

REFERENCES

- Agus N Cahyo, *Gudang permainan Kreatif khusus asah otak kiri anak*, Jogjakarta: Flash Book 2011.
- Agustiya, Faudany. Ali Sunarso & Sri Haryani, “*Influence of CTL Model by Using Monopoly Game Media to The Students’ Motivation and Science Learning Outcomes*”. Vol. 6. No. 2. (August 2017).
- Anna, Wierzbicka. *English : Meaning and Culture* New York : Oxford University Press, 2006.
- Azmi, Milah. “*The Effectiveness of Using Monopoly Game To Enhance Students’ Writing Skill Of Recount Text*”, universitas Islam Negeri Walisongo Semarang, 2018
- Bafada, Fauzi Moh. Sitti Alimah, M. Sibawaeh, “*The Use of Spinning Wheel Game Media To Improve The Ability Using Modal Auxiliary Verbs For Students In Class VIII Smpn 7 Mataram Academic Year 2019 – 2020*”, *Linguistics and English Language Teaching Journal*, Vol. VII, No. 2, 2019.
- Carrol, Margarret Kathy. Fun and Games in Higher Education. *Eastern Educational Journal*. Vol.40. No.1. 2011.
- E-Murcia, Celc Marianne. *Teaching English as a Second or Foreign Language* USA: Heinle & Heinle, 2001
- Flower, John. *Start Building Your Vocabulary*. Boston : Henle & Heinle Thomson, 2002.
- Gairns, Ruth and Redman, Stuart, *Working with Words: A guide to teaching and learning vocabulary*. Cambridge : Cambridge University Press. 1986.
- Gravetter, Frederick J. Larry B. Wallnau. *Statistics For The Behavioral Scinces 10* Canada: Nelson Education, 2015.
- Hadfield, Jill. *Advance Communication Games*. E-book. England: Addison Wesley Longman. 1996.
- Harmer, Jeremy. *The Practice of English Language Teaching. New Edition*. New York: Longman. 1991.
- Hatch, Evelyn and Cheryl Brown. *Vocabulary, Semantics, and Language Education*. Cambridge: Cambridge University Press. 1995.

- Husna. *100+ Permainan Tradisioal Indonesia Untuk Kreativitas, Ketangkasan, dan Kearaban*. Yogyakarta: Andi, 2009.
- J. Eugene, Hall. *Grammar for Use*. Jakarta: Bina Rupa Aksara. 1993.
- Jack R, Fraenkel. Norman E. Wallen and Helen H. Hyun. *How to Design and Evaluate*
- Katherine A. Dougherty Stahl. Marco A. Bravo. “*Contemporary Classroom Vocabulary Assessment for Content Areas*”. Vol. 63. No.7. (April 2010)
- Khonmuhammad, H et al. Using Game to Affect Learners’ Motivation in Learning English Grammar. *International Journal of Language Learning and Applied Linguistics World*. Vol.5 No. 3. (March 2014).
- Lestari, Wiji. *Improving Students’ Vocabulary Mastery Through Word Clap Game* Salatiga: English Department of Education State Institute for Islamic Studies (STAIN) of Salatiga, 2013.
- Levi, Antonia & Dannelle D. Stevens. *Introduction to Rubrics (An Assessment Tool to Save Grading Time, Convey Effective Feedback, and Promote Student Learning)*. Canada: Stylus Publishing, LLC. 2005.
- Mackey, Alison. Susan M. Gass. *Second Language Research Methodology and Design*. London: Mahwah, 2005.
- Napa, Pieter. *Vocabulary Development Skills*. Yogyakarta: Penerbit Kanisius. 1994.
- Nation, Paul. *New Ways in Teaching Vocabulary*. Alexandria: TESOL. 1994.
- Niyozova. *The Importance of English Language*. *Research Parks*, Vol. 02, Jul Aug 2020.
- Nunan, David. *Research Methods in Language Learning*. New York: Cambridge University Press, 1992.
- Oktabriani, Elsa. “*The Effect of Monopoly Game on English Vocabulary Mastery of Descriptive Text*”. (July 2019).
- Phakiti, Aek. *Experimental Research Methods in Language Learning*, Bloomsbury Publishing: London, New Delhi, New York, and Sydney, 2014

- Putri, Roesikusuma Devita. *Pengembangan Media Pembelajaran Green Science Board Game (Greecebome) Pada Materi Pencemaran Lingkungan Terhadap Minat Belajar Siswa*, September 2020.
- Quartapelle, Franca. *Assessment and Evaluation in CLIL*. Pavia: Aecelil-Eacea,
- Research in Education*. New York: McGraw-Hill, 8th ed. 2012.
- Stanley, Donald T Campbell and Julian C. *Experimental and Quasi-Experimental Designs for Research*. London: Houghton Mifflin Company. 1963.
- Sugiyono. *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Bandung: Alfabeta, 2011.
- Sulistianingsih, Endang. Rizka Febriani. JCS. Pradjarto. “*The Effect on Interactive Board Games (IBG) on Vocabulary Achievement*”. Vol. 5. No. 2. 2019.
- T. Linse, Caroline. *Practical English Language Teaching: Young Learners*. New York: McGraw-Hill ESL/ELT. 2005.
- Umar. “*Media Pendidikan: Peran dan Fungsinya Dalam Pembelajaran*”, *Jurnal Tarbawiyah*, Vol. XI, No. 1, 2014.
- Wahyudi, Dewanggi Putri. “*The Effectiveness of Monopoly Game as Media to Enhance 10th Graders Speaking in Descriptive Text*”. Vol.8. No.1. 2020.
- Wakana, Juli. *Meningkatkan Penguasaan kosa kata Bahasa Inggris dengan menggunakan alphabet game pada siswa kelas IV Di Madrasah Ibtidaiyah Azzahidin pekanbaru*. Universitas Islam Negeri Sultan Syarif Kasim Riau, 2012.
- Wright, Andrew etc. *Games for Language Learning*. New York: Cambridge University. 1983.