

BILBLIOGRAPHY

- Abdul Aziz Fakhruddin et al, (2021). *Wordwall Application as a Media to Improve Arabic Vocabulary Mastery of Junior High School Students*; Arabiatuna, Jurnal Bahasa Arab, Vol. 5. No. 2, November 2021, 217-234 P-ISSN: 2580-5045, E-ISSN: 2580-5053 DOI: <http://dx.doi.org/10.29240/jba.v5i2.2773>.
- Abu Daud Sulayman ibn al-asy'ats ibn Ishaq al-Azdi as-Sijistani, *Sunan Abu Daud*, Kitab. Al-'Ilmu, Juz 2, No. 3664, (Beirut-Libanon: Darul Kutub 'Ilmiyah, 1996 M), h. 528.
- Ahmad Islahud Daroni, *Tafsir Ayat Pendidikan dalam Q.S. Al-Alaq Ayat 1-5 menurut Quraish Shihab*, (FTIK: UIN Raden Intan Lampung, 2018) 18. <http://repository.radenintan.ac.id/4572>
- Alqahtani, M. (2015). *The Importance of Vocabulary in Language Learning and How it is Taught*. International Journal of Teaching and Education, III(3), 21–34. <https://doi.org/10.20472/te.2015.3.3002>.
- Amal Abdullah Alhebsi, et al. (2022). *The Effects of Mobile Game-Based Learning on Saudi EFL Foundation Year Students' Vocabulary Acquisition*; Arab World English Journal (AWEJ) Volume 13. Number1. March 2022 Pp. 408-425, DOI: <https://dx.doi.org/10.24093/awej/vol13no1.27>.
- Arikunto, Suharsimi.(2002). *Prosedur Penelitian Suatu Pendekatan Praktek*. Jakarta.Rineka Cipta.
- Aswadi, (2020). *The Application Of Matching Game To Improve Students' English Vocabulary Mastery*. INOVISH JOURNAL, Vol. 5, No. 1, June 2020 e-ISSN: 2528-3804 p-ISSN: 2621-7295
- Patahuddin, et al. (2017). *Investigating Indonesian EFL learners' learning and acquiring English vocabulary*. International Journal of English Linguistics, 7(4), 128.
- Barron, et al. (2017). *The Routledge Pragmatics Handbook. In The Routledge Handbook of Pragmatics*. <https://doi.org/10.4324/9781315668925>
- Budi Waluyo, (2018). *Vocabulary Acquisition through Self-Regulated Learning on Speaking and Writing Development*; International Journal of Language

Teaching and Education 2018, Volume 2, No 3, 30 November ISSN
Online: 2598-2303 ISSN Print: 2614-1191.

- Camacho Vásquez, G., et al. (2019). *The Influence of Video Games on Vocabulary Acquisition in a Group of Students from the BA in English Teaching*. GIST Education and Learning Research Journal, 19, 172–192.
- Derakhshan, A., et al. (2015). *The Effects of Using Games on English Vocabulary Learning*. Journal of Applied Linguistics and Language Research, 2(3), 39–47. http://jallr.com/index.php/JALLR/article/view/40/pdf_38.
- Dwi Titi Maesaroh, et al, (2022). *Can Islamic Stories be Used as Supplementary English Materials at Islamic Elementary Schools? Southeast Asian Journal of Islamic Educatio, Volume 04, No. 02, June 2022*, E-ISSN: 2621-5861, P-ISSN: 2621-5845, <https://doi.org/10.21093/sajie.v4i2.4166>
- Ezin Hazar, (2020). *Use of Digital Games in Teaching Vocabulary to Young Learners*. Educatia 21 Journal, (19) 2020, Art. 12 . doi: 10.24193/ed21.2020.19.12.
- Ibrahim Yazar Kazu, et.al. (2023). *A triangulation method on the efectiveness of digital game-based language learning for vocabulary acquisition*, Education and Information Technologies (2023) 28:13541–13567 <https://doi.org/10.1007/s10639-023-11756-y>.
- Kadir Khabak, (2021). *The effect of students' developing their own digital games on their academic achievement and attitudes towards for English lessons*; Participatory Educational Research (PER) Vol. 8(2), pp. 74-93, April 2021 Available online at <http://www.perjournal.com> ISSN: 2148-6123 <http://dx.doi.org/10.17275/per.21.30.8.2>
- Kamus Besar Bahasa Indonesia. 2017. Jakarta: *Badan pengembangan dan pembinaan bahasa kemdikbud*.
- Kunandar, 2008. *Langkah-langkah Penelitian Tindakan Kelas Sebagai Pengembangan Profesi Guru*. Jakarta: PT. Raja Grafindo Persada. p. 16.
- Made Hery Santosa, (2017). *Learning approaches of Indonesian EFL Gen Z students in a Flipped Learning context*. Journal on English as Foreign Language, 7(2), 183-208.

- Masnur Muslich, (2009). *Melaksanakan PTK Itu Mudah*. Jakarta: Bumi Aksara, hal. 9.
- Mayer, (2015). Mayer, R. E. (2015). On the need for research evidence to guide the design of computer games for learning. *Educational psychologist*, 50(4), 349-353.
- Mikhael Misa, (2022). *Teaching Vocabulary Using Games: A Case Study of ELT Classroom at 7th Grade Students of Secondary School*. Budapest International Research and Critics Institute-Journal (BIRCI-Journal) Volume 5, No 2, May 2022, Page: 17748-17757.
- Mufareh Alqahtani, (2015). *The importance of vocabulary in language learning and how to be taught*. International Journal of Teaching and Education, Vol. III(3), pp. 21-34., 10.20472/TE.2015.3.3.002.
- Mukhlas Abrar. (2016). *Teaching English Problems: an Analysis of Efl Primary School Teachers in Kuala*. The Proceedings of ISIC 2016 Academic Conference, (October 2016).
- Nur Afif dan Anzor Bahary, "Tafsir Tarbawi" (Tuban: Karya Litera Indonesia 2020), 21. https://www.google.co.id/books/edition/TAFSIR_TARBAWI/XjsnEAAAQBAJ?hl=id&gbpv=1&dq=tafsir+tarbawi+tentang+surah+alalaq&pg=PA19&printsec=frontcover
- Rabia Edra, 2017. *Pengertian Observasi Menurut Para Ahli*. Sosiologi Kelas, Ruang Guru.
- Rina Hayati (2022). *Pengertian Wawancara, Tujuan, Jenis, Ciri, dan Cara Membuatnya*. Penelitian Ilmiah.com.
- Sahar Ameer Bakhsh, (2016). *Using Games as a Tool in Teaching Vocabulary to Young Learners*; English Language Teaching; Vol. 9, No. 7; 2016 ISSN 1916-4742 E-ISSN 1916-4750.
- Sugiyono, 2016. "Metode Penelitian Pendidikan Pendekatan Kuantitatif, Kualitatif, dan R&D", Edisi 26 (Bandung: Alfabeta, 2016), 207.
- Suharsimi, Arikunto (2021). *Penelitian Tindakan Kelas*. Jakarta: PT Bumi Aksara. P. 1-2.
- Sulistianingsih, E., et al. (2019). *The Effect of Interactive Board Games (IBG) on Vocabulary Achievement*. Langkawi: Journal of The Association for

Arabic and English, 5(2), 127–139.
<https://doi.org/10.31332/lkw.v5i2.1458>.

Suryadi, (2022). *Using Google Word Coach Game to Enhance Students' Vocabulary Mastery*. Cakrawala Jurnal Pendidikan, Volume 16 No 1.

Virgana, et al, (2019). *The Influence of vocabulary mastery and reading comprehension towards performance of students in mathematics*; International Symposium on Sciences, Engineering, and Technology IOP Conf. Series: Journal of Physics: Conf. Series 1360 (2019) 012001 IOP Publishing.

Wendy A.Scott et.al. (1990). *Teaching English to Children*. Longman, Keys to Language Teaching. Pg..1-7.

Wu, Q., Zhang, J., et al. (2020). *The Effect of English Vocabulary Learning with Digital Games and its Influencing Factors based on the Meta- Analysis of 2,160 Test Samples*. International Journal of Emerging Technologies in Learning. <https://online-journals.org/index.php/i-jet/article/view/11758>
Hämtad 2021-04-04

Zaqiyah Lailatul Farihah, et al, (2020). *Digital Hangman Game to Improve Student's Vocabulary Mastery in Teaching Narrative Text*; JALL (Journal of Applied Linguistics and Literacy), ISSN 2598-8530, February, Vol. 4 No. 1, 2020. <https://jurnal.unigal.ac.id/index.php/jall/index>