

DAFTAR PUSTAKA

- Abdul Jabbar, A. I., & Felicia, P. (2020). Gameplay engagement and learning in game-based learning: A systematic review. *Review of Educational Research*, 85(4), 740–779.
- Almasri, F. (2022). Pemanfaatan aplikasi Wordwall dalam pembelajaran daring. *Jurnal Pendidikan Indonesia*, 3(2), 123–135.
- Anderson, R. C. (2017). *Reading comprehension instruction in elementary schools*. New York: McGraw-Hill Education.
- Angelica, W., & Afriani, I. H. (2024). Engaging Indonesian elementary school students in reading activities through web-based educational games. *English Language Teaching Methodology Journal*, 4(3).
- Arsyad, A. (2019). *Media pembelajaran*. Jakarta: PT Raja Grafindo Persada.
- Burns, M. K., Roe, B. D., & Smith, S. (2021). *Teaching reading in today's elementary schools* (13th ed.). Boston: Cengage Learning.
- Burns, P. C., Roe, B. D., & Ross, E. P. (2019). *Teaching reading in today's elementary schools* (12th ed.). Boston: Cengage Learning.
- Clark, D. B., Tanner-Smith, E. E., & Killingsworth, S. S. (2020). Digital games, design, and learning: A systematic review and meta-analysis. *Review of Educational Research*, 86(1), 79–122.
- Dalman. (2017). *Keterampilan membaca*. Jakarta: PT Raja Grafindo Persada.
- Darmadi, H. (2017). *Pengembangan model dan metode pembelajaran dalam dinamika belajar siswa*. Yogyakarta: Deepublish.
- Deterding, S., Khaled, R., Nacke, L. E., & Dixon, D. (2021). Gamification: Toward a definition. *CHI 2021 Gamification Workshop Proceedings*, 12–15.
- Duke, N. K., & Cartwright, K. B. (2021). The science of reading progresses: Communicating advances beyond the simple view of reading. *Reading Research Quarterly*, 56(S1), S25–S44.
- Erhel, S., & Jamet, E. (2013). Digital game-based learning: Impact of instructions and *feedback* on motivation and learning effectiveness. *Computers & Education*, 67, 156–167.

- Fibriana, F., Irawati, I., & Haryadi, D. (2024). Implementation of Wordwall-based interactive games on early reading skills: A case study at SDN Talabiu Bima. *Journal of Educational Sciences*, 9(4), 2049–2059.
- Grabe, W., & Stoller, F. L. (2020). *Teaching and researching reading* (3rd ed.). New York: Routledge.
- Guthrie, J. T., & Klauda, S. L. (2020). Engagement and motivational processes in reading. In M. L. Kamil et al. (Eds.), *Handbook of reading research* (Vol. IV, pp. 601–623). New York: Routledge.
- Hamari, J., Shernoff, D. J., Rowe, E., Coller, B., Asbell-Clarke, J., & Edwards, T. (2016). Challenging games help students learn: An empirical study on engagement, flow and immersion in game-based learning. *Computers in Human Behavior*, 54, 170–179.
- Hamidah, F., Setiawan, F., & Mirnawati, L. B. (2023). Strengthening digital literacy of elementary school students through utilization of Wordwall as game-based learning interactive media. *Jurnal Ilmiah Sekolah Dasar*, 7(2), 215–223.
- Huda, M. (2017). *Model-model pengajaran dan pembelajaran*. Yogyakarta: Pustaka Pelajar.
- Isnaini, R., & Firdaus, M. (2024). Formative use of Wordwall in supporting vocabulary and reading comprehension achievement among elementary students. *Jurnal Culture: Language and Literature Review*, 12(2).
- Jayanti, J., & Rosdiana, A. (2024). Enhancing vocabulary mastery using audiovisual learning Wordwall. *Tamaddun Journal*, 24(1).
- Kemendikbudristek. (2022). *Panduan pembelajaran dan asesmen Kurikulum Merdeka*. Jakarta: Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi.
- Kustandi, C., & Darmawan, D. (2020). *Pengembangan media pembelajaran*. Jakarta: Kencana.
- National Reading Panel. (2020). *Teaching children to read: An evidence-based assessment of the scientific research literature on reading and its implications for reading instruction*. Washington, DC: National Institute of Child Health and Human Development.
- Neuman, S. B., & Dickinson, D. K. (Eds.). (2021). *Handbook of early literacy research* (Vol. 3). New York: The Guilford Press.

- Nurhasanah, & Nida, Q. (2022). Implementasi media Wordwall untuk meningkatkan motivasi belajar siswa. *Jurnal Teknologi Pendidikan*, 10(3), 228–240.
- Nursanti, I., & Anggraini, D. (2024). Effectiveness of Wordwall education games to improve reading and writing skills of first grade elementary school students. *Jurnal Pendidikan Dasar Nusantara*, 11(1).
- Perfetti, C., & Stafura, J. (2021). Word knowledge in a theory of reading comprehension. *Scientific Studies of Reading*, 18(1), 22–37.
- Piaget, J. dalam Santrock, J. W. (2018). *Psikologi pendidikan* (Edisi 5). Jakarta: Salemba Humanika.
- Prastowo, A. (2019). *Analisis pembelajaran tematik terpadu*. Jakarta: Kencana.
- Pratiwi, D. A. (2021). Pengaruh Game Based Learning terhadap motivasi belajar siswa sekolah dasar. *Jurnal Pendidikan Dasar*, 12(2), 145–156.
- Prensky, M. (2017). *Digital game-based learning*. New York: McGraw-Hill.
- Qian, M., & Clark, K. R. (2016). Game-based learning and 21st century skills: A review of recent research. *Computers in Human Behavior*, 63, 50–58.
- Rahim, F. (2018). *Pengajaran membaca di sekolah dasar*. Jakarta: Bumi Aksara.
- Rusman. (2018). *Model-model pembelajaran: Mengembangkan profesionalisme guru*. Jakarta: PT Raja Grafindo Persada.
- Sanjaya, W. (2016). *Strategi pembelajaran berorientasi standar proses pendidikan*. Jakarta: Kencana.
- Santrock, J. W. (2021). *Educational psychology* (7th ed.). New York: McGraw-Hill Education.
- Sari, M., & Nugroho, A. (2021). Penerapan model Game Based Learning untuk meningkatkan motivasi belajar siswa pada pembelajaran Bahasa Indonesia. *Jurnal Pendidikan Dasar Indonesia*, 5(2), 102–110.
- Sari, P., & Yarza, H. N. (2021). Wordwall sebagai media pembelajaran interaktif pada masa pandemi Covid-19. *Indonesian Journal of Educational Research and Review*, 4(1), 91–98.
- Setyosari, P. (2016). *Metode penelitian pendidikan dan pengembangan*. Jakarta: Prenadamedia Group.

- Situmorang, J. J., & Siregar, D. Y. (2024). Exploring teachers' perspectives on the Wordwall platform for enhancing elementary students' vocabulary. *Pendas: Jurnal Ilmiah Pendidikan Dasar*, 10(3).
- Snow, C. E., Burns, M. S., & Griffin, P. (2020). *Preventing reading difficulties in young children*. Washington, DC: National Academy Press.
- Sternberg, R. J., & Grigorenko, E. L. (2020). Intelligence and reading comprehension. In M. L. Kamil et al. (Eds.), *Handbook of reading research* (Vol. IV, pp. 157–178). New York: Routledge.
- Sugiharti, A., Sulianto, J., & Buchori, A. (2024). Development of Wordwall application learning tools to improve elementary students' science literacy skills. *Indonesian Journal of Educational Development*, 6(3).
- Sugiyono. (2019). *Metode penelitian pendidikan (pendekatan kuantitatif, kualitatif, dan R&D)*. Bandung: Alfabeta.
- Susanto, A. (2021). Efektivitas media Wordwall dalam pembelajaran Bahasa Indonesia di sekolah dasar. *Jurnal Teknologi Pendidikan*, 15(2), 178–192.
- Susilo, J., AshShoffat, Q. S., Haryati, E., Kristiayuniar, T., & Mudopar. (2024). The effectiveness of Wordwall media in improving elementary school students' reading skills. *Journal of Languages and Language Teaching*, 13(1).
- Tarigan, H. G. (2015). *Membaca sebagai suatu keterampilan berbahasa* (Edisi Revisi). Bandung: Angkasa.
- Tokac, U., Novak, E., & Thompson, C. G. (2019). Effects of game-based learning on students' mathematics achievement: A meta-analytic study. *Journal of Computer Assisted Learning*, 35(3), 407–420.
- Trianto. (2017). *Model pembelajaran terpadu*. Jakarta: Bumi Aksara.
- Uno, H. B. (2016). *Model pembelajaran: Menciptakan proses belajar mengajar yang kreatif dan efektif*. Jakarta: Bumi Aksara.
- Voogt, J., & Roblin, N. P. (2021). A comparative analysis of international frameworks for 21st century competences. *Journal of Curriculum Studies*, 44(3), 299–321.
- Wijaya, K. (2022). Implementasi media Wordwall untuk meningkatkan hasil belajar Bahasa Indonesia. *Jurnal Inovasi Pembelajaran*, 8(3), 234–245.

- Wijayanti, A., Zulkardi, & Darmawijoyo. (2023). Developing digital learning media using *Wordwall* for mathematics learning. *Journal of Educational Technology*, 7(2), 142–151.
- Woolley, G. (2021). *Reading comprehension: Assisting children with learning difficulties* (2nd ed.). New York: Springer.
- Yulia, Y., Lukman, L., & Marlina, M. (2025). Penerapan model Game Based Learning berbantuan Wordwall meningkatkan motivasi belajar IPAS siswa sekolah dasar. *JUARA SD: Jurnal Pendidikan dan Pembelajaran Sekolah Dasar*, 4(2).