

REFERENCES

- Acquah, E. O., & Katz, H. T. (2019). Digital game-based L2 learning outcomes for primary through high-school students: A systematic literature review. *Computers & Education*, 143, 103667. <https://doi.org/10.1016/j.compedu.2019.103667>
- Ahlin, E. (2019). Semi-Structured Interviews with expert practitioners: Their validity and significant contribution to translational research. In *SAGE Publications Ltd eBooks*. <https://doi.org/10.4135/9781526466037>
- Akramy, S. A., Noori, A. Q., Orfan, S. N., & Hashemi, A. (2022). Effective techniques of teaching vocabulary in Afghan EFL classrooms. *Asian-Pacific Journal of Second and Foreign Language Education*, 7(1). <https://doi.org/10.1186/s40862-022-00151-8>
- Al-Khawaldeh, N. N., Al Khalaf, E. M., Rababah, L. M., Al-Shboul, O. K., Krishan, T. A., & Alkayid, M. M. (2024). Developing EFL learners' vocabulary repertoire through semantic relations techniques. *Theory and Practice in Language Studies*, 14(8), 2552-2562.
- Aulia, H. R., Wahjuningsih, E., & Andayani, R. (2020). The effect of duolingo application on students'english vocabulary mastery. *Eltr Journal*, 4(2), 131-139.
- Azizah, N., & Warni, S. (2023). The effect chat feature on Genshin Impact online game on ESL communication skills. *Edunesia Jurnal Ilmiah Pendidikan*, 5(1), 172–184. <https://doi.org/10.51276/edu.v5i1.641>
- Bai, Z. (2018). An analysis of English vocabulary learning strategies. *Journal of Language Teaching and Research*, 9(4), 849-855.
- Barkhuizen, G., Benson, P., & Chik, A. (2014). Narrative inquiry in language teaching and learning research. In *Narrative inquiry in*

language teaching and learning research (Vol. 69, Issue 2).
<https://doi.org/10.1093/elt/ccu076>

Benhima, M., Tilwani, S. A., & Asif, M. (2021). English language learners' use of translation and attitudes towards learning vocabulary. *TESOL International Journal*, 16(March 2022), 164–182.

Cao, H., & Yang, Y. (2024). miHoYo: Sweeping the domestic market with its games. In *SAGE Publications: SAGE Business Cases Originals eBooks*. <https://doi.org/10.4135/9781071939741>

Chan, E., & Vorderer, P. (2006). Massively multiplayer online games. *Playing video games: Motives, responses, and consequences*, 77-88.

Clandinin, D. J. (2006). Narrative inquiry: A methodology for studying lived experience. *Research Studies in Music Education*, 27(1), 44–54.
<https://doi.org/10.1177/1321103x060270010301>

Creswell, J. W. (2007). *Qualitative inquiry and research design: Choosing among five approaches* (2nd ed.). Sage Publications, Inc

Dindar, M., Ren, L., & Järvenoja, H. (2021). An experimental study on the effects of gamified cooperation and competition on English vocabulary learning. *British Journal of Educational Technology*, 52(1), 142-159.

Ervin-Tripp, S. (1970). Structure and process in language acquisition. *Monograph series on Language and Linguistics*, 23, 313-344.

Hadi, M. S., Izzah, L., & Adipradana, S. C. (2022). Improving students motivation in learning English vocabulary using online games. *Journal of English Language Learning*, 6(2), 115-118.

Hernadijaya, N. S. (2020). The use of duolingo application to enhance junior high school student's English vocabulary. *RETAIN*, 8(2), 17-24.

- Jabbari, N., & Peterson, M. (2023). Complexity, accuracy, and fluency improvements through massively multiplayer online gaming: a longitudinal mixed-methods case study. *Language Learning Journal*, 51(4), 416–450. <https://doi.org/10.1080/09571736.2023.2219713>
- Jenkins, J. J., & Dixon, R. (1983). Vocabulary learning. *Contemporary Educational Psychology*, 8(3), 237–260. [https://doi.org/10.1016/0361-476x\(83\)90016-4](https://doi.org/10.1016/0361-476x(83)90016-4)
- Labov, W., (1972) *Sociolinguistic Patterns*. Philadelphia: University of pennsylvania press
- Mauidloh, N. H., Anam, S., & Widystuti, W. (2024). The correlation between student's engagement and reading comprehension while using quizlet gamification for vocabulary learning. *IJORER International Journal of Recent Educational Research*, 5(4), 1013–1025. <https://doi.org/10.46245/ijorer.v5i4.650>
- Merriam, S. B. (2009). Qualitative research: A guide to design and implementation. *The JosseyBass Higher and Adult Education Series*, 2nd, 304. <https://doi.org/10.1097/NCI.0b013e3181edd9b1>
- Mokhtar, A. A., Rawian, R. M., Yahaya, M. F., Abdullah, A., & Mohamed, A. R. (2009). Vocabulary learning strategies of adult ESL learners. *The English Teacher*, 38(1). <http://www.melta.org.my/journals/index.php/tet/article/view/290/187>
- Nation, I. P. (1982). Beginning to learn foreign vocabulary: A review of the research. *RELC journal*, 13(1), 14-36.
- Nuraini, H. (2024). Students' motivation in learning English vocabulary through Quizlet application. *Serunai: Jurnal Ilmiah Ilmu Pendidikan*, 10(1).
- Papadopoulou, S., & Vlachos, K. (2014). Using digital storytelling to develop foundational and new literacies. *Research Papers in*

Language Teaching and Learning, 5(1), 235.

Player Auction (2023, October 15). *Honkai Star Rail Live Player Count & Population*. <https://www.playerauctions.com/player-count/honkai-star-rail/>

Rubin, H. J., & Rubin, I. S. (2012). *Qualitative interviewing: The Art of Hearing Data*. SAGE Publications.

Schmitt, N., & Schmitt, D. (2020). *Vocabulary in language teaching*. Cambridge University Press.

Sino, R. (2024). *The impact of visual support on EFL learners' vocabulary acquisition when reading: Självständigt arbete på grundnivå (yrkesexamen), 10 poäng / 15 hp*. DIVA. <https://www.diva-portal.org/smash/record.jsf?pid=diva2%3A1857153&dswid=1897>

Ulashevna, O. G., & Bakhtiyorovna, M. Z. (2022). The importance of teaching and learning vocabulary. *Web of Scientist: International Scientific Research Journal*, 3(4), 1029-1033.

Vásquez, G. C., & Ovalle, J. C. (2019). Video games: Their influence on English as a foreign language vocabulary acquisition. *GiST Education and Learning Research Journal*, 19, 172–192. <https://doi.org/10.26817/16925777.707>

Winaldo, M. D., & Oktaviani, L. (2022). Influence of video games on the acquisition of the English language. *Journal of English Language Teaching and Learning*, 3(2), 21–26. <https://doi.org/10.33365/jeltl.v3i2.1953>

Yudha, H. T., & Utami, A. R. (2022). The effect of online game dota 2 in students'vocabulary. *Pustakailmu. id*, 2(1), 1-9.

Zandi Payam, A., & Mirzaeidoostan, Z. (2019). Online game addiction relationship with cognitive distortion, parenting style, and narcissistic

- personality traits in students. *Iranian Journal of Psychiatry and Clinical Psychology*, 25(1), 72- 83.
- Zhonggen, Y. (2018). Differences in serious game-aided and traditional English vocabulary acquisition. *Computers & Education*, 127, 214-232.