

BIBLIOGRAPHY

- Adiyana, Putu Widiantera et al, The Use of Interactive Games as a Teaching and Learning Strategy in an EFL Class in a Developing Country.
- Alqahtani, Mofareh. The Important of Vocabulary in Language Learning and How to be Taught. Vol.III, No.3, International Journal of Teaching and Education: 2015.
- Arends, Richard, et al. *Teaching for Student Learning*. (New York: 2010).
- Arikanto, Suharsimi. "*Prosedur Penelitian Suatu Pendekatan Praktik*".(Jakarta: Rineka Cipta. 2006)
- Ary, Donald. *Introducing to Research in Education*. (USA: Cengage Learning 2009).
- Bertolini, Katherine et al "*Student Achievement Factors*" *South Dakota state University College of Education and Human Sciences Department of Teaching, Learning and Leadership*. 2012.
- Boctor, Lisa. Active-Learning Startaegies: The Use of a Game to Reinforce Learning in Nursing Education. A case Study.
- Chirandon, Amonrat Chonlada Laohawiriyanon,et al. *The Effects of Teaching English Through Games.*" International Conference on Humanities and Social Siences Faculty og Liberal Arts, Princeof Songkla University.
- Creswell, John W. *Educational research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research Problem*. (New York: Pearson, 2012).
- Creswell, John. w. "*Educational Research Fourth Edition*"
- Daud, M. Nur. "*Pencapaian Hasil Belajar melalui Peningkatan Kemampuan Mengajar*".
- Depari, Riky Oktavianus, et al. *The Effect of Picture Card Games to Students of Elementary School's Vocabulary Mastery*.
- Fitriyani, Eka, Zulmi, Nulanda Putri. *Efektivitas Media Flash Cards dalam*

Meningkatkan Kosakata Bahasa Inggris. Vol.4. No.2.2017

- Hafrison, Mohd. *Permainan dalam Pembelajaran Keterampilan Berbicara di kelas Rendah Sekolah Dasar: Sebuah alternative Model Pembelajaran Bahasa Bernuansa Psikolinguistik.*
- Harb, Alaa' Ibrahim. *"The Effectiveness of Educational Games on the Sixth Graders' achievement in English Language in Gaza Sourthern Governorates"*. (Thesis of The Islamic University – Gaza Graduate Studies Deanery College of Education Curricula & English Teaching Methods Department 2007).
- Inayah, Nurul. *EFL Teachers' Teaching Strategies in Public Vocational High Schools in Singaraja.*
- Khobir, Abdul. *"Upaya Mendidik Anak Melalui Permainan Edukatif."* Forum Tarbiyah" Vol.7, No. 2 (Desember 2009).
- Latief, Mohammad Adnan. *Tanya Jawab Metode Penelitian Pembelajaran Bahasa.* (Malang: UM Press, 2010).
- Latief, Mohammad Adnan. *"Research Method on Laguage Learning an Introduction"*. (Malang: IKIP Malang. 2012).
- Mubasiat, Mania Moayad. *The Effectof Using Educational Games on the Students' Achievement in English Language for the Primary Stage.* (Jordan: 2012) .6
- Noemi, Pena-Miguel, et al. *"Eduactional Games fo Learning"*, Universal Journal of Educational Research. 2014.
- Nurjannah. *Peningkatan Kemampua Penguasaan Kosakata melalui Kartu Huruf Bergambar Siswa Kelas II SDN 5 SONI.* Jurnal Kreatif Tadulako Online. Vol. 4 No. 8.
- PPKI IAIN Madura. Pamekasan: 2020.
- Suraya, Selly Nurina. *"Permainan What's in Here? sebagai Alternatif Metode Pembelajaran untuk Melatihkan Keterampilan Bertanya Siswa Sekolah Dasar"* Premiere Education.Vol. 4. No.2 Desember 2014.