

BIBLIOGRAPHY

- Ayu, L.D., & Murdibjono. (2012). The Use of Game in Teaching English At SMAN 2 Pare. *Journal Online Universitas Negeri Malang*, 2(2), 1-8. Retrieved August 2nd 2016 from <http://jurnal-online.um.ac.id/>.
- Aulina, T. (2021). The Implementation of Word Wizard Game in Learning Vocabulary.
- Alqahtani, M. (2015). The Importance of Vocabulary in Language Learning and How to be Taught. *International Journal of Teaching and Education*. III (3). Retrieved April 28, 2019, from <https://www.iises.net/international-journal-of-teaching-education/publication-detail-213>
- Arikunto. 2006. Penelitian Tindakan Kelas. Jakarta: Bumi Aksara.
- Arikunto, Suharsimi. (2010). Prosedur Penelitian: Suatu Pendekatan Praktek. Jakarta: PT Rineka Cipta.
- Arikunto, Suharsimi. (2012). Dasar-Dasar Evaluasi Pendidikan. Jakarta: Bumi Aksara.
- Fauzani, F. A & Ma'rifah, U. (2022). Implementation of Using Word Game to Improve Students' Vocabulary Mastery during Online Learning in Thailand. *Journal of Language Teaching and Learning, Linguistics and Literature*. 10(1), 33-42.
- Fauziati, Endang. 2010. Teaching of English as A Foreign Language. Surakarta: Muhammadiyah University Press.

- Kharini, K. (2019). Improving The Student's Vocabulary Mastery By Using Scrabble Games At SMP Negeri 2 Batang Kuis In The Academic Year 2018/2019. Skripsi thesis, Universitas Islam Negeri Sumatera Utara. <http://repository.uinsu.ac.id/id/eprint/7436>
- Njoroge, M.C., Ndungu, R.W., & Gathigia. (2013). The use of crossword Puzzle as a vocabulary learning strategy: A case of English as a second language in Kenyan secondary schools. *International Journal of current research*, Vol. 5(2), 313- 321: Retrieved from: <http://www.journalcra.com>. (Accessed on February, 19 2015)
- Sabana, S. (2019). The Implementation of Flyswatter Game To Develop Students' Vocabulary At The Seventh Grade Of SMPN 5 Palopo.
- Sugiyono, (2014). Metode penelitian kuantitatif, kualitatif, dan R&D. Bandung : CV Alfabeta
- Sugiyono, (2017). Metode Penelitian Kuantitatif, Kualitatif, dan R&D. Bandung: Alfabeta, CV
- Sugiyono. (2019). Metode Penelitian Kuantitatif, Kualitatif, dan R&D.
- Tanasy, N. & Ali, N. (2019). Improving The Vocabulary Mastery Through Word-Connection Game. 5(2)
- Waruru, I., Silalahi, A.R., Sinaga, S., Lafau, H. (2022). Word-connecting Games on St Ignasius Junior High School Students' Vocabulary Improvement in Medan. INTERACTION: *Jurnal Pendidikan Bahasa*, 9(2), 334-342. <https://doi.org/10.36232/jurnalpendidikanbahasa.v9i2.2838>