E. References

Barry, Reynolds Lee; Shih, Ying Chun;. (2018). The Learning Effects of Student-Constructed Word Cards as Homework for the Adolescent English Language Classroom. *An Internaional Journal of Educational Technology and Applied Linguistics*, 146-162.

Heinich, Robert; Molenda, Michael; Russell, James D; Smaldino, Sharon E;. (2002). *Instructional Media and Technologies for Learning.* New Jersey: Pearson Education Inc.

Li, Yuting; Leng, Jing. (2019). The Influence of Media Types on Students' Learning Performance in a Role Playing Game on English Vocabulary Learning. *Springer*, 262-270.

Muller, Amanda; Son, Jeong-Bae; Nozawa , Kazunori; Dashtestani, Reza;. (2017). Learning English Idioms With a Web-Based Educational Game. *Journal of Educational Computing Research.* , 848-865.

Rensburg, Henriette Van; Thanh, Triet La;. (2017). Teachers' Use of Facebook Motivating Vietnamese Students to Improve Their English Language Learning. *Springer*, 359-375.