REFERENCES

- Adams, W. C. (2015). Conducting semi-structured interviews. In K. E. Newcomer, H. P. Hatry, & J. S. Wholey (Eds.), *Handbook of Practical Program Evaluation: Fourth Edition* (4th editio, Issue August). Jossey-Bass. https://doi.org/10.1002/9781119171386.ch19
- Amalia, D. F. (2020). Quizizz website as an online assessment for English teaching and learning: Students' perspectives. *Jo-ELT (Journal of English Language Teaching) Fakultas Pendidikan Bahasa & Seni Prodi Pendidikan Bahasa Inggris IKIP*, 7(1), 1–8. https://doi.org/10.33394/jo-elt.v7i1.2638
- Baškarada, S. (2014). Qualitative case study guidelines. In *The Qualitative Report*. https://doi.org/10.46743/2160-3715/2014.1008
- Braun, V., & Clarke, V. (2006). Using thematic analysis in psychology. *Applied Qualitative Research in Psychology*, 3(2), 77–101. https://doi.org/10.1057/978-1-137-35913-1
- Brookhart, S. M., & McMillan, J. H. (2019). Classroom Assessment and Educational Measurement. In *Classroom Assessment and Educational Measurement*. Taylor & Francis. https://doi.org/10.4324/9780429507533
- Bury, B. (2017). Testing goes mobile—web 2.0 formative assessment tools. *Conference Proceedings. ICT for Language Learning*, 87.
- Cheng, L., & Fox, J. (2017). Assessment in the language classroom: Teachers supporting student learning. Bloomsbury Publishing.
- Conrad, D., & Witthaus, G. (2021). Reimagining and reexamining assessment in online learning. *Distance Education*, 42(2), 179–183. https://doi.org/10.1080/01587919.2021.1915117
- Curry, R. A., & Gonzalez-Dejesus, N. T. (2010). A literature review of assessment: What new sonographic faculty should know. *Journal of Diagnostic Medical Sonography*, 26(2), 97–105. https://doi.org/10.1177/8756479310361374
- Davis, F. (1989). Perceived usefulness, Perceived ease of use, and user acceptance of information technology. *MIS Quarterly*, *13*(3), 319–340. https://doi.org/10.5962/bhl.title.33621
- Degirmenci, R. (2021). The use of quizizz in language learning and teaching from teachers' and students' perspectives: a literature review article info abstract. *Language Education and Technology (LET Journal)*, *I*(1), 1–11. http://langedutech.com
- Fadhilawati, D. (2021). Using quizizz application for learning and evaluating grammar material. *Journal of Students Academic Research*, 6(1), 65–74.

- Handoko, W., Mizkat, E., Nasution, A., Hambali, & Eska, J. (2021). Gamification in Learning using Quizizz Application as Assessment Tools. *Journal of Physics: Conference Series*, 1783(1). https://doi.org/10.1088/1742-6596/1783/1/012111
- Harahap, S. H., & Kembaren, F. R. W. (2023). Teachers' perceptions of utilizing Quizizz application in ELT for young learners. *Scope: Journal of English Language Teaching*, 7(2), 278. https://doi.org/10.30998/scope.v7i2.16224
- Haripriya. (2023). What is Quizizz? Quizizz Help Centre.
- Irwansyah, R., & Izzati, M. (2021). Implementing quizizz as game based learning and assessment in the english classroom. *TEFLA Journal (Teaching English as Foreign Language and Applied Linguistic Journal)*, 3(1), 13–18.
- Junior, J. B. B. (2020). Assessment for learning with mobile apps exploring the potential of quizizz in the educational context. *International Journal of Development Research*, 10(1), 33366–33371.
- Kariko, A. A. T., & Ayuningtyas, P. (2021). Examining Students' Preferences of Quizizz and Kahoot's as Formative Assessment and Competitiveness. Proceedings 2021 International Seminar on Application for Technology of Information and Communication: IT Opportunities and Creativities for Digital Innovation and Communication within Global Pandemic, ISemantic 2021, September 2021, 400–404. https://doi.org/10.1109/iSemantic52711.2021.9573176
- Khairil, L. F., & Mokshein, S. E. (2018). 21st century assessment: Online assessment. *International Journal of Academic Research in Business and Social Sciences*, 8(1), 659–672. https://doi.org/10.6007/ijarbss/v8-i1/3838
- Khan, S., & Khan, R. A. (2019). Online assessments: Exploring perspectives of university students. *Education and Information Technologies*, *24*(1), 661–677. https://doi.org/10.1007/s10639-018-9797-0
- Kristriani, T., Sudiyanto, & Usodo, B. (2022). Exploration of the use of quizizz gamification application: Teacher perspective. *International Journal of Elementary Education*, 6(2), 205–212.
- Lim, T. M., & Yunus, M. M. (2021). Teachers' perception towards the use of Quizizz in the teaching and learning of English: A systematic review. *Sustainability (Switzerland)*, 13(11). https://doi.org/10.3390/su13116436
- Longhurst, R. (2010). Semi-structured Interviews and Focus Groups. In *Key Methods in Geography* (2nd ed., pp. 103–115). Sage Publication.
- M Ayyoub, A. A., Abu Eidah, B. A., Khlaif, Z. N., Ahmad EL-Shamali, M., & Sulaiman, M. R. (2023). Understanding online assessment continuance

- intention and individual performance by integrating task technology fit and expectancy confirmation theory. *Heliyon*, *9*(11), 1–12. https://doi.org/10.1016/j.heliyon.2023.e22068
- Manurung, P., Karimaliana, K., Ansi, R. Y., Harahap, D. A., Ginting, D., & Subagiharti, H. (2021). The involvement of non-formal education in students' learning needs during the covid-19 epidemic. *International Journal for Educational and Vocational Studies*, 3(4), 287. https://doi.org/10.29103/ijevs.v3i4.5901
- Mei, S. Y., Ju, S. Y., & Adam, Z. (2018). Implementing quizizz as game based learning in the arabic classroom. *European Journal of Social Sciences Education and Research*, 12(1), 208. https://doi.org/10.26417/ejser.v12i1.p208-212
- Mohd, C. K. N. C. K., Mohamad, S. N. M., Sulaiman, H. A., Shahbodin, F., Rahim, N. R., & Aizudin, A. (2023). A review of gamification tools to boost students' motivation and engagement. *Journal of Theoretical and Applied Information Technology*, 101(7), 2771–2782.
- Ningrum, W. (2022). The utilization of Quizizz application in online learning. *Eltin Journal (Journal of English Language Teaching in Indonesia)*, *1*(Update Issue), 1–10. https://doi.org/http://orcid.org/0000-0003-0255-8502
- Orhan Göksün, D., & Gürsoy, G. (2019). Comparing success and engagement in gamified learning experiences via Kahoot and Quizizz. *Computers and Education*, 135(October), 15–29. https://doi.org/10.1016/j.compedu.2019.02.015
- Permana, P., Permatawati, I., & Khoerudin, E. (2023). Foreign Language Learning Gamification Using Quizizz: A Systematic Review Based on Students' Perception. *Eralingua: Jurnal Pendidikan Bahasa Asing Dan Sastra*, 7(2), 233–249. https://doi.org/10.26858/eralingua.v7i2.23969
- Pertiwi, A. P. (2022). Using the quizizz as an qssessment of students' english learning. *Journal of English Teaching, Applied Linguistics and Literatures* (*JETALL*), 5(1), 37. https://doi.org/10.20527/jetall.v5i1.10859
- Piaw, C. Y. (2012). Replacing Paper-based Testing with Computer-based Testing in Assessment: Are we Doing Wrong? *Procedia Social and Behavioral Sciences*, 64, 655–664. https://doi.org/10.1016/j.sbspro.2012.11.077
- Pitoyo, M. D., Sumardi, & Asib, A. (2020). Gamification-based assessment: The washback effect of quizizz on students' learning in higher education. *International Journal of Language Education*, 4(1), 1–10. https://doi.org/10.26858/ijole.v4i2.8188

- Pramudita, R. F. (2023). Quizizz as technology to enhance EFL students' active participation in the classroom. *Journal of English in Academic and Professional Communication*, 9(1), 11–18. https://doi.org/10.25047/jeapco.v9i1.3755
- Prestiadi, D., Zulkarnain, W., & Sumarsono, R. B. (2021). The use of gamification quizizz as a media for online learning assessment during the covid 19 pandemic. *7th International Conference on Education and Technology*, 45–49.
- Rahayu, I. S. D., & Purnawarman, P. (2019). The use of Quizizz in improving students' grammar understanding through self-assessment. *Eleventh Conference on Applied Linguistics*, 254(Conaplin 2018), 102–106. https://doi.org/10.2991/conaplin-18.2019.235
- Slamet, J., & Fatimah, S. (2022). Quizizz application-based english learning materials assessment instrument development. *International Conference on Art, Design, Education and Cultural Studies*.
- Syafriafdi, N. (2023). The Role of Quizizz Application in Learning: A literature Review. *Jurnal Pendidikan*, *14*(1), 126–138.
- Wen, M. N. Y., & Aziz, A. (2022). The use of quizizz as an online teaching and learning assessment tool in an ESL classroom: A systematic literature review. *International Journal of Academic Research in Progressive Education and Development*, 11(1), 1076–1094. https://doi.org/10.6007/ijarped/v11-i1/11929
- Zhao, F. (2019). Using quizizz to integrate fun multiplayer activity in the accounting classroom. *International Journal of Higher Education*, 8(1), 37–43. https://doi.org/10.5430/ijhe.v8n1p37
- Zhu, S., Guo, Q., & Yang, H. H. (2023). Beyond the Traditional: A Systematic Review of Digital Game-Based Assessment for Students' Knowledge, Skills, and Affections. *Sustainability (Switzerland)*, 15(5). https://doi.org/10.3390/su15054693
- Zulfa, A. I., & Ratri, D. P. (2022). EFL students' perceptions toward quizizz as an assessment tool during online learning. *The Journal of English Literacy Education: The Teaching and Learning of English as a Foreign Language*, 9(1), 78–87.