REFERENCES

- Camilleri, M. A. (2017) The Students' Perceptions of Digital Game-Based Learning.
- Chen, L (2010) Perception of Young Adults on Online Games: Implications for Higher Education. TOJET: The Turkish Online Journal of Educational Technology. 9 (3), 76-84
- Ibrahim, R. (2011) Students Perceptions of Using Educational Games to Learn Introductory Programming. 4 (1) 205-216
- Meishar-Tal, H. (2016) Experiencing A Mobile Game And Its Impact On Teachers' Attitudes Towards Mobile Learning. 12th International Conference Mobile Learning 2016. 35-42
- Schmitz, B (2014) Effects of Mobile Gaming Patterns on Learning outcomes: a Literature Review. *Int. J. Technology Enhanced Learning*.
- Wahab, S (2011) Student Perception of Educational Games in Higher Education: An Empirical Study. 9 (1) 120-133
- Rohmah, S (2015) EFL materials in madrasah tsanawiyah : what do you really need?. 20 (1) 104-117
- Chang, W.-C., & Chou, Y.-M. (2008). *Introductory C Programming Language Learning with Game-Based Digital Learning*. Paper presented at the Proceedings ICWL 2008.
- Gee, J.P., What video games have to teach us about learning and literacy. 2003, New York: Palgrave MacMillan.
- Dale H. Shunk, Judith L. Meece, Paul R. Pintrich The academic standard for texts on motivation in educational settings. 2014
- Fisch, S. M. (2005). *Making Educational Games "Educational"*. Paper presented at the Conference on Interaction Design and Children IDC 2005.
- Garris, R., Ahlers, R., & Driskell, J. E. (2002). Games, Motivation, and Learning: A Research and Practice Model. *Simulation and Gaming*, *33*(4), 441-467.

Garzotto, F. (2007). *Investigating the Educational Effectiveness of Multiplayer Online Games for Children*. Paper presented at the Interaction Design and Children (IDC 2007), Aalborg, Denmark.

Anderson. (2008) Video Games in the English as a Foreign Language Classroom.Arikunto, Suharsimi. (2005). *Prosedur Penelitian Suatu Pendekatan Praktek*. Jakarta: PT. Rienka Cipta.

