

## DAFTAR PUSTAKA

- Adinda, C., El Faisal, E., & Susilawati. (2025). Upaya Meningkatkan Motivasi Belajar Peserta Didik Kelas Ix.7 Melalui Model Pembelajaran Tgt Melalui Aplikasi Zep Quiz. *Pendas : Jurnal Ilmiah Pendidikan Dasar*, 10, 268–276. <https://journal.unpas.ac.id/index.php/pendas/article/download/27372/14213>
- Adnan, M. Z. Z., & Majid, M. Z. A. (2024). Gamification in Economics Subject: A Dual Perspective on Student and Teacher Understanding. *International Journal of Academic Research in Progressive Education and Development*, 13(1). <https://doi.org/10.6007/ijarped/v13-i1/20503>
- Afanin, A., Baharudin, Hijriyah, U., Fitriani, Bahri, S., & Azizah, N. (2025). *Learning Motivation: How Effective is the Game-Based Learning Model Assisted by Articulate Storyline?* 8 (1), 72–80. <http://jiip.stkipyapisdompou.ac.id>
- Ansyori, F. (2025). Peningkatan Minat Belajar Siswa Dalam Pembelajaran Ekonomi Melalui Metode Game Based Learning. *Journal of Innovation Research and Knowledge*, 4(11).
- Aoliyah, N. (2023). Penggunaan Teknik Game-Based Learning Dalam Pembelajaran Sejarah dan Dampaknya Terhadap Minat Belajar Siswa. *Kalamanca: Jurnal Pendidikan Sejarah*, 11(1)(1), 31–36. <https://doi.org/https://doi.org/10.69744/kamaca.v11i1.205>
- Asmara, Y. (2019). Pembelajaran Sejarah Menjadi Bermakna dengan Pendekatan Kontektual. *Kaganga: Jurnal Pendidikan Sejarah dan Riset Sosial-Humaniora*, 2(2), 105–120. <https://doi.org/10.31539/kaganga.v2i2.940>
- Assa, J. H., Sumual, S. D. M., & Manongko, A. A. Ch. (2026). Analisis Minat Belajar Siswa Di Sekolah Menengah Pertama Kecamatan Tompasobaru Kabupaten Minahasa Selatan. *SECONDARY: Jurnal Inovasi Pendidikan Menengah*, 6(2), 257–264. <https://doi.org/10.51878/secondary.v6i2.9442>
- Azizah, S. A., Irmayanti, E., & Afandi, T. Y. (2025). The Use of Educational Game-based Learning Media Quizizz on Economics Subjects to Increase Interest and Learning Outcomes of Students of Class XI IPS 7 SMAN 6 Kediri. *International Journal Of Humanities Education And Social Sciences (IJHESS)*, 4(4), 1948–1952. <https://ijhess.com/index.php/ijhess/>
- Badriah, S., & Surawan, S. (2025). Peran Self-Determination dalam Meningkatkan Ketekunan Belajar Mahasiswa di Era Digital. *Observasi : Jurnal Publikasi Ilmu Psikologi*, 3(3), 409–423. <https://doi.org/10.61132/observasi.v3i3.1506>

- Cinta, A., Wibawa, P., Mumtaziah, H. Q., Sholaihah, L. A., & Hikmawan, R. (2021). INTEGRATED (Information Technology and Vocational Education) Game-based learning (gbl) sebagai inovasi dan solusi percepatan adaptasi belajar pada masa new normal. *Jurnal: Integrated (Information Technology and Vocational Education)*, 3(1), 17–22. <https://pdfs.semanticscholar.org/5140/af91fbdf6bd29545fb7d0ba5f7215ad57837.pdf>
- Creswell, J. W., & Creswell, J. D. (2023). *Research design: Qualitative, quantitative, and mixed methods approaches* (6th ed.). Sage Publications. <https://archive.org/details/researchdesignO000unse>
- Dewi, P. T. (2023). Motivasi Belajar Peserta Didik Pasca Pandemi Covid-19. *Indonesian Journal of Sociology, Education, and Development (IJSED)*, 5(1), 12–24. <https://doi.org/https://doi.org/10.52483/ijsed.v5i1.96>
- Dina, D. L. (2022). Pengaruh Minat Belajar Dan Motivasi Belajar Terhadap Hasil Belajar Siswa Di Smp Lancang Kuning. *Jurnal Tafidu*, 1(1). <https://doi.org/https://doi.org/10.57113/jtf.v1i1.182>
- Fathoni, A., Bayu Prasodjo, Winarni jhon, & Dewanto Muhammad Zulqadri. (2023). *Media dan Pendekatan Pembelajaran di Era Digital: Hakikat, Model Pengembangan dan Inovasi Media Pembelajaran Digital* (1 ed.). Eureka Media Aksara.
- Fauzan, F., & Ubaidillah, U. (2025). Exploration of the Decline of Students' Interest in Studying in Higher Education: Psychological and Sociological Perspectives. *Journal of Science and Education (JSE)*, 6(1), 675–681. <https://doi.org/10.58905/jse.v6i1.460>
- Fauzi, M. H., Mutaqin, E. J., Rusmana, A., & Taofik, D. B. I. (2022). Pengaruh Media Pembelajaran Game Edukasi Terhadap Minat Belajar Siswa Dalam Pembelajaran Ipa. *caXra: Jurnal Pendidikan Sekolah Dasar*, 02(02), 134–141. <https://doi.org/https://doi.org/10.31980/caxra.v2i2.853>
- Fiestawa, A. R., Mulyani, D. S., & Fajria, D. W. (2025). Peningkatan Minat Belajar Peserta Didik dengan Penggunaan Metode Game Based Learning dalam Pembelajaran Pendidikan Pancasila. *Pedadidaktika: Jurnal Ilmiah Mahasiswa Pendidikan Guru Sekolah Dasar*, 12(3), 325–336. <http://ejournal.upi.edu/index.php/pedadidaktika/index>
- Fiqriah, A., Suntari, Y., & Yudha, C. B. (2025). Efektivitas Game Based Learning dalam Meningkatkan Minat Belajar Siswa Sekolah Dasar. *Invention: Journal Research and Education Studies*, 6 (1), 230–238. <https://doi.org/https://doi.org/10.51178/invention.v6i1.2466>

- Fitriah, F., Lailawati, N., Kholillah, S., Ferdiyansyah, A., & Asniwati, A. (2025). Implementasi media Zep Quiz Berbasis Teams Games Tournament (TGT) dalam pembelajaran IPAS di Kelas 3 SD Islam Sabilal Muhtadin. *Journal of Character and Elementary Education*, 4(2), 21–36. <https://doi.org/https://doi.org/10.35508/jocee.v4i2.22152>
- Friantini, R. N., & Winata, R. (2019). Analisis Minat Belajar Pada Pembelajaran Matematika. *Jurnal Pendidikan Matematika Indonesia*, 4 (1), 6–11. <https://doi.org/http://dx.doi.org/10.26737/jpmi.v4i1.870>
- Furqon, M. (2024). *Minat Belajar* (Annisa Febryanti & Andi Asari, Ed.). Penerbit PT Mafy Media Literasi Indonesia.
- Ghozali, I. (2018). *Aplikasi Analisis Multivariate dengan Program IBM SPSS 25* (9 ed.). Badan Penerbit Universitas Diponegoro.
- Guntar, M. (2023). *The Integration Of 21 St Century Learning And Innovation Skills In Efl Classrooms*. <https://jurnal.unimus.ac.id/index.php/ELLIC/index>
- Iannace, A. M., Bisanti, M., & Piazzoli, A. (2024). Evaluating game-based teaching systems in economics courses. *Frontiers in Education*, 9, 1. <https://doi.org/10.3389/educ.2024.1330057>
- Irfan, M., Rahman, S. R., & Agus. (2024). Effect of Game-Based Learning on Grade 11 Senior High School Science Students' Learning Interest. *Indonesian Journal of Educational Science*, 7(1). <https://ojs.unsulbar.ac.id/index.php/ijes/article/view/4248>
- Iriaji, Ratnawati, I., Prasetyo, A. R., Nazwa, V. N., & Hamdani, A. Y. (2025). Pola Penerapan Workshop Edusosiopreneurship Seni Lukis Memotret Kekayaan Alam Pacitan melalui Pendekatan Self Determination Theory dan Game-Based Learning untuk Hilirisasi Merchandise Komunitas. *El-Mujtama: Jurnal Pengabdian Masyarakat*, 5(5). <https://doi.org/10.47467/elmujtama.v5i5.9419>
- Julia, Chotimah, U., & Mutiara, T. M. (2025). Enhancing Learning Motivation of Grade XI.9 Students Through Zep Quiz Media in Civics Education at SMA Negeri 3 Palembang. *Jurnal Profesi Pendidikan (JPP)*, 4(1), 156–166. <https://doi.org/10.22460/jp>
- Jüttler, M., & Schumann, S. (2022). Choosing a Business or Economics Study Program at University: The Role of the Economics Teacher. *Journal of Risk and Financial Management*, 15(11). <https://doi.org/10.3390/jrfm15110522>
- Kulsum, U., Arum, W. F., & Kurniawan, A. P. (2025). Deskripsi Antusiasme Belajar Siswa Dengan Media Zep Quiz Pada Pembelajaran Matematika. 10 (4), 1795-1805. <https://doi.org/https://doi.org/10.30605/pedagogy.v10i4.7228>

- Lena, Wahab, I., & Aisyah, S. (2024). *Scope of English Language Teaching, Literature and Linguistics Program Studi Pendidikan Bahasa Inggris FKIP Universitas Muslim The Teacher's Role in Motivating Students to Learn English in High School Level*. 7(1), 97–108. <https://ejournals.umma.ac.id/index.php/seltics>
- Lestarina, A., Saputra, M. I., Anwar, S., & Baharudin. (2025). The Memory-Game–Enhanced Game-Based Learning Model: How Effective Is It In Strengthening Students' Learning Interest, Specifically Their Attention? *Imuna: Jurnal Studi Pendidikan Agama Islam*, 7(2), 1041–1055. <https://doi.org/10.54437/ilmuna>
- Liu, Y. C., Wang, W. T., & Lee, T. L. (2021). An Integrated View of Information Feedback, Game Quality, and Autonomous Motivation for Evaluating Game-Based Learning Effectiveness. *Journal of Educational Computing Research*, 59(1), 3–40. <https://doi.org/10.1177/0735633120952044>
- Lu, Z., & Rosli, M. S. (2025). Enhancing Middle School Students' Self-Efficacy through Game-Based Interaction in Blended Learning: Insights from Self-Determination Theory. *International Journal of Academic Research in Business and Social Sciences*, 15(5). <https://doi.org/10.6007/ijarbss/v15-i5/25408>
- Mahyideen, J. M., Rusli, N. A. M., Mohamad, W. N., Yaakob, H., & Tukiran, N. (2025). Gamifying Economics Education: A New Frontier in Teaching Innovation. *International Journal Of Research And Innovation In Social Science (IJRISS)*, 9(3S). <https://doi.org/https://dx.doi.org/10.47772/IJRISS.2025.903SEDU0248>
- Majid, M. Z. A., & Mafarjaa, N. (2024). Understanding the Educational Innovation Practice in Teaching and Learning among Economic Teacher's in Klang Valley. *SHS Web of Conferences*, 182, 01005. <https://doi.org/10.1051/shsconf/202418201005>
- Mandasari, Y. P., & Wulandari, E. (2025). The Impact Of Zep Quiz On Students' Engagement In The Esp Class. *Proceedings of The Third National Seminar on English Language Teaching (NELT)*, 3, 1–6. <https://forms.gle/wfUZhXtJWhw6ukPo8>.
- Mesterjon, Suwarni, Hermawansayah, Dwi Rulismi, Supama, Azharuddin Sahil, & Zulkarnain Dali. (2024). Effectiveness of the Use of Quizizz Media on Students' Learning Interest. *Futurity Education*, 245–262. <https://doi.org/10.57125/fed.2024.06.25.13>
- Moonti, U., Mahmud, M., Yantu, I., Bahsoan, A., & Albakir, A. K. (2022). Pengaruh Persepsi Siswa Terhadap Minat Melanjutkan Studi di Program Studi Pendidikan Ekonomi. *Jambura Economic Education Journal*, 4(1), 66–72. <https://doi.org/https://doi.org/10.37479/jeej.v4i1.13488>

- Mu'allifatunnasoha, A., & Mulyono, K. B. (2025). Gamifikasi Dalam Pembelajaran Ekonomi: Treatment Inovatif Untuk Meningkatkan Minat Dan Hasil Belajar. *PeKA: Jurnal Pendidikan Ekonomi Akuntansi*, 13(1), 25. [https://doi.org/https://doi.org/10.25299/peka.2025.vol13\(1\).22445](https://doi.org/https://doi.org/10.25299/peka.2025.vol13(1).22445)
- Muarrifah, H. (2020). Implementasi Nilai-nilai Pendidikan Ekonomi Dalam Kehidupan Pesantren. *Jurnal El-Barqie: Jurnal MA Darussalam*, 1(1).
- Muslimin. (2025). Analisis Pemanfaatan Zep Quiz Berbasis Gamifikasi sebagai Media Evaluasi Pembelajaran Sains di Sekolah Dasar. *Jurnal Pendidikan dan Pembelajaran Sekolah Dasar*, 4(1), 72–78. <https://journal.unm.ac.id/index.php/juara/article/download/7782/5088>
- Mustikaati, W., Radianty, A. P. D. P., Hendranti, A. H., Nurpadilah, D., & Marlina, N. (2025). Urgensi Pemenuhan Kebutuhan Dasar Psikologis Peserta Didik dalam. *Jurnal Ilmiah Multidisiplin*, 3(4), 267–273. <https://doi.org/10.5281/zenodo.15488524>
- Ni'mah, A., Ilmiyah, Q., Krisnaeni, K. D., & Supriyadi, I. (2026). Pengaruh Media Gamifikasi Zep Quiz Berbasis Digital Terhadap Minat Belajar Siswa Di SMA Manbail Huda Jenu. *IHSAN: Jurnal Pendidikan Islam*, 4(1), 156–168. <https://doi.org/10.61104/ihsan.v4i1.4908>
- Novandari, S. H., Mas'ulah, & Yuniarti. (2025a). Meningkatkan Minat Belajar Bahasa Inggris melalui Pendekatan Game-Based Learning pada Siswa Kelas VII-A SMPN 36 Surabaya. *Poceding Fakultas Keguruan dan ilmu Pendidikan Universitas Muhammadiyah Surabaya*. <https://doi.org/https://doi.org/10.30651/pc.v1i1.28120>
- Novandari, S. H., Mas'ulah, & Yuniarti. (2025b). Meningkatkan Minat Belajar Bahasa Inggris melalui Pendekatan Game-Based Learning pada Siswa Kelas VII-A SMPN 36 Surabaya. <https://doi.org/https://doi.org/10.30651/pc.v1i1.28120>
- Novitriani, G., Azizah, N., Hijriah, U., Baharudin, & Kuswanto, R. T. (2024). Learning Interest: How Effective is Kahoot-Based Digital Game Based Learning Model? *Jurnal Inspiratif Pendidikan*, 13 (2), 34–48. <https://doi.org/https://doi.org/10.24252/ip.v13i2.52852>
- Nurhayati, Setyawati, D., & Wahyuni, H. (2025). Pengaruh Model Pembelajaran Game Based Learning (Gbl) Untuk Meningkatkan Minat Belajar Siswa Di Sma Negeri 1 Lubai. *Raudhah Proud To Be Professionals : Jurnal Tarbiyah Islamiyah*, 10 (1), 182–195. <https://doi.org/https://doi.org/10.48094/raudhah.v10i1.819>

- Nursyafa'ah, O. C. (2024). *Penerapan Model Game Based Learning Berbasis Wordwall Untuk Meningkatkan Minat Belajar Sejarah Siswa Kelas Xi Fase 2 Sma Negeri 3 Kota Jambi* [Skripsi]. Universitas Jambi.
- Nurwendah, A. S., & Sari, I. P. (2025). Analisis Kesulitan Siswa pada Sub-Materi Genetika Ditinjau dari Minat Belajar Siswa. *Bioed: Jurnal Pendidikan Biologi*, 13(2), 163. <https://doi.org/10.25157/jpb.v13i2.20777>
- OECD. (2023). *PISA 2022 Results (Volume I): The State of Learning and Equity in Education, PISA, OECD Publishing, Paris*, (Vol. 1). OECD Publishing. <https://doi.org/10.1787/53f23881-en>
- Pakaya, F., Hafid, R., Dama, M. N., Hasiru, R., & Sudirman. (2025). Pengaruh Penggunaan Media Pembelajaran Game Edukasi Quizizz Terhadap Minat Belajar Siswa Pada Mata Pelajaran Ekonomi Kelas XI di SMA Negeri 1 Kota Gorontalo. *Journal Of Economic And Business Education*, 3(1), 293–236. <https://doi.org/https://doi.org/10.37479/jebe.v3i1.28971>
- Parnawi, A. (2019). *Psikologi Belajar*. Penerbit Deepublish.
- Plass, J. L., Homer, B. D., & Kinzer, C. K. (2015). Foundations of Game-Based Learning. *Educational Psychologist*, 50(4), 258–283. <https://doi.org/10.1080/00461520.2015.1122533>
- Pratiwi, A., Nazira, K., Pramugita, M. E., Aryani, M., Sobar, M. A., & Azizah, N. (2025). Learning Interest : How Does The Experimentation of The Game-Based Learning Models? *Action Research Journal Indonesia (ARJI)*, 7, 126–142. <https://doi.org/https://doi.org/10.61227/arji.v7i2.429>
- Proulx, J. N., Romero, M., & Arnab, S. (2017). Learning Mechanics and Game Mechanics Under the Perspective of Self-Determination Theory to Foster Motivation in Digital Game Based Learning. *Simulation and Gaming*, 48(1), 81–97. <https://doi.org/10.1177/1046878116674399>
- Purwanto, M. N. (2009). *Prinsip-prinsip dan Teknik Evaluasi Pengajaran* (T. Surjaman, Ed.; 5 ed.). Remana Rosdakarya.
- Rachma, E. A. (2020). Pendidikan Ekonomi di Indonesia: Tantangan dan Peluang dalam Meningkatkan Literasi Ekonomi. *Jurnal Ekonomi Pendidikan*, 8(1), 2–7. <https://jurnal.unimed.ac.id/2012/index.php/qe/index>
- Rahayu, N. P. W., & Wati, N. N. K. (2025). Penerapan Zep Quiz Sebagai Peningkatan Minat Belajar Pendidikan Pancasila Siswa Kelas V Sd. *Pendas : Jurnal Ilmiah Pendidikan Dasar*, 10(4). <https://journal.unpas.ac.id/index.php/pendas/article/download/38442/20659>

- Rahayu, S., Ahman, E., Nofriansyah, Romadhon, D. A., & Supriatna, E. (2025). *Pendidikan Ekonomi di Era Digital dan Global* (Suwatno, Ed.). PT Media Pustaka Indo. [www.mediapustakaindo.com](http://www.mediapustakaindo.com)
- Rahma, D. F., Supriadi, Ilmi, D., & Zakir, S. (2025). Evaluasi Interaktif dalam Pembelajaran Informatika: Studi Penggunaan Zep Quiz untuk Evaluasi Berbasis Game Informasi. *Intellect: Indonesian Journal of Innovation Learning and Technology*, 04(02), 313–328. <https://doi.org/10.57255/intellect.v4i2.1509>
- Rahmawati, R. K. N. (2024). *Minat Belajar : Konsep Dasar, Indikator & Faktor-Faktor Yang Mempengaruhi*. Literasi Nusantara Abadi.
- Rambe, K. F. (2024). Pentingnya Pendidikan Ekonomi dalam Mempersiapkan Generasi Muda Menghadapi Tantangan Ekonomi Global. *BENEFIT: Journal Of Business, Economics, And Finance*, 2(2), 21–29. <https://doi.org/10.37985/benefit.v2i1.395>
- Rayan, B., & Watted, A. (2024). Enhancing Education in Elementary Schools through Gamified Learning: Exploring the Impact of Kahoot! on the Learning Process. *Education Sciences*, 14(3). <https://doi.org/10.3390/educsci14030277>
- Ritonga, R., Tanjung, M. I. Y., Sitompul, S. H., Marbun, M., & Margolang, F. Z. (2025). Dampak Rendahnya Minat Belajar Siswa Terhadap Proses Pembelajaran Di Sekolah Dasar T. *JIIIC: Jurnal Intelek Insan Cendikia*, 2(6), 11237. <https://jicnusantara.com/index.php/jiic>
- Rogo, I., & Asriati, N. (2024). Ekonomi Pendidikan di Era Digital: Tantangan dan Peluang. *Journal of Mandalika Literature*, 5(4), 2745–5963. <https://doi.org/10.36312/jml.v5i4.3982>
- Ryan, R. M., & Deci, E. L. (2017). *Self-determination theory: Basic psychological needs in motivation, development, and wellness* (2017 ed.). Guilford Press.
- Salfianti, Purnomo, N. H., & Yudiana, A. (2024). Efektivitas Game Based Learning Dalam Meningkatkan Minat Belajar Siswa Pada Pembelajaran Ips Kelas VIII-D SMP Negeri 56 Surabaya. *Pendas : Jurnal Ilmiah Pendidikan Dasar*, 9(4), 2548–6950. <https://journal.unpas.ac.id/index.php/pendas/article/view/18075>
- Saputro, F. C., Mansur, H., & Utama, A. H. (2024). Pemanfaatan Media Pembelajaran Interaktif Berbasis Kahoot dalam Meningkatkan Minat Belajar Siswa. *JRIP: Jurnal Riset dan Inovasi Pembelajaran*, 4(2), 1300–1309. <https://doi.org/10.51574/jrip.v4i2.1764>
- Sari, C. N., Sutini, S., & Prasetyo, A. (2025). Gamify Your Learning: Pengaruh Zep Quiz Sebagai Digital Learning Media Terhadap Hasil Belajar Matematika

- Siswa Upt Smpn 2 Gresik. *De Fermat : Jurnal Pendidikan Matematika*, 8 (2), 464–472. <https://doi.org/https://doi.org/10.36277/defermat.v8i2.2327>
- Sarlin, M., & Mursid, K. (2020). Hubungan Antara Minat Belajar Dan Prestasi Belajar Siswa Pada Pembelajaran Ips Di Sekolah Dasar. *Jambura Elementary Education Journal*, 1 (1).
- Slameto. (2015). *Belajar dan Faktor-Faktor yang Mempengaruhi* (Edisi Revisi; Cet.6). Rineka Cipta.
- Sugiyono. (2023). *Metode penelitian kuantitatif, kualitatif, dan R&D* (2 ed.). Alfabeta. [www.cvalfabeta.com](http://www.cvalfabeta.com)
- Thao, N. T. P. (2024). The Importance of Economic Education: Preparing Future Generations for Global Economic Challenges. *Journal of Asian Multicultural Research for Economy and Management Study*, 4(4), 31–35. <https://doi.org/10.47616/jamrems.v4i4.464>
- Widiana, I. W. (2022). Game Based Learning dan Dampaknya terhadap Peningkatan Minat Belajar dan Pemahaman Konsep Siswa dalam Pembelajaran Sains di Sekolah Dasar. *Jurnal Edutech Undiksha*, 10(1), 1–10. <https://doi.org/10.23887/jeu.v10i1.48925>
- Widyaningrum, D., Smaragdina, A. A., Rizky, D. D., Ardiansyah, Y. E., & Prasasti, F. A. M. (2025). Meningkatkan Motivasi Belajar Siswa Menggunakan Zep Quiz Pada Pembelajaran Informatika Di Smp. *Pendas : Jurnal Ilmiah Pendidikan Dasar*, Volume 10 Nomor 02, 200–2011.