

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

@ Asosiasi Relawan dan Pengelola Jurnal LPTNU (Arjunu)

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

© 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
80-91

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
92-103

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

Hasan bin Jali, Mawaidi, Lalu Habiburrahman
104-116

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

Najihah Abd Wahid, Farhan, Muallim Wijaya
117-129

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

Arvina Dwi Romadhani
130-141

Reimagining textuality: Digital convergence and literary adaptation in Indonesia

Moh. Atikurrahman
142-150