

REFERENCES

- Abuzandah, S., & Alshehre, R. (2021). The oral communication and presentation competencies are vital aspects of marketing education. *European Journal of Education Studies*. DOI: [10.46827/ejes.v8i8.3843](https://doi.org/10.46827/ejes.v8i8.3843)
- Adler, R. B., & Elmhorst, J. M. (2020). *Communicating at Work. Principles and Practices for Business and the Professions*. McGraw-Hill Education.
- Alsabawy, A. Y., Cater-Steel, A., & Soar, J. (2016). Determinants of perceived usefulness of e-learning systems. *Computers in Human Behavior*, 64, 843-858. <https://doi.org/10.1016/j.chb.2016.07.065>
- Arntsen, T. (2016). English Language Teaching With TED Talks. *Tesol connection*, 1-3.
- Aulia, R. D. (2017). Penerapan teknologi virtual reality pada simulasi sistem e-ticketing di stasiun kereta api Bogor. *Jurnal Teknologi Rekayasa*, 22(1),37-42.
- Blascovich, J., Loomis, J., Beall, A. C., Swinth, K. R., Hoyt, C. L., & Bailenson, J. N. (2002). Target article immersive virtual environment technology as a methodological tool for social psychology. *Psychological Inquiry*, 13(2), 103–124. https://doi.org/10.1207/s15327965pli1302_01
- Bakhyt, Aubakirova & Mandel, Kinga. (2019). The Concept of Multilingualism. 1.16.
- Brady, P. T. (1965). A technique for investigating on-off patterns of speech. *The Bell System Technical Journal*, 44(1), 1-22. <https://doi.org/10.1002/j.1538-7305.1965.tb04135.x>
- Braun, V., & Clarke, V. (2006). Using thematic analysis in psychology. *Qualitative Research in Psychology*, 3, 77–101. <https://doi.org/10.1191/1478088706qp063oa>
- Brown, G., & Yule, G. (1983). *Teaching the spoken language (Vol.2)*. Cambridge University Press.

- Bulavina, M., Biryukova, Y., Kurilenko, V., Dunaeva, L., & Akhnina, K. (2019). Speech strategy of anonymity in communication. *SHS Web Conf.*, 69, 00020. DOI: <https://doi.org/10.1051/shsconf/20196900020>
- Cahyadi, P., Wardhana, D. I. A., & Ansori, W. I. (2020). Meningkatkan kemampuan berbicara bahasa inggris mahasiswa melalui game VRChat sebagai media belajar demi mempersiapkan sdm berkompeten dalam lingkungan multinasional di era 5.0. *National Scientific Paper Competition Universitas Muhammadiyah Malang*.
- Cahyadi, P., Wardhana, D. I. A., Ansori, W. I., & Farah, R. R. (2022). Enhancing students' english speaking ability through VRChat game as learning media. *Journal of Research on Language Education*, 3(2), 54-61.
- Călin, R.A. (2018). Virtual reality, augmented reality, and mixed reality trends in pedagogy. University of Craiova.
- Chen Hsieh, J. S., Wu, W.-C. V., & Marek, M. W. (2017). Using the flipped classroom to enhance efl learning. *Computer Assisted Language Learning*, 30(1–2), 1–21.
- Chen, I-Jung, (2005). Using games to promote communicative skills in language learning. *The internet TESL journal*, XI/2. <http://iteslj.org/>
- Cheng, A., Yang, Lei., Andersen, E. (2017). Teaching language and culture with a virtual reality game.
- Chomsky, N. (1957). *Syntactic structures*. The Hague/Paris: Moulton
- Chuah, Kee-Man., Chen, J. C., Dell, M. Radina. (2017). Developing 3d acoustic-based virtual environments for the teaching of english vocabulary to visually-impaired learners. *Global Business and Management Research: An International Journal* , 10(8), 157-163.
- Churchill, E. F., & Snowdon, D. N. (2012). Collaborative virtual environments: An introductory review of issues and systems. *ACM Computing Surveys*, 27(2), 183–224. <https://doi.org/10.1145/2207676.2208610>

- Davis, F. D. (1989). Perceived usefulness, perceived ease of use, and user acceptance of information technology. *MIS Quarterly*, 319-340.
- Desrizon, Y. K., & Narius, D. (2017). Improving pronunciation in teaching speaking of senior high school students through english films. *Journal of English Language Teaching*, 6(1), 117-123. <https://doi.org/10.24036/jelt.v6i1.8534>
- Fiorini, F., Panini, R., & Ameri, C. (2014). [Verbal communication].. *Giornale italiano di nefrologia : organo ufficiale della Societa italiana di nefrologia*, 31 5. https://doi.org/10.4324/9780203169186_chapter_eight.
- Goldstein, E. B. (2019). Perception. Cengage Learning.
- Hannafin, M. J., & Land, S. M. (1997). The foundations and assumptions of technology-enhanced student-centered learning environments. *Instructional Science*, 25(3), 167-202. DOI: [10.1023/A:1002997414652](https://doi.org/10.1023/A:1002997414652)
- Hattie, J., & Timperley, H. (2007). The power of feedback. *Review of Educational Research*, 77(1), 81-112. DOI: [10.3102/003465430298487](https://doi.org/10.3102/003465430298487)
- Howitt, D. (2016). *Introduction to Qualitative Methods in Psychology* (3rd ed.). Pearson Education
- Ilie, O.-A. (2019). The intercultural competence. Developing effective intercultural communication skills. *International conference knowledge-based organization*, 25(2), 264–268. <https://doi.org/10.2478/kbo-2019-0092>
- Istiqomah, L., Rohimah, A. N., & Pratiwi, A. W. (2019). Slang language subtitle strategy in the movie entitled “the social network.” *Langkawi: Journal of The Association for Arabic and English*, 5(2), 152–162. <https://doi.org/10.31332/LKW.V5I2.1298>
- Izazi, Z. Z., & Tengku-Sepora, T. M. (2020). Slangs on social media: variations among malay language users on twitter. *Social Sciences & Humanities*, 28(1), 17–34.

- Jamshed, S. (2014). Qualitative research method-interviewing and observation. *Journal of basic and clinical pharmacy*, 5(4), 87-88. <https://doi.org/10.4103/0976-0105.14192>
- Jay, T. (2009). The Utility and Ubiquity of Taboo Words. *Perspectives on Psychological Science*, 4(2), 153-161. <https://doi.org/10.1111/j.1745-6924.2009.01115.x>
- Jense, G. K., & Konradsen, F. (2017). A review of the use of virtual reality head-mounted displays in education and training. *Education and Information Technologies*, 22(4), 934-947. DOI: [10.1007/s10639-016-9531-y](https://doi.org/10.1007/s10639-016-9531-y)
- Jumroh, J., & Rohmah, O. (2019). The influence of student's perception on learning media and student's motivation toward student's English achievement. *INFERENCE: Journal of English Language Teaching*, 2(1), 1-10. Retrieved from <http://journal.lppmunindra.ac.id/index.php/inference/article/view/5364>
- King, N. (2004). Using templates in the thematic analysis of text. In Cassell, C., Symon, G. (Eds.), *Essential guide to qualitative methods in organizational research* (pp. 257–270). London, UK: Sage.
- Kowert R, Domahidi E, Quandt T. (2014) The relationship between online video game involvement and gaming-related friendships among emotionally sensitive individuals. *Cyberpsychol Behav Soc Netw*. 2014 Jul;17(7):447-53. <https://doi.org/10.1089/cyber.2013.0656>
- Kristiawan, M., and Muhaimin, M. (2019). Teachers' obstacles in utilizing information and communication technology. *International Journal of Educational Review*, 1(2), 56-61.
- Liu, T.Y. & Chu Y.L. (2010). Using ubiquitous games in an English listening and speaking course: Impact on learning outcomes and motivation. *Computers & Education*, 55, 630-643. Retrieved from https://www.researchgate.net/publication/223530184_Using_ubiquitous_games_in_an_English_listening_and_speaking_course_Impact_on_learning_outcomes_and_motivation

- Longhurst, R. (2003). Semi-structured interviews and focus groups In N. Clifford, & G. Valentine (Eds.), *Key Methods in Geography* (pp. 117-132). Sage Publications.
- Lutviana, Rizky & Mafulah, Siti. (2021). The use of slang words in online learning context of EFL class. *EnJourMe (English Journal of Merdeka) : Culture, Language, and Teaching of English*. 6. 55-62. 10.26905/enjourme.v6i1.6118.
- Mayer, R. E. (2014). *The Cambridge Handbook of Multimedia Learning*. Cambridge University Press. <https://doi.org/10.1017/CBO9781139547369.005>
- Meinawati, E. (2017). Social dimension of slang word in film “Animal kingdom.” *Wanastra: Jurnal Bahasa Dan Sastra*, 9(2), 156–166. <https://doi.org/10.31294/w.v9i2.2583>
- Nakatani, Y. (2006). Developing an oral communication strategy inventory. *The Modern Language Journal* 90, 151-168.
- Nugroho, W.P. (2018). Identitas roleplayer dalam game VRChat. Universitas Airlangga
- Parsons, T. D., & Brown, K. S. (2002). *Teacher as reflective practitioner and action researcher*. Belmont, CA: Wadsworth/Thomson Learning.
- Parsons, T. D., Bowerly, T., Buckwalter, J. G., & Rizzo, A. A. (2007). A controlled clinical comparison of attention performance in children with adhd in a virtual reality classroom compared to ctandard neuropsychological methods. *Child Neuropsychology*, 13(4), 363–381. <https://doi.org/10.1080/13825580600943473>.
- Partridge, E. (2006). *A dictionary of slang and unconventional English*. Routledge.
- Philp, J., Walter, S., & Basturkmen, H. (2010). Peer interaction in the foreign language classroom: What factors foster a focus on form? *Language Awareness*, 19(4), 261–279. <https://doi.org/10.1080/09658416.2010.516831>
- Phillips, B. D. (1994). Role-playing games in the english as a foreign language classroom. *Proceedings of the Tenth National Conference on English*

- Teaching and Learning*, May 15, 1994. Taipei, China: Crane Publishing Ltd.
- Poelman, M., Kroeze, W., Waterlander, W., de Boer, M., & Steenhuis, I. (2017b). Food taxes and calories purchased in the virtual supermarket: a preliminary study. *British Food Journal*, 119(12), 2559–2570. <https://doi.org/10.1108/bfj-08-2016-0386>
- Pongsapan, N. (2022). An analysis of slang language used in english students' interaction. *Jurnal Onoma: Pendidikan, Bahasa, dan Sastra*. <https://doi.org/10.30605/onoma.v8i2.2359>
- Riggio, R. E. (2017). The advantages and disadvantages of virtual communication. In *The Oxford Handbook of Multimethod and Mixed Methods Research Inquiry* (pp. 297-312). Oxford University Press
- Rivai, V. (2002). Kepemimpinan dan perilaku organisasi. PT Raja Grafindo Persada.
- Riyana, C. 2012. Media pembelajaran. Jakarta: *Direktorat Jenderal Pendidikan Islam Kementerian Agama Republik Indonesia*.
- Roig, A., Cornelio, G., Ardévol, E., Alsina, P., & Pagès, R. (2009). Videogame as media practice. *Convergence*, 15, 103 - 89. <https://doi.org/10.1177/1354856508097019>
- Ryan, R. M., & Deci, E. L. (2000). Self-determination theory and the facilitation of intrinsic motivation, social development, and well-being. *American Psychologist*, 55(1), 68-78. <https://doi.org/10.1037/0003-066X.55.1.68>
- Scherer, R., Siddiq, F., & Teo, T. (2015). Becoming more specific: measuring and modeling teachers' perceived usefulness of ict in the context of teaching and learning. *computers & Education*, 88, 202-214. <https://doi.org/10.1016/j.compedu.2015.05.005>
- Sutarman, A. (2016). Pemanfaatan pembelajaran berbasis komputer model cd interaktif tutorial untuk meningkatkan hasil belajar. *JPPI*, Vol. 2, No. 1, Juni 2016, Hal. 81-98
- Svensson, P. (2003). Virtual worlds as arenas for language learning online: Towards best practice. *Routledge*.

- Tellier, Marion, Stam Gale & Alain Ghio. 2021. Handling language: how future language teachers adapt their gestures to their interlocutor. *Gesture* 20(1). 30-62.
- Topping, K. (2005). Trends in peer learning. *Educational Psychology*, 25, 631 - 645. <https://doi.org/10.1080/01443410500345172>.
- Venkatesh, V., & Davis, F. D. (2000). A theoretical extension of the technology acceptance model: Four longitudinal field studies. *Management Science*, 46(2), 186-204. <https://DOI:10.1287/mnsc.46.2.186.11926>
- Wang, Z. (2014). Developing accuracy and fluency in spoken english of chinese EFL learners. *English Language Teaching*, 7(2), 110–118.
- Weatherholtz, K., Campbell-Kibler, K., & Jaeger, T. F. (2015). Socially-Mediated Syntactic Alignment. *Language Variation and Change*.
- Wikström, V., Martikainen, S., Falcon, M., Ruistola, J., & Saarikivi, K. (2020). Collaborative block design task for assessing pair performance in virtual reality and reality. *Heliyon*, 6(9), e04823. <https://doi.org/10.1016/j.heliyon.2020.e04823>
- Yin, R. K. (2018). Case study research and applications: Design and methods. In *Sage Publication* (6th ed.). <https://doi.org/10.1177/109634809702100108>
- Zainal, Z. (2007). Case study as a research method. *Jurnal Kemanusiaan*, 1–6.
- Zhang, S. (2009). The role of input, interaction and output in the development of oral fluency. *English Language Teaching*, 2(4), 91–100.
- Zhang, L., Zhao, J., & Xu, K. (2016). Who creates trends in online social media: the crowd or opinion leaders? *Journal of Computer-Mediated Communication*, 21(1), 1–16. <https://doi.org/10.1111/jcc4.12145>