

NOVEMBER 2021

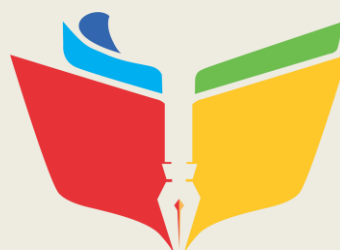
VOLUME 4 NUMBER 2

P-ISSN 2620-410X E-ISSN 2774-3713

L2

LinguA-LiterA

JOURNAL OF ENGLISH LANGUAGE TEACHING LEARNING AND LITERATURE



LinguA-LiterA

- **Volarian Game: Engaging EFL Learners' Vocabulary Learning During the Covid-19 Outbreak**
HAYATUL RIZQIANA
- **Does Kahoot Challenge Mode Motivate Students' Better Than Google Form in Doing Online Homework?**
OZA ANGGIA FATMAWATI
- **The Use of Content Words in the Dialogues of Comic Teasing Master (Former) Takagi-san**
FERI DIKI ARFENDO, YATNO
- **A Grammatical Error Analysis of the Students' Recount Text at the Eleventh Grade Students**
MOH. CHOIRUL HUDA, PIPING RAHADIANTO
- **Developing DIGCONAR (Digital Comic Narrative) As an Alternative Media for Teaching Writing Narrative Text in Pandemic Covid - 19 Period**
EKA WULANDARI, SRI UTAMI DEWI
- **The Influence of Grammatical Sensitivity and Learning Style on Writing Ability**
MOH. HANAFI, AYU RIZKI SEPTIANA
- **RECTEMA (Recount Text Maze): An Educational Game to Facilitate Reading Recount Text**
ALDIAN FATKA ARSANDY, ASTRIED DAMAYANTI
- **Instagram Feed to Teach Descriptive Writing**
NAFITA SISKA SANTOSO, DINA KARTIKAWATI

PUBLISHER ADDRESS :

Pendidikan Bahasa Inggris STKIP PGRI Trenggalek, Jl. Supriyadi 22 Trenggalek 66319
Telp./Fax. : 0355 791 551, E-mail : l2englishjournal@gmail.com