

BIBLIOGRAPHY

- Alqahtani, Mofareh. "The Importance of Vocabulary in Language Learning and How to be Taught", *International Journal of Teaching and Education*, Vol.III, No.3 _, 2015
- Amrullah, Zubaidi Ahmad. "Developing Language Games to Teach Speaking Skill for Indonesian Senior High School Learners" *JEELS*. Vol. 2, No.2 November, 2015
- Ary, Donald. *Introduction to Research in Education*. Canada: Wardswarth Cengage Learning, 2010
- Ary, Donald. Lucy Cheser Jacobs, and Christine K. Sorensen Irvine, *Introduction to Research in Education*. Boston: Cengage learning, 2018.
- Creswell, John. w. *Educational Research*, New York: Pearson, 2012
- Creswell, W. John. *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research*. Boston: Pearson Education, 2012
- Creswell, W. John. *Research Designs Qualitative, Quantitative, and Mixed Methods Approaches Third Edition*. United Kingdom: Sage Publication, 2009
- Jatmiko, Aji. *Joyful English Game*. Dukuh Rangkuda: Ahsyara Media Indonesia, 2019
- Khobir, Abdul. "Upaya Mendidik Anak Melalui Permainan Edukatif", *Forum Tarbiyah*. Vol. 7, No. 2 Desember, 2009
- Lexi, J. Moelong. *Metodologi Penelitian Kualitatif*. Bandung: Remaja Rosda Karya, 2010
- Mardilah. "Metode Permainan Dalam Pembelajaran Bahasa Indonesia di Madrasah Ibtidaiyah", *Jurnal Mitra PGMI*. Vol. 1, No. 01
- Miles, B. Matthew, A. Michael Huberman, and Johnny Saldana, *Qualitative Data Analysis: A Methods Sourcebook*, 3rd ed. USA: SAGE Publications, 2014.
- Noemi, Pena-Miguel and Sedano Hoyuelos Maximo, "Eduactional Games for Learning", *Universal Journal of Educational Research*, _,2014
- Nurpitasari, Leni dan Wan Julia Mayasari, "The Use of Spelling Bee Game to Increase the Students' Vocabulary Mastery of the Seventh Grade at SMPN 1 BANTAN," *inovish journal*. Vol. 3, No. 2 Desember 2018

Oxford Dictionary, New York: Oxford University Press, 2008.

PPKI IAIN Madura, Pamekasan: 2020

Rahmawati, Nila. “Pengaruh Game Tepuk Huruf Terhadap Penguasaan Kosa Kata Siswa Kelas VII MTs Al-Mahrusiyah Lirboyo Kediri Tahun Ajaran 2016/2017”, *simki-pedajogja*. Vol. 01, No. 04 _, 2017

Rusmiati, *The Effect of Game Through Small Groups in Teaching Reading Comprehension*

Sugiyono, *Metode Penelitian Kuantitatif, Kualitatif, R&D*. Bandung: Alfabeta, 2011.

Suraya, Nurina Selly. “Permainan What’s in Here? Sebagai Alternatif Metode Pembelajaran untuk Melatihkan Keterampilan Bertanya Siswa Sekolah Dasar” *Premiere Education*, Vol. 4. No.2 Desember 2014

Taylor, R. George. *Integrating Quantitative and Qualitative Methods In Reseachr*. America: University Press of America, 2005

Wafaa, Ni’matul. “Teaching students vocabulary by Using Spelling Bee Game of the Second Year students at SMPN 3 Sungguminasa Gowa”. *Thesis of Alauddin Islamic University*

Wilsana, Ananda. “Teaching Vocabulary to Grade VIII Students at SMP Negeri 9 Palu by Using Word Wall Strategy” *e-journal bahasantodea*, Vol. 3. No. 2 April 2015