REFERENCES

Armin. 2014. Imroving the Second Year Students' Narrative Text Through Genre Based Approach at SMA Negeri 1 Manggar Bombing Takalar Regency. Bangka Belitung: Uin Allauddin Press.

Brown, H. Douglas. 2010. Language Assessment: Principles and classroom practices. New York: Longman.

Creswell, J. W. 2012. Educational Research: Planning, Conducting, Evaluating, Quantitative and Qualitative Research (Fourth Edition). Boston: Person Education Inc.

Collins, Marva. 2014. Questions Teachers have about Teaching Writing: A Professional Development Resource. Writingcity. Available on https://www.writingcity.com/enewsletter-archive/february-2014-newsletter (access: Sept 15, 2022).

Fauziatul Fitriani, Fauziatul., dkk. 2014. The Analysis of Students' Writing Ability in a Narrative Text at Senior High School 3 Bukittinggi. Bukittinggi: Universitas Negeri Padang.

Fika Alisha, dkk,. 2019. Students' Difficulties in Writing EFL. Siliwangi: Project Professional Journal of English Education.

Gozcu, E. 2016. The Importance of Using Games in EFL Classrooms. Cypriot Journal of Educational Science, 11(3).

Husin, MS. 2017. The Ability of Indonesian EFL Learners in Writing Academic Papers. Samarinda: Dinamika Ilmu.

Lamb, Martin. 2018. The Impact of Online Use of English on Motivation to Learn. Computer Assisted Language Learning 33 (1-2), 85-108.

Luthfiyati, Dian., dkk. 2015. Mistakes in Writing Narrative Texts Made by The Students of Senior High School. Malang: Jurnal Pendidikan Humaniora.

Nunan, David. 2017. Syllabus Design. Oxford: University Press.

Noviana, Okke. 2015. The Effective Use of Edmodo in Writing a Narrative Text in Senior High School. Pontianak: Tanjungpura University.

Rani, D. H. 2019. Dampak Game Online Mobile Legends: Bang Bang terhadap Mahasiswa. Perspektif, 7(1). 6–12.

Rao, P.S. 2019. The Role of English as Global Language. Kingdom of Saudi Arabia: King Faisal University (Oray's Publication).

Rahayu, Ria Seprina. 2020. Using Mobile Legend Mediain Procedure Text to Increase Students Writing Skills among the Eleventh Grades at MAN 1 East Lampung. Lampung: IAIN Metro.

Ruži-Baf,M.S. 2016. Online Video Games and Young People. International Journal of Research in Education and Science, 2 (1).

Sudarwati,T.M. 2017. Pathway to English2. Jakarta: Erlangga.

Sugiyono. 2016. Metode Penelitian Kuantitatif, Kualitatif, dan R&D. Bandung: PT Alfabet.

White, H., & Sabarwal, S. 2014. Quasi-Experimental Design and Methods: Methodological Briefs-Impact Evaluation No. 8.

Winastiti, A. 2016. Alasan Siswa Kurang Menyukai Pelajaran Bahasa Inggris. Pondok Gede, Bekasi: CNN.

Yanti Jafar, Astri., 2017. Improving The Students' Ability in Writing Narrative Text by Using Story in a Bag Game at Eleventh Grade of SMAN 1 Tinggimoncong. Makassar: UIN Alauddin Makassar.

Yusron, Adam. 2022. ELED UMM Students' Perceptions on The Use of Mobile Legends Bang Bang to Assist English Language Learning. Malang: Universitas Muhammadiyah Malang.