

DAFTAR PUSTAKA

- Adiningsih, K R, and S Sultur. "Efektivitas Penerapan Permainan Blooket Sebagai Media Digital Terhadap Pembelajaran Ipa Pada Siswa Kelas Vii Smp Negeri 3" *Jurnal MIPA Dan Pembelajarannya* ... 4, no. 4 (2024): 2024. <https://doi.org/10.17977/um067.v4.i4.2024.5>.
- Andi Miranda, Seli Rahmawati, Adiyono. "GAMIFIKASI DALAM PEMBELAJARAN AL-QUR'AN DAN HADITS DI MADRASAH ALIYAH: MENINGKATKAN MOTIVASI DAN PARTISIPASI SISWA." *FIKRUNA: Jurnal Ilmiah Kependidikan Dan Kemasyarakatan* 7 (2024): 70–85. <https://ejournal.stitibnurusyd-tgt.ac.id/index.php/FIK/article/view/150>.
- Aprilasari, Risa, and Purwati Zisca Diana. "Evaluasi Kelayakan Gamifikasi Dalam Membangun Minat Siswa Pada Teks Cerita Rakyat." *Jurnal Genre (Bahasa, Sastra, Dan Pembelajarannya)* 6, no. 1 (2024): 192–207. <https://doi.org/10.26555/jg.v6i1.9895>.
- Aristyasari, Yunita Furi, and Chusnul Azhar. "Model Pendidikan Qur'ani Dalam Mengembangkan Kecerdasan Emosional." *DAYAH: Journal of Islamic Education* 5, no. 1 (2022): 111. <https://doi.org/10.22373/jie.v5i1.10721>.
- Ariyadi, Samsul. "Al- Qur' an Dalam Kajian Kontemporer." *MISYKAT: Jurnal Ilmu-Ilmu Al-Quran Hadist Syari Ah Dan Tarbiyah* 7, no. 2 (2022): 208–16.
- Astindari, Tri, Raudatul Jannah, Wahidi Muhtar, Shinta Noviana Dewi, Moh Aditia, and Info Artikel. "PENERAPAN PEMBELAJARAN INTERAKTTIF MELALUI MEDIA PEMBELAJARAN INOVATIF BERBASIS GAME BLOOKET TINGKAT SD/MI DI DESA TREBUNGAN." *Journal of Community Empowerment and Innovation* 3, no. 2 (2024): 2024.
- Azizah, Nur, Siti khalijah Simanjuntak, and Sri Wahyuni. "Fungsi Hadis Terhadap Al-Qur'an." *Jurnal Dirosah Islamiyah* 5, no. 2 (2023): 535–43. <https://doi.org/10.47467/jdi.v5i2.3194>.
- Bawa Saputra, I Gusti Ngurah Wahyu. "Peran Guru Sebagai Pemimpin Dengan Menggunakan E-Learning Untuk Melahirkan Generasi Digital." *Lampuhyang* 14, no. 2 (2023): 121–35. <https://doi.org/10.47730/jurnallampuhyang.v14i2.340>.
- Carolyn, Anita, and Alies Poetri Lintang Sari. "Collaborative Gaming Approach in Online Learning To Improve Students' Engagement." *Language Literacy: Journal of Linguistics, Literature, and Language Teaching* 6, no. 1 (2022): 154–66. <https://doi.org/10.30743/ll.v6i1.5259>.
- Chaer, Hasanuddin, Abdul Rasyad, Ahmad Sirulhaq, and Djamil Abdurachman Malik. "Al-Qur'an Sebagai Permata Sastra." *Palapa* 10, no. 1 (2022): 170–97. <https://doi.org/10.36088/palapa.v10i1.1700>.
- d'Ailly, Hsiao, and J.C. Blokhuis. "Book Review: Richard M. Ryan and Edward L. Deci, Self-Determination Theory: Basic Psychological Needs in Motivation,

- Development, and Wellness .” *Theory and Research in Education* 16, no. 3 (2018): 378–81. <https://doi.org/10.1177/1477878518807841>.
- Diandaru, Bambang Haris. “Motivasi Belajar Peserta Didik Pada Pembelajaran Matematika Di MTs Negeri 2 Kota Semarang.” *Jurnal Pendidikan Widyatama* 2, no. 2 (2023): 185–96. <https://jurnal.bbpmptjateng.id/index.php/jpw/article/view/17/20>.
- Dichev, Christo, and Darina Dicheva. *Gamifying Education: What Is Known, What Is Believed and What Remains Uncertain: A Critical Review*. *International Journal of Educational Technology in Higher Education*. Vol. 14. International Journal of Educational Technology in Higher Education, 2023. <https://doi.org/10.1186/s41239-017-0042-5>.
- Dr. Tuti Wijayanti, M.Pd. “IDENTIFIKASI FAKTOR EKSTERNAL YANG MEMPENGARUHI MOTIVASI BELAJAR SISWA DI SEKOLAH MADRASAH ALIYAH BHAYANGKARA NURUL QAMAR.” *Wahana Literasi: Journal of Language, Literature, and Linguistics* 4, no. 1 (2024): 44–49.
- Dwi Wira Gardha Yuniahans, Putra, Rizky Parlika, Rayhan Saneval Arhinza, Vito Fausta Majid, and Muhammad Ghifari Alifian. “Uji Validitas Aplikasi Si-Book Menggunakan Spss Dengan Kombinasi Metode R-Tabel Dan Cohen’S Kappa.” *Jurnal Teknologi Informasi: Jurnal Keilmuan Dan Aplikasi Bidang Teknik Informatika* 16, no. 2 (2022): 121–33. <https://doi.org/10.47111/jti.v16i2.5001>.
- Fadilla, Dhenisha Agustine, and Sarah Nurfadhilah. “Penerapan Gamification Untuk Meningkatkan Motivasi Belajar Siswa Dalam Pembelajaran Jarak Jauh.” *Inovasi Kurikulum* 19, no. 1 (2022): 33–43. <https://doi.org/10.17509/jik.v19i1.42778>.
- Fatharani, Wasetya, Diana Ariani, and Erry Utomo. “Pengembangan Media Pembelajaran Gamifikasi Materi Tata Surya Kelas VI Sekolah Dasar.” *Jurnal Pembelajaran Inovatif* 5, no. 2 (2022): 25–34. <https://doi.org/10.21009/jpi.052.05>.
- Febriansah, Aris Triwahyu, Aris Syaifuddin, and Yerry Soepriyanto. “Perkembangan Gamifikasi Di Bidang Pendidikan.” *Scholaria Jurnal Pendidikan Dan Kebudayaan* 14, no. 2 (2021): 177–86.
- Firdaus, Clarysya, Bunga Mauludyana, and Karunia Purwanti. “Faktor-Faktor Yang Mempengaruhi Motivasi Belajar Di SD Negeri Curug Kulon 2 Kabupaten Tangerang.” *Ilmu Pendidikan Dan Ilmu Sosial* 2, no. 1 (2020): 43–52. <https://ejournal.stitpn.ac.id/index.php/pensa>.
- Firmansyah, Juli, and Publikasi Pendidikan. “Digitalisasi Evaluasi Pembelajaran : Studi Kesiapan Guru SMP Jakarta Di Era Transformasi Pendidikan Digitalisasi Evaluasi Pembelajaran : Studi Kesiapan Guru SMP Jakarta Di Era,” no. February (2025).

- Hanisah, Yudha Irhasyuarna, and Ratna Yulinda. "Pengembangan Media Pembelajaran Interaktif Menggunakan Ispring Suite 10 Pada Materi Reproduksi Tumbuhan Untuk Mengukur Hasil Belajar." *JUPEIS: Jurnal Pendidikan Dan Ilmu Sosial* 1, no. 3 (2022): 6–16. <https://doi.org/10.55784/jupeis.vol1.iss3.68>.
- Hmoud, Aladeen Yousef Rashid, Omar Hasan Salah, and Raya Ahmad Hasan Altalib. "The Adoption of Gamification in Higher Education and Its Impact on Academic Performance: Empirical Evidence from Jordan and Palestine." *Cogent Education* 11, no. 1 (2024). <https://doi.org/10.1080/2331186X.2024.2428907>.
- Hussaini, Muzamil Hussain AL. "Effect of Information Technology on Education." *International Journal of Information Technology and Computer Engineering*, no. 24 (2022): 1–5. <https://doi.org/10.55529/ijitc24.1.5>.
- Iqbal, Muhammad. "FUNGSI DAN PERAN KEPEMIMPINAN SEKOLAH DALAM MEMBERIKAN REWARD UNTUK MENINGKATKAN MINAT BELAJAR SISWA." *SKILLS JOURNAL RISET DAN STUDI MANAJEMEN PENDIDIKAN ISLAM* 1, no. 2 (2022): 133–43.
- Issa, Jamila. "PENERAPAN MEDIA PEMBELAJARAN INTERAKTIF BERBASIS GAMIFIKASI DALAM UPAYA MENINGKATKAN PEMAHAMAN KONSEP MATEMATIKA SISWA KELAS VIII A SMPN 3 TINAMBUNG." *Ayan* 8, no. 5 (2019): 55.
- Jumrawarsi, Jumrawarsi, and Neviyarni Suhaili. "Peran Seorang Guru Dalam Menciptakan Lingkungan Belajar Yang Kondusif." *Ensiklopedia Education Review* 2, no. 3 (2021): 50–54. <https://doi.org/10.33559/eer.v2i3.628>.
- Jusuf, Heni. "Penggunaan Gamifikasi Dalam Proses Pembelajaran." *Jurnal TICOM* 5, no. 1 (2020): 1–6.
- Khalijah, Wan Nur, Miftahul Jannah, Hafiz Zurahmah Rehan, Yohana Yohana, and Yohani Yohani. "Peranan Metode Pembelajaran Terhadap Minat Dan Prestasi Belajar Al-Qur'an Hadis." *Al-Wasathiyah: Journal of Islamic Studies* 2, no. 2 (2023): 267–78. <https://doi.org/10.56672/alwasathiyah.v2i2.97>.
- Kirtawadi, Kirtawadi. "Kedudukan Al-Quran Dan Hadis Sebagai Dasar Pendidikan Islam." *JURNAL PAI: Jurnal Kajian Pendidikan Agama Islam* 2, no. 2 (2023): 204–19. <https://doi.org/10.33507/pai.v2i2.1117>.
- Luarn, Pin, Chiao Chieh Chen, and Yu Ping Chiu. "The Influence of Gamification Elements in Educational Environments." *International Journal of Game-Based Learning* 13, no. 1 (2023): 1–12. <https://doi.org/10.4018/IJGBL.323446>.
- Marliani, Lia Sri; Yunus Abidin. "Pengembangan Media Pembelajaran Perkalian Matematis Berbasis Gamifikasi Berbantuan Android Dan PC." *Jurnal*

Penelitian Pendidikan 24, no. 2 (2024): 211–20.

Maulani, Tasya, Heffi Alberida, and Universitas Negeri Padang. “Meta-Analysis : Praktikalitas Booklet Sebagai Media Pembelajaran Biologi Berdasarkan Penilaian Guru Dan Peserta Didik” 8, no. 2018 (2024): 34807–13.

Muchtar, Wardatul Maulidina, Balya Ziaulhaq Achmadin, and Hasnia Imroatis. “Utilization of Gamification Technology and Its Implication on Learning Al-Qur ’ an Hadith at Madrasah Aliyah Negeri 1 Probolinggo City.” *ICOE INTERNATIONAL CONFERENCE ON EDUCATION*, 2025.

Muhajirah. “Basic of Learning Theory (Behaviorism, Cognitivism, Constructivism, and Humanism).” *International Journal of Asian Education* 1, no. 1 (2020): 37–42.

Muhammad Alfa Khoiruddin, Ranu Iskandar. “PENGEMBANGAN GAMIFIKASI UNTUK MENINGKATKAN MOTIVASI BELAJAR DAN HASIL BELAJAR MATERI SISTEM AC” 7, no. November (2024): 194–214.

Muhenje, Chimwani Pamela. “A Theoretical Examination of the Composite Index or Measuring a Variable Using Likert Scale.” *Research Journal of Business and Finance* 1, no. 1 SE-Articles (January 5, 2023): XX–XX. <https://doi.org/10.58721/rjbf.v1i1.125>.

Muin, Abdul. *Metode Penelitian Kuantitatif*, 2023.

Musthofa, Danis Nurul, Arie Eko Cahyono, and Noviana Mariatul Ulfa. “Pengembangan Media Pembelajaran Mobile Learning Dengan Fitur Gamifikasi Pada Materi Kebutuhan Dalam Mata Pelajaran IPS” 8, no. 2 (2025): 365–75.

Nabila, Nabila, and Didah Nurhamidah. “Penerapan Blooket Sebagai Media Digital Terhadap Pembelajaran Bahasa Indonesia Di Sekolah Menengah Kejuruan.” *Edukatif: Jurnal Ilmu Pendidikan* 6, no. 1 (2024): 870–78. <https://doi.org/10.31004/edukatif.v6i1.6148>.

Nasrah & Muaifah, A. “Analisis Motivasi Belajar Dan Hasil Belajar Daring Mahasiswa Pada Masa Pandemi Covid-19.” *Riset Pendidikan Dasar* 3, no. 2 (2020): 207–13. <https://journal.unismuh.ac.id/index.php/jrpd/article/download/4219/2854>.

Nata, Abuddin. “Fungsi-Fungsi Al-Qur’an Dalam Pengembangan Ilmu, Kebudayaan Dan Peradaban.” *Ta’dibuna: Jurnal Pendidikan Islam* 11, no. 3 (2022): 352. <https://doi.org/10.32832/tadibuna.v11i3.7609>.

Nurbayanni, Astry, Dhea Ratnika, Ikaputera Waspada, and Dadang Dahlan. “Pemanfaatan Media Dan Teknologi Di Lingkungan Belajar Abad 21.” *Jurnal Sosial Humaniora Sigli* 6, no. 1 (2023): 183–89. <https://doi.org/10.47647/jsh.v6i1.1499>.

Oktavia, Fifi, and Zulyusuri. “Analisis Kepraktisan Booklet Menurut Pendidik Dan

- Peserta Didik Dalam Proses Pembelajaran (Analysis of the Practicality of Booklet According to Educators and Students in Learning Process).” *Jurnal Biology Science and Education* 13, no. 2 (2024): 121–28.
- Olusegun, Steve. “Constructivism Learning Theory: A Paradigm for Teaching and Learning.” *IOSR Journal of Research & Method in Education Ver. I* 5, no. 6 (2015): 2320–7388. <https://doi.org/10.9790/7388-05616670>.
- Perdana, A, P, I., and T. Valentina, D. “Faktor-Faktor Yang Mempengaruhi Motivasi Belajar Siswa Sekolah Dasar.” *Jurnal Ilmiah Indonesia* 7, no. 12 (2022): 1–23. <https://ejournal.stitpn.ac.id/index.php/pensa>.
- Perejaslavska, Svitlana, and Olha Smahina. “GAMIFICATION AS THE CURRENT TREND OF NATIONAL EDUCATION.” *OPEN EDUCATIONAL ENVIRONMENT OF MODERN UNIVERSITY*, no. SPECIAL EDITION (2019): 250–60. <https://doi.org/10.28925/2414-0325.2019s24>.
- Philpott, Andrew, and Jeong-Bae Son. “Leaderboards in an EFL Course: Student Performance and Motivation.” *Computers & Education* 190 (2022): 104605. <https://doi.org/https://doi.org/10.1016/j.compedu.2022.104605>.
- Pinedo, Ruth, Noelia García-Martín, Débora Rascón, César Caballero-San José, and Manuel Cañas. “Reasoning and Learning with Board Game-Based Learning: A Case Study.” *Current Psychology* 41, no. 3 (2022): 1603–17. <https://doi.org/10.1007/s12144-021-01744-1>.
- Pradnyana, I Ketut Andika, I Made Ardwi Pradnyana, and P Wayan Arta Suyasa. “Pengembangan Multimedia Pembelajaran Interaktif Ppkn Untuk Siswa Tunagrahita Dengan Konsep Gamifikasi.” *Jurnal Pendidikan Teknologi Dan Kejuruan* Vol.17, no. 2 (2020): 166–76.
- Pramita, Cici, and Tasa Ratna Putri. “The Effect of Learning Interest on Students’ Concept Understanding Ability Against Subject Pressure.” *International Journal of Education and Teaching Zone* 2, no. 2 (2023): 243–53. <https://doi.org/10.57092/ijetz.v2i2.59>.
- Ratu, Bau. “Peningkatan Kemampuan Perencanaan Karier Melalui Layanan Bimbingan Kelompok Teknik Diskusi Pada Siswa Kelas VIII H SMP Negeri 3 Kebumen.” *Universitas Negeri Yogyakarta*, no. 1951 (2022): 10–18.
- Rudenko, Y, O Naboka, S Petrenko, M Ostroha, M Pronikova, and O Semenikhina. “Using Web Quests in Professional Training Student-Managers.” In *2022 45th Jubilee International Convention on Information, Communication and Electronic Technology (MIPRO)*, 706–10, 2022. <https://doi.org/10.23919/MIPRO55190.2022.9803400>.
- Ryan, Richard M, and Edward L Deci. *Self-Determination Theory: Basic Psychological Needs in Motivation, Development, and Wellness*. Guilford publications, 2017.
- Salsabila, Syifa, Epon Nur’aeni L, and Muhammad Wahid Rijal Muharram.

- “Pengembangan Perangkat Pembelajaran Menggunakan Pendekatan Gamification Berbasis Marczewski’s Framework Di Sekolah Dasar.” *Journal of Elementary Education* 05, no. 04 (2022): 688–702.
- SETYANINGRUM, INDAH DWI, BAMBANG PRIYO DAMINTO, and WHARYANTI IKA PURWANINGSIH. “Pengembangan E-Module Matematika Gamifikasi Berbasis Problem Based Learning Untuk Meningkatkan Motivasi Belajar.” *E-Jurnal Matematika* 12, no. 3 (2023): 200. <https://doi.org/10.24843/mtk.2023.v12.i03.p420>.
- Suparmini, Komang, I Gede Suwindia, and I Made Ari Winangun. “Gamifikasi Untuk Meningkatkan Motivasi Belajar Siswa Di Era Digital.” *Education and Social Sciences Review* 5, no. 2 (2024): 145–48.
- Susilaningsih, Luis Rumianda, and Nunung Nindigraha. “Gamification Application in Creating Active, Interesting, and Fun Sociological Learning” 501, no. Icet (2020): 366–73. <https://doi.org/10.2991/assehr.k.201204.071>.
- TABAKOVA, H., and M. PELAHEICHENKO. “STORYTELLING AS A MEANS OF ACTIVATING STUDENTS’ COGNITIVE ACTIVITY IN THE MODERN EDUCATIONAL SPACE.” *Scientific Papers of Berdiansk State Pedagogical University Series Pedagogical Sciences* 1, no. 1 (2023): 165–72. <https://doi.org/10.31494/2412-9208-2023-1-1-165-172>.
- Ulandari, April, Wahidah Fitriani, and Hasan Zaini. “Pengembangan Modul Mastery Learning Dalam Mata Pelajaran Al-Qur’an Hadits.” *Edukatif: Jurnal Ilmu Pendidikan* 5, no. 1 (2023): 286–93. <https://doi.org/10.31004/edukatif.v5i1.4662>.
- Ummah, Masfi Sya’fiatul. *METODE PENELITIAN KUANTITATIF KUALITATIF Dan R&D. Sustainability (Switzerland)*. Vol. 11, 2019. http://scioteca.caf.com/bitstream/handle/123456789/1091/RED2017-Eng-8ene.pdf?sequence=12&isAllowed=y%0Ahttp://dx.doi.org/10.1016/j.regsciurbeco.2008.06.005%0Ahttps://www.researchgate.net/publication/305320484_SISTEM_PEMBETUNGAN_TERPUSAT_STRATEGI_MELESTARI.
- Vhalery, Rendika, Heri Pratikto, and Wening Patmi Rahayu. “GAMIFIKASI PEMBELAJARAN MATEMATIKA EKONOMI BERBASIS ANDROID.” *Research and Development Journal of Education* 10, no. 1 (2024): 444–59.
- Wahab Syakhrani, Abdul, and Ahmad Fahri. “Fungsi, Kedudukan Dan Perbandingan Hadits Dengan Al- Qur’an.” *MUSHAF JOURNAL: Jurnal Ilmu Al Quran Dan Hadis* 3, no. 1 (2022): 51–58. <https://doi.org/10.54443/mushaf.v3i1.87>.
- Wardani, Dian Kusuma, and M Salma Nur Samsu. “Application of Tilawatil Qur’an Method to Improve the Ability Reading Al-Qur’an in Bahrul Ulum Islamic Boarding School.” *SCHOOLAR: Social and Literature Study in Education* 2, no. 1 (2022): 63–67. <https://doi.org/10.32764/schoolar.v2i1.1278>.
- Wijaya, Etistika Yuni. “Pengembangan Goalpro Education Game: Mobile

Gamification Learning System (MGLS) Untuk Meningkatkan Motivasi Belajar Model ARCS (Attention, Relevance, Confidence, Satisfaction).” *Jurnal Ilmiah Edutic : Pendidikan Dan Informatika* 8, no. 2 (2022): 109–16. <https://doi.org/10.21107/edutic.v8i2.13026>.

Yogi Fernando, Popi Andriani, and Hidayani Syam. “Pentingnya Motivasi Belajar Dalam Meningkatkan Hasil Belajar Siswa.” *ALFIHRIS: Jurnal Inspirasi Pendidikan* 2, no. 3 (2024): 61–68. <https://doi.org/10.59246/alfihris.v2i3.843>.

Zafirah, Nur Haida, and Shahlan Surat. “Kesan Penggunaan Modul Pintar Darab Terhadap Tahap Motivasi Dan Pencapaian Murid SRITI.” *Jurnal Dunia Pendidikan* 5, no. 1 (2023): 678–92.

Zahara, Rosina, Fahlila Mutia, Nora Rahayu, and Gita Sari Anggreini. “MENGATASI KEJENUHAN SISWA KELAS II SEKOLAH DASAR.” *SCHOOL EDUCATION JOURNAL PGSD FIP UNIMED* 13, no. 2 (2023): 159. <https://doi.org/10.24114/sejpgsd.v13i2.46394>.

Zainuddin, Zainuddin, Muhammad Azizan Fitriana, and Ade Naelul Huda. “Konstruksi Metodologi Tadabbur Al-Qur’an.” *MISYKAT Jurnal Ilmu-Ilmu Al-Quran Hadist Syari Ah Dan Tarbiyah* 7, no. 2 (2022): 155. <https://doi.org/10.33511/misykat.v7n2.155-178>.