BIBLIOGRAPHY

Akdogan, Esra. "Developing Vocabulary in Game Activities and Game Materials", *Journal of Teaching and Education*, Vol. 7, No. 1, (Januari, 2017), 31-66.

Al-Azawi, Rula. Fatma Al-Faliti, and Mazin Al-Blushi, "Educational Gamefication Vs. Game Based Learning: Comparative Study*", International Journal of Innovation, Management and Technology*, Vol. 7, No. 4, (August, 2016), 132-136.

Dadhe, Archana. *Research Methodology*. California: Smashwords Edition, 2016.

Dian, Nova P. R. "The Advantages and Disadvantages of Using Games in Teaching Vocabulary to the Third Grades of Top School Elementary School", (Thesis, Sebelas Maret University, Surakarta, 2010).

Fauziah, Nurlaili. "The Effectiveness of Using Scattergories Game Towards Students' Vocabulary Knowledge", (Thesis, Syarif Hidayatullah State Islamic University, Jakarta, 2019).

Gozcu, Emine and Cagda K. Caganaga. "The Importance of Using Games in EFL Classroom*". Cypriot Journal and Educational Sciences*, Vol. 11, No. 3, (2016): 126-135.

Hadfield, Jill. *Elementary Vocabulary Games.* New York: Addison Wesley Longman Limited, 1998.

Harmer, Jeremy. *The Practice of English Language Teaching*. New York: Pearson Education Limited, 2015.

Haycraft, John. *An Introduction to English Language Teaching*. London: Longman, 1978.

Heale, Roberta and Alison Twycross. "Validity and Reliability in Quantitative Studies", *BMJ Journals: evidence Based Nursing*, Vol. 18, No. 3, (May, 2015), 66-67.

Herdianti, A.G Bambang Setiyadi, and Mahpul. "Teaching Vocabulary using Board Games; Scattergories Game and What Someone

Does Game", *Unila Journal of English Teaching*, Vol. 8, No. 2, (August, 2019), 2-11.

Herring, Petter. *Complete English Grammar Rules*. Create Space Independent Publishing Platform, 2016.

Hinebaugh, Jeffrey P. *A Board Game Education*. Lanham: Rowman & Littlefield Education, 2009.

Husain, M. Afif. "The Use of Scattergories Game to Improve the Vocabulary Mastery", (Thesis, Semarang State University, Semarang, 2017).

Kaufhold, John A. *Basic Statistic for Educational Research*. Bloomington: iUniverse, 2013.

Lessard, Michael. *Teaching Vocabulary*. Alexandria: TESOL International Association, 2013.

Manser, Martin. M. *Oxford Learner's Pocket Dictionary: New Edition.* New York: Oxford University Press, 2003.

Marselina, Tamba Susi. "The Effectiveness of using Scattergories Game Towards Students' Vocabulary at MTs Baharuddin Tapanuli Selatan", (Thesis, State Islamic Universuty of North Sumatera, Medan, 2021).

McCarten, Jeanne. *Teaching Vocabulary*. Cambridge: Cambridge University Press, 2007.

Muijs, Daniel. *Doing Quantitative Research In Education with SPSS*. (London: Sage Publication, 2013).

Murray and Karra. *Parts of Speech.* New York: Power Kids Press, 2015.

Richards, jack C and Willy A. Renandya. *Methodology in Language Teaching*. Cambridge: Cambridge University Press, 2002.

Said, Mawardi M. *English Vocabulary*. Bandung: Penerbit Media Sains Indonesia, 2021.

Schatz, Mary S. *Grammar Rules! For Students, Parents, & Teachers.* Garlic Press, 2002.

Thyer, Bruce A. *Quasi-Experimental Research Design*. (New York: Oxford University Press, 2012).

Vierra, Rodrigo Tovar. "Vocabulary Knowladge in the Production of Written Text: A Case Study of EFL Language Learners". *Revista Technologica ESPOL*, Vol. 30, No 3, (December, 2017): 89-105.

Wiersma,Wiliam. *Research Method in Education: An Introduction*, New York: J.B. Allyn and Bacon, 2000.

Wiraldi and Iksan, M. "Improving Vocabulary Mastery of the Seventh Year Students Using Scattergories Game in SMP Negeri 8 Palopo". *Foster: Journal of English Teaching and Learning*, Vol. 1, No. 2, (October, 2020): 159-167.

Wright, Andrew, David Betteridge, and Michael Buckby. *Games for Language Learning*. Cambridge: Cambridge University Press, 1984.

Yuliansyah, Norma and Fauzia Rosyani Syafei. "Using Scattergories Game in Teaching Vocabulary in Elementary School", *Journal of English Language Teaching*, Vol. 7, No. 4, (December, 2018), 595-603.