BIBLIOGRAPHY

- Alizadeh, Iman. "Vocabulary Teaching Techniques: A Review of Common Practices." *International Journal of Research in English Education*, Vol. 1, No. 1 (2016): 22–30.
- Andrew, Damon P. S, Paul M Pedersen, and Chad D McEvoy. *Research Methods* and *Design in Sport Management*. Champaign: Human Kinetics, 2011.
- Ashraf, Hamid, Ghanei Motlagh, and Maryam Salami. "The Impact of Online Games on Learning English Vocabulary by Iranian (Low-Intermediate) EFL Learners." *Procedia-Social and Behavioral Sciences*, Vol. 98 (2014): 287–288.
- Chehimi, Fadi, Leon Clarke, Michael Coffey, Paul Coulton, Twm Davies, Roland Geisler, Nigel Hietala, et al. *Games on Symbian OS A Handbook for Mobile Development*. Chichester: John Wiley & Sons, 2018.
- Chen, Chih Ming, Huimei Liu, and Hong Bin Huang. "Effects of a Mobile Game-Based English Vocabulary Learning App on Learners' Perceptions and Learning Performance: A Case Study of Taiwanese EFL Learners." *ReCALL*, Vol. 31, no. 2 (2019): 170–188.

Chesy, Laura. "The Use Of Word Search Puzzles To Teach Students' Vocabulary Mastery." *English Education Study Program FKIP Untan Pontianak* (2018): 1–10.

- Cohen, Louis, Lawrence Manion, and Keith Morrison. *Research Methods In Education*. Sixth. New York: Routledge Taylor & Francis Group, 2007.
- Danna, Mark. *Awesome Word Search Puzzles for Kids*. Edited by Peter Gordon. New York: Sterling Publishing Co., Inc., 2003.
- Deris, Farhana Diana, and Nor Seha A Shukor. "Vocabulary Learning
 Through Mobile Apps: A Phenomenological Inquiry of Student
 Acceptance and Desired Apps Features." *International Journal of Interactive Mobile Technologies (iJIM)*, Vol. 13, no. 07 (July 11, 2019): 129.
- Flohr, Susanne. *Presenting and Teaching Vocabulary in the EFL Class- Room.* Norderstedt: GRIN Verlag, 2008.

- Hiebert, Elfrieda H, and Michael L Kamil. "Teaching and Learning Vocabulary Perspectives and Persistent Issues". In *Teaching and Learning Vocabulary Bringin Research to Practice*. New Jersey: Lawrence Erlbaum Associates, Inc, 2005.
- Hwang, Wu Yuin, Timothy K. Shih, Zhao Heng Ma, Rustam Shadiev, and Shu Yu Chen. "Evaluating Listening and Speaking Skills in a Mobile Game-Based Learning Environment with Situational Contexts."

 Computer Assisted Language Learning, Vol. 29, no. 4 (2016): 639–657.
- Jeong, Eui Jun, and Dan J Kim. "Mobile Computing". In *Definitions, Key Characteristics, and Generations of Mobile Games*, edited by David Taniar, 290. New York: IGI Global, 2009.
- Lehr, Fran, Jean Osborn, and Elfrieda H Hiebert. "A Focus on Vocabulary." Pacific Resources for Education and Learning (n.d.): 1–23.
- Mercer, Neil, and Joan Swann. *Learning English Development and Diversity*. New York: The Open University & Routledge, Taylor & Francis, 2009.

- Nagy, Wiliam. "Why Vocabulary Instruction Needs to Be Long-Term and Comprehensive". In *Teaching and Learning Vocabulary Bringing Research to Practice*. Mahwah: Lawrence Erlbaum Associates, Inc, 2005.
- Nguyen, Duyen. "Understanding Perceived Enjoyment and Continuance Intention in Mobile Games." Aalto University School of Business, 2015.
- Phakiti, Aek. *Experimental Research Methods in Language Learning*.

 London: Bloomsboory Publishing, 2014.
- Phung, Ha. "A Study on the Techniques of Presenting Vocabulary to

 Increase Students' Motivation." *Journal of English Language Teaching*and Applied Linguistics, Vol. 3, no. 5 (May 29, 2021): 45–54.
- Rajagopalan, Isola. "Concept of Teaching." *Shanlax International Journal of Education*, Vol. 7, no. 2 (March 17, 2019): 5–8.
- Richards, Jack C, and Willy A Renandya. *Methodology in Language Teaching*. New York: Cambridge University Press, 2002.

Rohmatillah. "A Study On Students' Difficulties In Learning Vocabulary."

Institut Agama Islam Negeri (IAIN) Raden Intan Lampung (2014): 69–
86.

Rybicki, J. "Going Mobile." Electronic Gaming Monthly (2009): 236.

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

Sarstedt, Marko, and Erik Mooi. "Hypothesis Testing and ANOVA." 151–208, 2019.

Sheppard, Brian. "World-Championship-Caliber." *Artificial Intelligence* 134, no. 1–2 (January 2002): 241–275.

Siregar, Syofian. *Statistika Terapan Untuk Perguruan Tinggi*. Jakarta: Kencana, 2015.

Srinagesh, K. *The Principles of Experimental Research*. Oxford: Elsevier Inc, 2006.

- Stommel, Manfred, and Celia E Wills. *Clinical Research: Concepts and Principles for Advanced Practice Nurses*. Philadelphia: Lippincott Williams & Wilkins, 2004.
- Sutherland, Denise. *Word Searches for Dummies*. Indianapolis: Wiley Publishing, Inc., 2009.
- Wandyra, Ayu. "The Teaching of English at Junior High School."

 Language-Edu Journal of English Teaching and Learning, Vol. 9, no. 1

 (2020).
- Webb, Stuart. "Depth of Vocabulary Knowledge". In *The Encyclopedia of Applied Linguistics*, 2. Oxford, UK: Blackwell Publishing Ltd, 2012.