New York: Pearson Education.
- Cerqueira, R. M., & Kirner, C. (2012). Designing educational applications in augmented reality with a constructivist approach. *SBC Journal on 3D Interactive Systems*, 3(1), 1–7.
- Chang, K.-E., Chang, C.-T., Hou, H.-T., Sung, Y.-T., Chao, H.-L., & Lee, C.-M. (2014). Development and behavioral pattern analysis of a mobile guide system with augmented reality for painting appreciation instruction in an art museum.

 *Computers** & Education.**

 https://doi.org/10.1016/j.compedu.2013.09.022
- Creswell, J. W. (2003). Research Design: Qualitative, Quantitative, and Mixed Methods Approaches (2nd ed.). Thousand Oaks, CA: Sage Publications.
- Creswell, J. W. (2008). Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research (3rd ed.). Upper Saddle River, NJ: Pearson.

- Creswell, J. W. (2012). Educational research: Planning, conducting, and evaluating quantitative and qualitative research(4th ed.). Boston, MA: Pearson.
- Dehaene, S. 2009. Reading in the Brain: The Science and Evolution of a Human Invention. New York: Viking.
- Dirgeyasa, I. Wy. (2016). *Genre-Based Approach: What and How to Teach and to Learn Writing*. Medan: Unimed Press.
- Duffy, G. G. (2009). Explaining Reading: A Resource for Teaching Concepts, Skills, and Strategies (2nd ed.). New York: The Guilford Press.
- Duke, N. K. 2015. Inside Information: Developing Powerful Readers and Writers of Informational Text Through Project-based Instruction. New York: Scholastic.
- Ebadi, S., Ashrafabadi, F. (2022). An exploration into the impact of augmented reality on EFL learners' Reading comprehension. Educ Inf Technol 27, 9745–9765 https://doi.org/10.1007/s10639-022-11021-8
- Evans, J. D. (1996). *Straightforward Statistics for the Behavioral Sciences*. Pacific Grove, CA: Brooks/Cole Publishing.
- Fadilah, T. (2021). Reading Narrative Text Using Augmented Reality Books: Teacher's Implementation, Students' Reading Comprehension, and Their Responses. Undergraduate Thesis, UIN Sunan Gunung Djati Bandung. Retrieved from https://digilib.uinsgd.ac.id/39765/
- Garzon, J. 2021. Augmented Reality in Education: An Overview of Research. In Educational Technology Research and Development.
- Gay, L. R. (1992). *Educational Research: Competencies for Analysis and Application* (4th ed.). New York: Merrill Publishing Company.
- George, D., & Mallery, P. (2003). SPSS for Windows Step by Step: A Simple Guide and Reference (4th ed.). Boston: Allyn & Bacon.
- Grabe, W., & Stoller, F. L. 2011. *Teaching and Researching Reading*. Harlow: Pearson Education.

- Grellet, Francoise. 2010. *Developing Reading Skills*. Cambridge: Cambridge University Press
- Hariyani, Mia. 2022. Design of Learning Media Based on Augmented Reality in Recognizing IOT Starter KIT Devices in Class X TKJ at SMK Nusantara 1. Jurnal Pendidikan.
- Hyland, K. (2003). *Second Language Writing*. Cambridge: Cambridge University Press.
- Indjuang, J. 2004. *Educational Technology and ICT Use in Education*. Jakarta: Ministry of Education.
- Knapp, P., & Watkins, M. (2005). *Genre, Text, Grammar: Technologies for Teaching and Assessing Writing*. Sydney: University of New South Wales Press.
- Kucukoglu, H. 2012. *Improving Reading Skills through Effective Reading Strategies*. Procedia Social and Behavioral Sciences.
- Lyu, C. F. (2012). The application of augmented reality technology in education. *Modern Educational Technology*, 22(8), 112–115.
- Mekni, M., & Lemieux, A. (2014). Augmented reality: Applications, challenges and future trends. *Applied Computational Science*, 20, 205–214.
- Mubarok, F. U., et al. (2023). Measuring augmented reality effectiveness on ESP students' reading comprehension. 2023 9th International Conference on Education and Technology (ICET), 105–109. https://doi.org/10.1109/ICET59790.2023.10435329
- Mustaqim, I. (2016). Pemanfaatan Augmented Reality sebagai Media Pembelajaran Interaktif. Yogyakarta: Universitas Negeri Yogyakarta Press.

- Mustaqim, I., & Kurniawan, H. (2021). *Penerapan Augmented Reality sebagai Media Pembelajaran*. Yogyakarta: Universitas Negeri Yogyakarta Press.
- Nuttal, Christian. 1996. *Teaching Reading Skill in a Foreign Language*. London: Macmillan.
- Oakhill, J., Cain, K., & Elbro, C. 2015. *Understanding and Teaching Reading Comprehension: A Handbook*. London: Routledge.
- Parmaxi, A., & Demetriou, A. A. 2020. *Augmented Reality In Language Learning*: A State-Of-The-Art Review Of 2014–2019. Journal of Computer Assisted Learning
- Patel, M. F., & Jain, P. M. 2008. English Language Teaching (Methods, Tools & Techniques). Jaipur: Sunrise Publishers.
- Rizky, M. (2021). Pemanfaatan augmented reality untuk meningkatkan kualitas pembelajaran. *Jurnal Ilmu Komputer dan Pendidikan*, 10(1), 45–52.
- Saidin, N. F., Abd Halim, N. D., & Yahaya, N. (2014). A review of research on augmented reality in education: Advantages and applications. *International Education Studies*, 7(13), 1–8. https://doi.org/10.5539/ies.v8n13p1
- Satyaningrum, Asri. 2019. The Effectiveness of Using Augmented Reality Feature of Student Text Listening Ability of the Seven Grade Students' at SMPN 2 Liliriaja. Jepara: Mawas Press.
- Shanahan, T. (2015). *Reading-Writing Relationships, Writing, and Reading*. In Handbook of Research on Writing (pp. 194-209). Routledge.
- Silver, Harvey F. et al. 2010. Reading for Meaning: How to Build Students' Comprehension, Reasoning, and Problem-Solving Skills. Alexandria: ASCD Publisher.
- Snow, C. E., & RAND Reading Study Group. (2002). Reading for Understanding:

 Toward an R&D Program in Reading Comprehension. Santa Monica, CA:

 RAND Corporation. Retrieved from https://www.rand.org/pubs/monograph_reports/MR1465.html

- Suharsini, A. (2009). Dasar-Dasar Evaluasi Pendidikan. Jakarta: Bumi Aksara.
- Vakaliuk, T., & Pochtoviuk, S. (2021). Benefits of AR in education. *International Journal of Computer Science and Education*, 2(1), 10–18.
- Woolley, G. (2011). Reading Comprehension: Assisting Children with Learning Difficulties. Dordrecht: Springer. https://doi.org/10.1007/978-94-007-1174-7
- Wulan, N. S., and Rahma, R. 2020. *Augmented Reality-Based Multimedia In Early Writing Learning: Introduction Of ICT To Children*. In Journal of Physics: Conference Series IOP Publishing.
- Xie, X., & Huang, H. (2023). *Investigating the impact of augmented reality on High School Students' reading comprehension*. AERA 2023. https://doi.org/10.3102/ip.23.2001829