

REFERENCES

- Alrashidi, O., et al. (2016). Academic Engagement: An Overview of Its Definitions, Dimensions, and Major Conceptualisations. *International Education Studies*, 9(12), 41. doi.org/10.5539/ies.v9n12p41
- Arnold, I. (2011). John Hattie: Visible learning: A synthesis of over 800 meta-analyses relating to achievement. *International Review of Education*, 57(1–2), 219–221. doi.org/10.1007/s11159-011-9198-8
- Bligh, D. A. (2000). *What's the Use of Lectures?: First U.S. Edition of the Classic Work on Lecturing* (1st ed.). New Jersey: Jossey-Bass.
- Clark N. Quinn. (2005). *Engaging learning : designing e-learning simulation games*. New Jersey: Wiley.
- Clark, R., et al. (2006). Efficiency in learning: Evidence-based guidelines to manage cognitive load. *Performance Improvement*, 45(9), 46–47. doi.org/10.1002/pfi.4930450920
- Dick, W., et al. (2005). *EDTC 6321: Instructional Design Summer I Syllabus*. 376.
- Hamari, J., et al. (2014). Does gamification work? - A literature review of empirical studies on gamification. *Proceedings of the Annual Hawaii International Conference on System Sciences*, 3025–3034. doi.org/10.1109/HICSS.2014.377
- Hattie, J. (2009). The black box of tertiary assessment: An independent revolution. *Tertiary Assessment & Higher Education Student Outcomes: Policy, Practice & Research*, 259–275.
- Horwitz, E. (1998). The Modern Language Journal. *Foreign Language Anxiety*.

30, 82–97.

Karl M. Kapp. (2012). *The Gamification of Learning and Instruction: Game-based Methods and Strategies for Training and Education*. San Fransisco: Pfeiffer.

Krashen, S. D. (2003). Explorations in language acquisition and use. *Heinemann, February*, 87.

Lefstein, A., et al. (2015). From moves to sequences: expanding the unit of analysis in the study of classroom discourse. *British Educational Research Journal*, 41(5), 866–885. doi.org/10.1002/berj.3164

Mayer, R., & Moreno, R. (2003). Nine Ways to Reduce Cognitive Load in Multimedia Learning. *Educational Psychologist*, 38(1), 43–52. doi.org/10.1207/S15326985EP3801_6

Mayer, R., & Moreno, R. (2017). Using multimedia for e-learning: Multimedia for e-learning. *Journal of Computer Assisted Learning*, 33(1).

Rivers, W. (2001). Speaking in many voices. *Essays in Honor of Veditz Center Director Emilia Alonso-Sameno*, 132–144.

Sailer, M., et al. (2017). How gamification motivates: An experimental study of the effects of specific game design elements on psychological need satisfaction. *Computers in Human Behavior*, 69, 371–380. doi.org/10.1016/j.chb.2016.12.033

Sugiyono, S., & Ramadhan, M. (2015). Pengembangan sumber dana sekolah pada sekolah menengah kejuruan. *Jurnal Pendidikan Vokasi*, 5(3), 340. doi.org/10.21831/jpv.v5i3.6488

Svinicki, M. D. (2014). *McKeachie's teaching tips : strategies, research, and theory for college and university teachers* (14th ed.). Connecticut: Cengage Learning.

Johnson, D., & Johnson, R. (2019). Cooperative Learning: The Foundation for Active Learning. In *Active Learning - Beyond the Future* (pp. 59–90).

IntechOpen. doi.org/10.5772/intechopen.81086

