

REFERENCES

- Abarghoui, M. A., & Taki, S. (2018). Measuring the Effectiveness of Using “Memrise” on High School Students’ Perceptions of Learning EFL. *Theory and Practice in Language Studies*, 8(12), 1758. <https://doi.org/10.17507/tpls.0812.25>
- Afrizal, M. R. (2023). *The use of POC English YouTube channel in teaching English vocabulary for VII grade students at SMP Negeri 2 Sidoharjo, academic year 2023/2024* (Undergraduate thesis, Universitas Veteran Bangun Nusantara).
- Aisyah, N. S., Hidayatur Rahma, N. A., & Yugafiati, R. (2019). Improving Student’s Vocabulary Mastery Through Cooperative Script On Descriptive Text. *Project (Professional Journal Of English Education)*, 2(2), 181.
- Alizadeh, I. (2016). Vocabulary Teaching Techniques: A Review of Common Practices. *International Journal of Research in English Education*, 22-30.
- Aminatun, D., & Oktaviani, L. (2019). Memrise: Promoting Students’ Autonomous Learning Skills through Language Learning Application. *Metathesis: Journal of English Language, Literature, and Teaching*, 3(2), 214-224.
- Barad, D. (2023). *Research hypothesis*. ResearchGate. Available at. <https://doi.org/10.13140/RG.2.2.34126.43841>
- Chau, N.P.B., & Võ, T.L.H. "Efficiency of the „Memrise“ Mobile Application in Vocabulary Learning of EFL Students." *E-Journal of Inquiry Into Languages and Cultures* 5, no. 1 (2021).
- Chun, D., Kern, R., & Smith, B. (2016). Technology in language use, language teaching, and language learning. *The Modern Language Journal*, 100, 64-80. doi:10.1111/modl.12302
- Cooke, E. (2020). Memrise. Retrieved <https://www.Memrise.com/ed-cooke-founders-story>
- Creswell, J. W. (2016). *Research design pendekatan kualitatif, kuantitatif dan campuran*. Pustaka Belajar.

- Creswell, J. W. (2018). *Research design pendekatan kualitatif, kuantitatif dan campuran*. Pustaka Belajar.
- Dellos, R. (2015). Kahoot A digital game resource for learning. *International Journal of Education and Learning*, 2(2), 89-101.
- Dicheva, D., Dichev, C., Agre, A. & Angelova, G. (2015). Gamification in education: A systematic mapping study. *Educational Technology & Society*, 18(3), 75-88.
- Erlinda. (2024). *Using Memrise application to improve students' vocabulary mastery at SMPN 2 Patampanua Pinrang*. A Graduating paper. English Education Department. Teacher Training and Education Faculty. State Islamic Institute Parepare.
- Farida, D., Isrina, H. D., & Apsari, Y. (2019). The Implementation Of Flash Cards To Improve Students' vocabulary Mastery. *Project (Professional Journal Of English Education)*, 2(3), 352-357.
- Fraenkel, J. R., Wallen, N. E., & Hyun, H. H. (2019). *How to Design and Evaluate Research in Education* (10th ed.). McGraw-Hill.
- Giessen, H. (2019). An Explorative Study On Media Effects In Vocabulary Learning. *Lublin Studies In Modern Languages And Literature*, 43(4), 147.
- Helmi, Nauval. (2023). *The Effectiveness of Memrise Application to Teach Students' Vocabulary Mastery at the Tenth Grade of SMK N 1 Tenganan in the Academic Year 2023/2024*. A Graduating Paper. English Education Department. Teacher Training and Education Faculty. State Islamic University Salatiga.
- Hickey, M. (2015). Learning the Duolingo – how one app speaks volumes for language learning. *The Guardian News and Media Limited*. Retrieved from <http://www.theguardian.com/business/2015/mar/08/learning-the-duolingo-how-one-app-speaks-volumes-for-language-learning>
- Indrasari, A., Novita, D., & Megawati, F. (2018). Big Book: Attractive Media For Teaching Vocabulary To Lower Class Of Young Learners. *Jees (Journal Of English Educators Society)*, 3(2), 141.

- Jon, R. B., Smith, A., & Lee, C. (2021). The challenges of English language teaching in Indonesia. *International Journal of English and Applied Linguistics(IJEAL)*,1(3), 158–168. <https://doi.org/10.47709/ijeal.v1i3.1157>
- Karjo, C. H., & Andreani, W. (2018). Learning Foreign Languages with Duolingo and Memrise. *ICDEL*, 109-112. doi:10.1145/3231848.3231871
- Lubis, B. N. A., Husda, A., & Zulhantiar, P. A. (2023). Memrise Application as Digital Media Skill to Enrich Students' English Vocabulary at Junior High School in Medan. *EDUCARE: International Journal for Educational Studies*, 11(1), 459-467. <https://doi.org/10.37081/ed.v11i1.4542>.
- Łuczak, A. (2017). Using Memrise in Legal English Teaching. *Studies in Logic, Grammar, and Rhetoric*, 49(1), 141-152.
- McKeown, M. G., & Curtis, M. E. (2014). *The Nature of Vocabulary Acquisition*. Psychology Press.
- McMillan, J. H. (2020). *Fundamentals of Educational Research* (8th ed.). Pearson.
- Mehrabian, N., Salehi, H., & Branch, N. (2019). The effects of using diverse vocabulary learning strategies on word mastery: a review. *Journal of Applied Studies in Language*, 3(1), 100–114. <https://doi.org/10.31940/jasl.v3i1.1368>
- Nolan, J., & McBride, M. (2014). *Beyond gamification : reconceptualizing game-based learning in early childhood environments*. <https://doi.org/10.1080/1369118X.2013.808365>
- Nugroho, Y. (2012). Improving Students' Vocabulary Mastery Using Flashcards. *Pediatric Infectious Disease Journal*, 31(2), 206–208.
- Nurdiansyah, D. M. R., Asyid, S. A., & Parmawati, A. (2019). Using Color Coding To Improve Students' English Vocabulary Ability. *Project (Professional Journal Of English Education)*, 2(3), 358-363.
- Nuralisah, A. S., & Kareviati, E. (2020). *The Effectiveness Of Using Memrise Application*. 3(4), 494–500.
- Pustika, R. (2021). A Conversational Analysis Encountered by English Young Learners: A Pedagogical Experience. *Indonesian EFL Journal* 7(1), 89-96.

- Quyen, T. N. Q. "Improve Students' English Vocabulary with the Memrise Mobile Application." *International Journal on E-Learning Practices (IJELP)* 5 (2022): 12–22. 48
- Rahman, L. "Student's Perception on Memrise Application to Improve Vocabulary Mastery at Senior High School." *JELLi Journal* 5, no. 1 (2022): 10–16.
- Ramirez, N. F., & Kuhl, P. K. (2020). Early Second Language Learning Through Sparklingtm: Scaling Up A Language Intervention In Infant Education Centers. *Mind, Brain, And Education*.
- Ryan Dellos. (2015). Kahoot! A digital game resource for learning. *International Journal of Instructional Technology and Distance Learning*, 12, 49–52.
- Sari, L. I., & Sutopo, D. (2018). The Effectiveness Of Vocabulary Self-Collection And Word Mapping Strategies For Teaching Vocabulary To Maritime Cadets With High And Low Metacognitive Awareness. *English Education Journal*, 8(1), 35–42.
- Sugiyono. (2016). *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Alfabeta.
- Thornbury, S. (2007). *How to teach vocabulary*. Longman.
- Walker, L. (2015). The impact of using Memrise on students' perception of learning Latin vocabulary and on long-term memory of words. *Journal of Classics Teaching*, 16(32), 51–56.
- Widyaningrum, N., & Putro, N. H. P. S. (2020). Using Memrise to Promote Students' Listening and Speaking Abilities. *Teacher Education and Professional Development in Industry 4.0 – Ashadi et al.*, 350-352.
- Yulianjani, Arsi. "Pengaruh Metode Pembelajaran dan Motivasi terhadap Hasil Belajar." *Cyberpreneurship Innovative and Creative Exact and Social Science* 3, no. 2 (2017): 122-135.