

## REFERENCES

- Barr, M. (2017). *Vidio games can develop graduate skills in higher education students: A randomised (sic) trial*. *Computers & Education*, 113, 86-97.
- Baszucki, D. (2017). *United States Patent No.US9028330B2*. Retrieved from <https://patents.google.com/patent/US9028330B2/en>
- Biggs, J.B. (1989). Approaches to the enhancement of tertiary teaching. *Higher Education Research and Development*, (8).
- Blair, et al. (2005). *Principles and Practices of Teaching Reading*. United States of America. A bell & Howell Company.
- Cecile Meier. (2020). *Using the Roblox Vidio Game Engine for Creating Virtual tours and Learning about the Sculptural Heritage*. University of La Laguna, San Cristobal de La Laguna, Spain.
- Creswell, J.W. and Plano Clark, V.L. (2011) *Designing and Conducting Mixed Methods Research*. Los Angeles : Sage Publication (2nd Edition).
- Duke, Nell. 2003. "Comprehension Instruction For Informational Text." *Presentation At The Annual Meeting Of The Michigan Reading Association, Grand Rapids, Mi.*
- Grabe, W. (2009). *Reading in a Second Language (Moving from Theory to Practice)*. New York: Cambrige University Press.
- Harrison, C. (2004). *Understanding Reading Development*. London: SAGE Publication Ltd.
- Iskandar, A. S. (2021). *Student Perception Toward English Subject and theory learning*. *English Education Journal (EEJ)*, 12(3), 477-495.
- Ivins, J. (2018). *The hidden dangers of "Roblox" every parent should know about*. from website: <https://www.websafety.com/2018/07/the-hidden-dangers-of-roblox-every-parent-should-know-about/>.
- Jining Han (2023). *Learners in the Metaverse: A systematic Review on the Use of Roblox in Learning*. Faculty of Education, Southwest University, Chongqing 400715, China.

- Kauffman, H. (2015). A review of predictive factors of student success in and satisfaction with online learning. *Research in Learning Technology*, 23 p 1–13.
- Knapp, A. (2018). *Young developers earned over \$30m on Roblox in 2017, the gaming site kids visit more than Youtube*. Retrieved November 18, 2019 from Forbes website:  
<https://www.forbes.com/sites/alexknapp/2018/03/21/young-developers-earned-over-30m-on-roblox-in-2017-the-gaming-site-kids-visit-more-than-youtube/>.
- Koohang, A., & Durante, A. (2003). Learners' Perceptions toward the Web- based Distance Learning Activities/Assignments Portion of an Undergraduate Hybrid Instructional Model. *Journal of Information Technology Education: Research*, 2, 105–113.
- Mangal, S. K. (2010). *General Psychology*. New Delhi: Sterling Publishers Private Limited.
- Mashuri, et al. (2015). *Improving Students' Reading Comprehension by Using Buzz Group Technique*. E-Jornal of English Language Teaching Society (ELTS). 3.1-10.
- Miles, M. B., Huberman, A. M. & Saldana, J. (2014) *Qualitative Data Analysis: A Methods Sourcebook*. London: Sage.
- Nuriati, Jos. E. Ohoiwutun, And Mashuri. 2015. “*Improving Students' Reading Comprehension By Using Buzz Group Technique Nuriati 1, Jos. E.Ohoiwutun 2, Mashuri 3.*” E-Jornal Of English Language Teaching Society (Elts) 3(2): 1–10.
- Oktraria, A. A., & Rohmayadevi, L. (2021). *Students' Perceptions of Using Google Classroom During the Covid-19 Pandemic*. *International Journal of Educational Management and Innovation*, 2(2), 153-163. DOI: 10.12928/ijemi.v2i2.3439.
- Philips, C. (2017). *Roblox: Everything you need to know to keep your child safe*. Retrieved May 4, 2019, From Metro website:<https://metro.co.uk/2017/07/17/roblox-everything-you-need-to-know->

about-the-online-game-your-children-are-obsessed-with-6779913/.

Poppy Shania M. Sihombing. (2023). Teachers' Perceptions of Digital Game-Based Vocabulary Learning. *Jurnal Linguistik Terapan Pascasarjana Unimed*. 20(1): 84-94.

Power, M. (2012). *Roblox riview for teachers*, Retrieved 5, 2019, from Common Sense Education website:

<https://www.commonsense.org/education/website/roblox>.

Qiong, O. (2017). A Brief Introduction to Perception. *Studies in Literature and Language*, 15(4), 18-28.

Quadratullah, Q., Aswinda, N., & Najamuddin, N. (2020). Communication Patterns Of Coaches And Students In Cultivating Discipline Of Memorizing The Qur'an. *INJECT (Interdisciplinary Journal of Communication)*, 5(1), 25–40. <https://doi.org/10.18326/inject.v5i1.25-40>.

Qureshi, M. (2019). *Advantages of real world technology camps: Roblox*. Retrieved November 18, 2019, from BSD Education website: <https://bsd.education/advantages-of-real-world-technology-camps-roblox/>.

Rakhmat, D. (2000). *Psikologi komunikasi*. Yogyakarta: Kanisius. Robbins, S. P. (2003). *Organisational behavior: Global and Southern Africanperspectives*. Cape Town: Pearson Education South Africa.

Roblox. (2019). *Roblox*. Retrieved May 4, from ROBLOX website: <https://www.roblox.com/>.

Roblox Parents. (2019). *For Parents*. From Roblox website: <https://corp.roblox.com/parents/>.

Roma U. Long. (2019). *Roblox and Effect on Education*. Foundation University-Philippines. Drury University.

Sakkir, G., & Abrar, A. E. Y. (2018). Students' Perception of the Implementation Facebook Group in Learning Writing Skill. *The 65<sup>th</sup> TEFLIN InternationalConference*, 65(2), 2018.

Schmidt, J. C. (2002). *Longman Dictionary of Language Teaching and Applied Linguistics*. Pearson Education Limited (Third Edition), 33(5), 391-403.

- Schrier, K. (2016). *Knowledge games: How playing games can solve problems, crite insight, and make change*. Baltimore, MD: Johns Hopkins University Press.
- Smith, C. (2018). *40 interesting Roblox statistics and facts*. Retrieved May 4, from *Vidio Game Stats* website: <https://vidiogamesstats.com/roblox-statistics-facts/> .
- Sousa, D. A. (2016). *Engaging the rewired brain*. West Palm Beach,FL: *Learning Sciences International*.
- Sugiyono. (2008). *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Bandung: Alfabeta.
- Suharto, G. (2006). *Penilaian Hasil Belajar Bahasa Inggris*. Yogyakarta: Universitas Negeri Yogyakarta.
- T. Silvana Sinar. (2023). *Students' Perceptions of Using Roblox in Multimodal Literacy Practices in Teaching and Learning English*. *World Journal of English Language*.
- Weaver, C. (2009). *Reading Process: Brief Edition of Reading Process and Practice*. Ohio: Miami University, Oxford.
- Wilson, D.(n.d). (2017). *Fun Learning, creating and coding with Roblox education emerging education technologies*. From website: <https://www.emergingedtech.com/2019/10/fun-learning-creating-coding-roblox-education/>.
- Zaden, James. W Wander. (1984). *Social Psychology*. New York: Random House.