

# LINGUA TECHNICA

## Journal of Digital Literary Studies

Understanding reader navigation patterns in multi-path  
hypertext fiction: A case study approach to Patchwork Girl  
Nurul Hijja Mazlan et al.

Digital poetics in the classroom: The role of Taroko Gorge in  
increasing students' engagement and critical thinking skills  
Bannaga Taha Al-Zubair Hussien, Cut Irna Liyana, Nadifah

Transmedia storytelling in expanding audience's engagement:  
A phenomenological study of Nussa Rara  
Hasan bin Jali, Mawaidi, Lalu Habiburrahman

The role of interactive gamification through Wordwall Apps to  
improve students' engagement and literary comprehension  
Najihah Abd Wahid, Farhan, Mualim Wijaya

Virtual reality as narrative medium: The emotional effects of  
full immersion in VR-based film Aladin  
Arvina Dwi Romadhani

Reimagining textuality: Digital convergence and  
literary adaptation in Indonesia  
Moh. Atikurrahman



ASOSIASI RELAWAN & PENGELOLA JURNAL  
LEMBAGA PENDIDIKAN TINGGI  
NAHDLATUL ULAMA (ARJUNU)

E-ISSN: 3109-3264

# LINGUA TECHNICA

## Journal of Digital Literary Studies



ASOSIASI RELAWAN JURNAL  
LEMBAGA PENDIDIKAN TINGGI NAHDLATUL ULAMA  
(LPTNU)

## **Undang-Undang Republik Indonesia No. 19 Tahun 2002 tentang Hak Cipta**

### **Lingkup Hak Cipta**

#### **Pasal 2**

1. Hak cipta merupakan hak eksklusif bagi Pencipta atau Pemegang Hak Cipta untuk mengumumkan atau memperbanyak Ciptaannya, yang timbul secara otomatis setelah suatu ciptaan dilahirkan tanpa mengurangi pembatasan menurut peraturan perundang-undangan yang berlaku.

### **Ketentuan Pidana**

#### **Pasal 72**

1. Barang siapa dengan sengaja dan tanpa hak melakukan perbuatan sebagaimana dimaksud dalam Pasal 2 ayat (1) atau Pasal 49 ayat (1) dan ayat (2) dipidana dengan pidana penjara masing-masing paling singkat 1 (satu) bulan dan / atau denda paling sedikit Rp.1.000.000,00 (satu juta), atau pidana penjara paling lama 7 (Tujuh) tahun dan / atau denda paling banyak Rp.5.000.000.000,00 (lima milyar rupiah).
2. Barang siapa dengan sengaja menyiarkan, memamerkan, mengedarkan, atau menjual kepada umum suatu Ciptaan atau barang hasil pelanggaran Hak Cipta atau Hak Terkait sebagaimana dimaksud pada ayat (1) dipidana dengan pidana penjara paling lama 5 (lima) tahun dan / atau denda paling banyak Rp.500.000.000,00 (lima ratus juta rupiah).

## **Lingua Technica: Journal of Digital Literary Studies**

@ Achmad Fawaid

iv + 71 halaman; 15,5 x 23 cm

1. Language, 2. Literature, 3. Digital

### **Editor in Chief**

Achmad Fawaid, UPN "Veteran" Jawa Timur, Indonesia

### **Managing Editor**

Busro, UIN Sunan Gunung Djati, Indonesia

### **Editorial Board**

Fariz Alnizar, Universitas Nadlatul Ulama Jakarta, Indonesia

Aprinus Salam, Universitas Gadjah Mada, Indonesia

Fifi Khoirul Fitriyah, Universitas Nahdlatul Ulama Surabaya, Indonesia

Atiqotul Fitriyah, UIN Syarif Hidayatullah, Indonesia

### **English Language Advisor**

Achmad Naufal Irsyadi, Universitas 17 Agustus 1945 Surabaya, Indonesia

### **IT Support**

Muhammad Cahyoko, Universitas Nahdlatul Ulama, Indonesia

The first available online, June 2025

**E-ISSN:** 3109-3264

### **Publisher:**

Asosiasi Relawan & Pengelola Jurnal LPTNU (ARJUNU)

Jl. Smea No. 57, Wonokromo, Surabaya

dan

PT Pro Panoramic Solution

Taman Pondok Indah CC-14 Wiyung Surabaya, 60228

website: <https://journal.arjunu.org/index.php/lingtech>

email: [technicalingua@gmail.com](mailto:technicalingua@gmail.com)

© 2025 *Lingua Technica: Journal of Digital Literary Studies*. This is an open-access article distributed under the terms of the Creative Commons Attribution 4.0 International License (CC-BY-SA 4.0)

All rights reserved.



## Table of contents

**Understanding reader navigation patterns in multi-path hypertext fiction: A case study approach to *Patchwork Girl***

Nurul Hijja Mazlan, Candra Rahma Wijaya Putra, Hary Sulistyono  
1-12

**Digital poetics in the classroom: The role of *Taroko Gorge* in increasing students' engagement and critical thinking skills**

Bannaga Taha Al-Zubair Hussien, Cut Irna Liyana, Nadifah  
13-24

**Transmedia storytelling in expanding audience's engagement: A phenomenological study of *Nussa Rara***

Hasan bin Jali, Mawaidi, Lalu Habiburrahman  
25-37

**The role of interactive gamification through Wordwall Apps to improve students' engagement and literary comprehension**

Najihah Abd Wahid, Farhan, Mualim Wijaya  
38-50

**Virtual reality as narrative medium: The emotional effects of full immersion in VR-based film *Aladin***

Arvina Dwi Romadhani  
51-62

**Reimagining textuality: Digital convergence and literary adaptation in Indonesia**

Moh. Atikurrahman  
63-71