

DAFTAR PUSTAKA

- Alnahdi, A., & Bazarah, F. (2018). 2018 14th International Conference on Signal-Image Technology & Internet-Based Systems (SITIS). *Building Quality Metrics for Green Computing Projects: A Model and a Case Study of Engineering a Green Computing Awareness Website*.
- Delvika, R. H., Haryono, I., Pratami, D., & Bermano, A. R. (2019). Control Quality Metric Design Using Internal Control Method to Control The Quality of Fiber Optic Installation Project. *International Journal of Innovation in Enterprise System*, 3(01), 1–5.
- Doran, G. T. (1981). *There 's a S.M.A.R.T. Way to Write Management 's Goals and Objectives*. Management Review.
- Everson, M. E. A., Soske, S. E., & Frank J, M. (2013). *Internal Control — Integrated Framework*. American Institute of Certified Public Accountants.
- Megawati, F. (2016). Kesulitan Mahasiswa dalam Mencapai Pembelajaran Bahasa Inggris Secara Efektif. *Jurnal Pedagogia ISSN 2089-3833*, 5(2), 147–156.
- Mufti, L. J., Pratami, D., & Tripiawan, W. (2018). The 9th International Conference on Sustainable Collaboration in Business, Technology, Information and Innovation 2018. *Quaity Metric Design as a Tool to Control The Quality of The Project*.
- Mulcahy, R. (2018). *Rita Mulcahy's PMP Exam Prep Ninth Edition*. RMC Publications, Inc.
- Nabilah, F., Puspita, I. A., & Tripiawan, W. (2019). Conference: 2019 International Conference on Sustainable Engineering and Creative Computing (ICSECC). *The Quality Metric Design to Control Quality of Telecommunication Construction Project Using Internal Control Method*, 233–238.
- Novitiara, I., Pratami, D., & Bay, A. F. (2020). 2020 Fifth International

Conference on Informatics and Computing (ICIC). *Developing a Quality Metric in Controlling the Project Task*.

Page, S. (2010). *The Power of Business Process Improvement*. AMACOM.

PMI. (2017). *A Guide to The Project Management Body of Knowledge PMBOK Guide Sixth Edition* (6th ed.). Project Management Institute, Inc.

Prensky, M. (2012). *From Digital Native to Digital Wisdom: Hopeful Essays for 21st Century Learning*. Corwin Press.

Rahayu, S. L. (2018). Penerapan Game Design Document dalam Perancangan Game Edukasi yang Interaktif untuk Menarik Minat Siswa dalam Belajar Bahasa Inggris. *Jurnal Teknologi Informasi dan Ilmu Komputer (JTIIK)*, 5(3), 341–346.

Setiawan, R., Rasjid, Z. E., & Effendy, A. (2018). 3rd International Conference on Computer Science and Computational Intelligence 2018. *Design Metric Indicator to Improve Quality Software Development (Study Case: Student Desk Portal)*, 135, 616–623.

Sopwandi, F. I., Pratami, D., & Bay, A. F. (2019). IASTEM International Conference. *Quality Metric Design Using Internal Control for Controlling the Quality of E-learning Project at University X*.

Sulistiana, E., Nadzifah, W., & Arifin, M. S. (2019). Intensive English Program (IEP) Meningkatkan Penguasaan Vocabulary. *Jurnal Studi Guru dan Pembelajaran*, 2(3), 236–340.

Suryapranata, L. K. P., Soewito, B., Kusuma, G. P., Gaol, F. L., & Warnars, H. L. H. S. (2017). 2017 International Conference on Applied Computer and Communication Technologies (ComCom). *Quality Measurement for Serious Games*.

Sutriyanto, E. (2019). *Indonesia Peringkat ke-61 Untuk Kemahiran Berbahasa Inggris dalam EF EPI Edisi ke-9/2019*. www.tribunnews.com.
<https://www.tribunnews.com/pendidikan/2019/12/12/indonesia-peringkat->

ke-61-untuk-kemahiran-berbahasa-inggris-dalam-ef-epi-edisi-ke-92019

Utami, R. P. (2018). Peningkatan Penguasaan Kosakata Bahasa Inggris pada Mahasiswa Prodi Bahasa Inggris melalui Metode Demonstrasi. *Briliant: Jurnal Riset dan Konseptual*, 3(3), 338–344.

Wurinanda, I. (2016). *Rata-Rata Skor TOEFL di Indonesia di Bawah 500*.
www.okezone.com.
<https://news.okezone.com/read/2016/03/10/65/1332176/rata-rata-skor-toefl-di-indonesia-di-bawah-500>

Yemm, G. (2012). *Leading Your Team: How to Set Goals, Measure Performance and Reward Talent (Financial Times Guides)* (1 ed.). FT Publishing.