

## BIBLIOGRAPHY

- Akdogan, Esra. "Developing Vocabulary in Game Activities and Game Materials." *Journal of Teaching and Education* 07, no. 01 (2017): 31–66.
- Almusto, Kangmus. "Model dan Tipe Soal dan Tipe Soal Bahasa Inggris". 2019. <https://bahasainggrissmpmts.blogspot.com/2019/09/model-dan-tipesoalbahasainggris.html?m=1>
- Apdy, Andi Patimah Ramarh, and Andi Asrifan. "The Chinese Mime Game in Teaching Vocabulary on EFL Classroom" 65. n (2018): 28–40.
- Ayu, Rianda Rita, Sofian, and Eusabinus Bunau. "The Effect of Uisng Pictionary Games on Students' English Vocabulay," 2018.
- Bai, Zhihong. "An Analysis of English Vocabulary Learning Strategies." *Journal of Language Teaching and Research* 9, no. 4 (2018): 849–55.
- Bakhsh, Sahar Ameer. "Using Games as a Tool in Teaching Vocabulary to Young Learners." *English Language Teaching* 9, no. 7 (2016): 120–28. <https://doi.org/10.5539/elt.v9n7p120>.
- Çelîk, Özgür, and Fatih Yavuz. "An Extensive Review Of Literature On Teaching Vocabulary Through Mobile Applications," no. June (2018): 56–91.
- Darmawan, Syaifudin Latif, and Grassilia Nenny Fatmawati. "The Comparison of Using Chain Word and Pictionary Game Toward Vocabulary Mastery." *Intensive Journal* 2, no. 1 (2019): 1–8.
- Dwi, Lidya Efiza. "Improving Students` Vocabulary Mastery Through Pictionary Board Game at Grade IV B of Elementary School 36 Pekanbaru." *Al-Ishlah: Jurnal Pendidikan* 9, no. 2 (2017): 1–16.
- Elmahdi, Omer Elsheikh Hago. "Challenges for Methods of Teaching English Vocabulary to Non-Native Students." *Advances in Social Sciences Research Journal* vol.7, No. (2020): 556–75.
- Fitria, Nur Hasna, Fitri Hilmiyati, and Anita. "The Effectiveness of Using Flipchart as a Learning Media for Speaking Skill at Junior High School," 2019.
- Gruss, Janina. "Games as a Tool for Teaching English Vocabulary to Young

- Learners.” *World Scientific News* 53(2) (2016) 67-109 53, no. 2 (2016): 67–109.
- Hamer, Welliam, and Ledy Nur Lely. “Using Pictionary Game to Increase Learners’ Vocabulary Mastery In English Language Instruction.” *JEES: Journal of English Education Studies* 2, no. 1 (2019): 43–51.
- Hamer, Welliam, and Nur Azmi Rohimajaya. “Using Flash Card as Instructional Media to Enrich the Students’ Vocabulary Mastery in Learning English.” *Journal of English Language Studies* 3, no. 2 (2018): 167–77.
- Hardan, Abdalmaujod A. “Language Learning Strategies: A General Overview.” *Procedia - Social and Behavioral Sciences* 106 (2013): 1712–26. <https://doi.org/10.1016/j.sbspro.2013.12.194>.
- Hasan, Muhammad. *Media Pembelajaran*. Edited by Fatma Sukmawati. 1st ed. Klaten: TAHTA MEDIA GROUP, 2021.
- Hastjarjo, T Dicky. “Rancangan Eksperimen-Kuasi.” *Buletin Psikologi* 27, no. 2 (2019): 187. <https://doi.org/10.22146/buletinpsikologi.38619>.
- Isnawan, Muhamad Galang. *Kuasi Eksperimen*, 2020.
- Jabor, Aseel Tayes. “Assessing the Techniques Used by Teachers of English in Teaching Vocabulary Contextually in Secondary Schools.” *Journal of Language Studies* 1, no. 1 (2017): 113–28.
- Jack C. Richards, and Willy A. Renandya. *Methodology in Language Teaching Anthology of Current Praticce*, 2002.
- Jannah, Ida Miftahul, Niken Kuswari, Izzatul Muna, and Kartika Nabilla. “Exploring the Effects of Using Game on Students’ Vocabulary Mastery: A Case Study in Instructional Material and Media Development Class.” *Advances in Social Science, Education and Humanities Research, Volume 434 International Conference on English Language Teaching* 434, no. Iconelt 2019 (2020): 184–90. <https://doi.org/10.2991/assehr.k.200427.037>.
- Joklova, Katerina. “Using Pictures in Teaching Vocabulary,” 2009.
- Kartini, Indri, and Evie Kareviati. “The Students’ Responses Toward The Implementation of Pictionary Game in Teaching Vocabulary to The Seventh Grade Studnets’ in One of Junior High School in Cimahi.” *PROJECT (Professional Journal of English Education)* 4, no. 3 (2021): 375–83.

- Komachali, Maryam Eslahcar. "The Effect of Using Vocabulary Flash Card on Iranian Pre-University Students' Vocabulary Knowledge." *International Education Studies* 5, no. 3 (2012): 134–47. <https://doi.org/10.5539/ies.v5n3p134>.
- Lelawati, Setiani, Selma Dhiya, and Putri Nurazijah Mailani. "The Teaching of English Vocabulary to Young Learners." *PROJECT Professional Journal of English Education* 1, no. 2 (2018): 95–100.
- Meliana, Nia, Amroh Umaemah, and Hendi Hidayat. "Exploring Teacher's Strategies in Teaching Vocabulary." *ELT-Echo* Vol 3, No., no. 2002 (2018): 34–46.
- Misa, Mikhael. "Teaching Vocabulary Using Games: A Case Study of ELT Classroom at 7th Grade Students of Secondary School." *Budapest International Research and Critics Institute-Journal (BIRCI-Journal)* 5, no. 2 (2022): 17748–57.
- Muhid, Abdul. *Analisis Statistik Edisi 2. Journal of Chemical Information and Modeling*. Vol. 53, 2019.
- Munir, Fathul. "The Effectiveness of Teaching Vocabulary by Using Cartoon Film toward Vocabulary Mastery of EFL Students." *Journal Of English Language Teaching and Linguistics* 1, no. 1 (2016): 13–37.
- Musdansi, Dwi Putri, and Rabby Nazli. "Pengembangan Buku Ajar Statistik Berbasis SPSS Sebagai Self Education Mahasiswa." *AdMathEdu* / 8, no. 2 (2012).
- Nasution, Wardah Mutiah, Eka Sustri Harida, and Ardi Oktapian. "Anagram Game to Teach Vocabulary Mastery for Islamic Junior High School Students." *TAZKIR: Jurnal Penelitian Ilmu-Ilmu Sosial Dan Keislaman* 06, no. 2 (2020): 225–36.
- Paramitha, Ratna Wijayanti Daniar, Noviansyah Rizal, and Riza Bahtiar Sulistyan. *Metode Penelitian Kuantitatif: Buku Ajar Perkuliahan Metodologi Penelitian Bagi Mahasiswa Akuntansi & Manajemen*, 2016.
- Pauzan. *English Grammar (Tata Bahasa Inggris)*, 2020.
- Puchta, Herbert, and Jeff Stranks. "English in Mind Second Edition," 2010.
- Purba, Uni Wannu, Kammer Sipayung, Febrika Lumbantoruan, and Renata Vonbora Simanjuntak. "The Use of Pictionary Game in Teaching

- Vocabulary to Second Grade Students of SMPN 1 Raya.” *Pioneer: Journal of Language and Literature* 14, no. 1 (2021): 156–66.
- Ramadhaniarti, Tri. “Teaching English Vocabulary Trough Game : Views From The Students.” *Proceedings of the Fourth International Seminar on English Language and Teaching (ISELT-4)*, 2016, 382–87.
- Ratminingsih, Ni Made. “Implementasi Board Games Dan Pengaruhnya Terhadap Hasil Belajar Bahasa Inggris.” *Journal Ilmu Pendidikan*, no. 11 (2018): 19–28.
- Ruzmetova, Mamlakat, Firyuza Orazova, and Gulnoza Kayumova. “The Role Of Teaching Vocabulary Competence in English.” *Scientific Journal Impact Factor (SJIF)* 1, no. 3 (2020): 509–13.
- Samhudi. “An Analysis on Students’ Errors in Distinguishing Between Collective Noun and Plural Noun,” n.d., 1–18.
- Setiawan, Iwan. “Pengajaran Bahasa Inggris Dalam Kurikulum 2013: Suatu Tinjauan Dan Perspektif.” *JIPKIS: Jurnal Ilmiah Pendidikan Dan Keislaman*, no. 1967 (2021): 104–12. <https://jipkis.staidq.org/index.php/home/article/view/12>.
- Setiawati, Yulika. “The Use of Pictionary Game to Improve The Seventh Grade Students’ Vocabulary Achievement at MTsN 6Jember.” Jember University, 2019.
- Setyawan, Dodiet Aditya. *Petunjuk Praktikum Uji Normalitas & Uji Homogenitas Data Dengan SPSS. Paper Knowledge . Toward a Media History of Documents*, 2020.
- Susanto, Alpino. “The Teaching of Vocabulary: A Perspective.” *Kata* vol 1 No 2 (2017): 182–91.
- Syafrizal, and Haerudin. “The Implementation of Vocabulary Building Strategy in Teaching English Vocabulary to Young Learners.” *Jo-ELT (Journal of English Language Teaching) Fakultas Pendidikan Bahasa & Seni Prodi Pendidikan Bahasa Inggris IKIP* 5, no. 1 (2018): 40. <https://doi.org/10.33394/jo-elt.v5i1.2296>.
- Thornbury, Scott. *How to Teach Vocabulary*, 2002.
- Ur, Penny. “A Course in English Language Teaching, Cambridge.” *A Course in English Language Teaching*, 2012. <https://doi.org/10.1017/9781009024518>.

Zein, Yasyifa, Khozi, Harahap, Badruzzaman, and Darmawan. "Pengolahan Dan Analisis Data Kuantitatif Menggunakan Aplikasi SPSS." *JTEP-Jurnal Teknologi Pendidikan Dan Pembelajaran*, 4 (2022): 3–12.