

BIBLIOGRAPHY

- Abidin, Y., Aljamaliah, S. N. M., Rakhmayanti, F., & Anggraeni, D. (2022). Indonesian Language Learning Strategies Using Education in Grade V Elementary School. *Naturalistic: Journal of Education and Learning Research*, 6 (2), Article 2. <https://doi.org/10.35568/naturalistic.v6i2.1789>
- Amalia, AR (2020). Improving Students Vocabulary Mastery through Guess My Move Game. *Acuity: Journal of English Language Pedagogy, Literature, and Culture*, 5(2).
- Amiruddin, & Razaq, Y. (2022). The Use of Flashcards to Improve Students' Vocabulary Achievement. *ETDC: Indonesian Journal of Research and Educational Review*, 1(2), 145–151
- Al-shara, I. (2015). Learning and Teaching Between Enjoyment and Boredom as Realized by the Students: A Survey from the Educational Field. *European Scientific Journal*, 11(19), 146–168.
- Alonso, M.E., González- Montaña, J.R., & Lomillos, J.M. (2020). Consumers' concerns and perceptions of farm animal welfare. *Animals*, 10 (3), 385.
- Ali Yusuf, The Holy Qur'an: Text, Translation, and Commentary, (USA: Amana Corp., 1983), p. 1056
- Ali, Abdullah Yusuf, The Holy Qur'an (Text, Translation and Commentary), (New Delhi: Good word Books, 2003), P.1056.
- Ahmad Islahud Daroni, Tafsir Ayat Pendidikan dalam Q.S. Al-Alaq Ayat 1-5 menurut Quraish Shihab, (FTIK: UIN Raden Intan Lampung, 2018) 18.
- Annisa'ul Afidah "Student Difficulties in Vocabulary Mastery at Eleventh Grade of Sekolah Menengah Kejurusan (SMK) Ainul Yakin Ajung Jember Academic Year 2021/2022.
- 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>
- Alqahtani, M. (2015). The Importance of Vocabulary in Language Learning and How it is Taught. *International Journal of Teaching and Education*, III is Taught. *International Journal of Teaching and Education*, III (3), 21–34. <https://doi.org/10.20472/te.2015.3.3002>.
- Azar, S., The Effect of Games on EFL Learners 'Vocabulary Learning Strategies, (Malaysia: *International Journal of Basic and Applied Science*, 2018).

- AJ. Thomson and AV. Martineta, *Practical English Grammar*, (Oxford: Oxford University Press, 1986), p.10
- 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.
- Barron, et al. (2017). *The Routledge Pragmatics Handbook*. In *The Routledge Handbook of Pragmatics*.
<https://doi.org/10.4324/9781315668925>
- Babcock, L., Loewenstein, G., Issacharoff, S., & Camerer, C. (1995). Biased judgments of fairness in bargaining. *The American Economic Review*, 85 (5), 1337-1343.
- Baber, H. (2020). Determinants of students' perceived learning outcomes and satisfaction in online learning during the pandemic of COVID-19. *Journal of Education and e-learning Research*, 7 (3), 285-292.
- Brown, H., D. "Principles of Language Learning and Teaching (fourth edition)". White Plains, New York: Longman/Pearson Education. 2007
- Bakhsh, S. A. (2016). Using Games as a Tool in Teaching Vocabulary to Young Learners. *Journal English Language Teaching*, 9(7), 120.
<https://doi.org/10.5539/elt.v9n7p120>
- Collier, *The Key to English Vocabulary*, p. 7.
- Coman, C., Țîru, L.G., Meseșan-Schmitz, L., Stanciu, C., & Bularca, M.C. (2020). Online teaching and learning in higher education during the coronavirus pandemic: Students' perspective. *Sustainability*, 12 (24), 10367.
- Collier, *The Key to English Vocabulary*, p. 7
- Cooper, K. M., & Brownell, S. E. (2020). Student anxiety and fear of negative evaluation in active learning science classrooms. *Active learning in college science: The case for evidence-based practice*, 909-925.
- Domingo, J.R., & Bradley, E.G. (2018). Educational student perceptions of virtual reality as a learning tool. *Journal of Educational Technology Systems*, 46 (3), 329-342.
- Douglas. H. Broun, "Principle of Language Learning and Teaching", (USA: University of Illinois), p 373
- Djaali and Pudji Muljono, *Measurement in Education* (Jakarta: PT Jafar Interpretama Mandiri, 2003), 44.
- Echols, J. M., & Shadily, H. (2003). *Kamus inggris Indonesia*. PT Gramedia Pustaka

- Evelyn Hatchhand Cheryl Brown, *Vocabulary, Semantic and Language Education*, (Cambridge University Press, 1995), p. 11h.h
- Elfrieda H. Hiebert and Michael L. Kamil (Eds.), *Teaching and Learning Vocabulary: Bringing Research to Practice*, (New Jersey: Lawrence Erlbaum Associates, Inc., Publishers, 2005), p. 3.
- Elfrieda H. Hiebert and Michael L. Kamil, *Teaching and Learning Vocabulary: Bringing Research to Practice*, (United States of America: Lawrence Erlbaum Associates, 2021), p.3.
- Elva Ilimelia. "The Effectiveness Of Using K.I.M (Key Word, Information, And Memory Clue) Strategy On Seventh Grade Student's Contextualize Vocabulary Mastery At Smpn 3 Kalidawir" Thesis Institute Of Tulungagung, 2020: 11
- Fifah, F. M. (2016). The Effectiveness of Using Anagram Technique Toward Students' Vocabulary Achievement of the Eight Grade at MTS Wahid Hasyim Setinggal-Wonodadi. English Education Department. Tulungagung: State Islamic Institute (IAIN) Tulungagung
- Helfaya, A., Whittington, M., & Alawattage, C. (2019). Exploring the quality of corporate environmental reporting: Surveying preparers' and users' perceptions. *Accounting, Auditing & Accountability Journal*, 32 (1), 163-193.
- Helma, H., & Jufriadi, J. (2020). Improving Students Vocabulary Mastery Through Observe and Remember Game at the Seventh Grade SMPN 2 Palopo. *Foster*, 1(1), 29-40.
- Hadist, M. K., & Rosdiana, M. (2021). The Implementation Of Anagram Game To Improve Students' vocabulary Mastery At Junior High School. *Jelli Journal*, 4(1), 1-10.
- H. Elfrieda and Michael L. Kamil, *Teaching and Learning Vocabulary: Bringin Research to Practice*. (London: Lawrence Erlbaum Associates Publishers, 2016).
- Hall J. Eugene, *Grammar for Use*, (Jakarta: Bina Rupa Aksara, 1993), P. 8.
- Haryanto and Haryono, *English Grammar for general Application*, (Surabaya: Gita media Press, 2003), p. 28.
- Harmer, Jeremy. "How to Teach English". Edinburg. Longman. 2007;7
- Hambali, M. (2018). Students' Vocabulary Learning Difficulties and Teachers' Strategies (A Case Study at MTs Al-Aziziyah Putra Kapek in Academic Year 2017/2018). University of Mataram.
- Hornby. *Oxford Advanced Learner's Dictionary*, Oxford University Press. 2006 <https://www.kamusq.com/2013/11/anagram-adalah-pengertian-dan-definisi.html?m=1Ibid>

- Hornby. Oxford Advanced Learner's Dictionary, Oxford University Press. 2006 <https://www.kamusq.com/2013/11/anagram-adalah-pengertian-dan-definisi.html?m=1Ibid>
- Harmer, Jeremy. 2002. *The Practice of English Language Teaching*. New York: Longman
- Heinrich R. Molenda M. Russel J. B. & Smalide. *Instructional media and Technologies for learning* New Jersey. 2002
- Hadist, muhammad khoerul, and mila rosdiana. "the implementation of anagram game to improve students' vocabulary mastery at junior high school." *jelli journal* 4, no. 1 (2021): 1-10.
- Hiroyuki Lida, Suwanviwatana, Jean Christophe Terrillon. *Games and Learning Alliance*. 2016
- Jack C. Richard and Willy A. Renandya, *Methodology in Language Teaching: An Anthology of Current Practice*, (New York: Cambridge University Press, 2018), p. 225.
- John M. Echols dan Hassan Shadily, *Kamus Inggris Indonesia An English-Indonesia Dictionary*. Jakarta : PT. Gramedia. 2003; 28
- John W. Creswell, *Educational Research: Planning, Conducting, and Evaluating, Quantitative and Qualitative Research*, (Boston: Pearson Education, 2011), p. 310.
- Jeremy Harmer, *The Practice of English Language teaching*. 2002
- Jack C. Richard and Willy A. Renandya, *Methodology in Language Teaching: An Anthology of Current Practice*.
- Jailani, M. S. (2023). Teknik Pengumpulan Data Dan Instrumen Penelitian Ilmiah Pendidikan Pada Pendekatan Kualitatif dan Kuantitatif. *IHSAN: Jurnal Pendidikan Islam*, 1(2), 1-9.
- Kamus Besar Bahasa Indonesia*. 2017. Jakarta: Badan pengembangan dan pembinaan bahasa kemdikbud.
- Lee, R. E. (2018). *Phycology* . Cambridge university press.
- Linse, Caroline, and David Nunan. "Practical English language teaching." *New York* (2005): 24.
- Lu'lu'ul Maknunah Exploring Make A Match technique on EFL Students' vocabulary mastery. (2021). Linse, Caroline, and David Nunan. "Practical English language teaching." *New York* (2005): 24.
- L, Rui "Does Game-Based Vocabulary Learning APP Influence Chinese EFL Learners' Vocabulary Achievement, Motivation, and Self-Confidence?" (2021).

- Majid, SH, & Akhsan, NR (2022). Using Word Wall to Improve Students' Vocabulary for the 4th Grade at Elementary School. *International Social Sciences and Humanities*, 2 (1), 229–235.
- Masruddin, M. (2016). The efficacy of using language experience approach in teaching reading fluency to Indonesian EFL students. *Arab World English Journal (AWEJ)*, 7(4).
- Masruddin, M. (2018). The efficacy of using short video through group work in teaching speaking to Indonesian English as Foreign Language (EFL) students. *Arab World English Journal (AWEJ) Volume*, 9.
- Mahmoud Magdad Mayyas, M. (2022). Using Educational Games in Teaching English as a Foreign Language. 38 (11), 1–20. <https://doi.org/10.21608/mfes.2022.281131>
- Mahmoud, A., & Mohamed, A. (2021). The Impact of Educational Games on Enhancing Elementary Stage Students' Acquisition and Retention of English Vocabulary. *Journal of World Englishes and Educational Practices*, 3(2), 67–76. <https://doi.org/10.32996/jweep>
- Muliati. Improving Students' Vocabulary Mastery through Context Clues by Synonym and Antonym at the second year of MTsn Syekh Yusuf Sungguminasa Gowa, (Makassar: UIN Alauddin Makassar, 2019).
- Mayke S. Tedja Saputra, Bermain, Mainan, dan Permainan, Jakarta, PT Grasindo. 2001
- Mofarah Alqahtani, The Importance of Vocabulary in Language Learning and How to be Taught, (Prague: International Journal of Teaching and Education, Vol. III, 2013), pp. 21-34.
- Maimunnah Bachtiar, The Practice of English Language Teaching, 2014
- Mutiah, W., Harida, E. S., & Oktapian, A. (2020). Anagram Game to Teach Vocabulary Mastery for Islamic Junior High School Students. *Tazkir: Journal of Social and Islamic Science Research*, 6 (2), Article 2. <https://doi.org/10.24952/tazkir.v6i2.3014>.
- Nur Afif dan Ansor 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+al-alaq&pg=PA19&printsec=frontcover.
- Novia. Modern English Grammar. 2019
- Nabila Hasanah "Improving Students Vocabulary Mastery in Sentence Writing by Using Faster Thinking Game at 8BvClass of SMP Al- Falah Silo in Academic Year 2020/2021
- Nurdin, Mathematics Learning Model that Fosters Metacognitive Ability to Master Teaching Materials (Surabaya: PPs UNESA, 2017), 77.

- Perrotta , G. (2019). Anxiety disorders: definitions, contexts, neural correlates and strategic therapy. *J Neuro Neurosci*, 6 (1), 042.
- Paganini, C., Capasso Palmiero, U., Pocsfalvi, G., Touzet, N., Bongiovanni, A., & Arosio, P. (2019). Scalable production and isolation of extracellular vesicles: availabl, sources and lessons from current industrial bioprocesses. *Biotechnology journal*, 14 (10), 1800528.
- Paul Nation *New Ways in Teaching Vocabulary*, (Alexandria: TESOL, 1994), p. 20.
- R, Etika; A, Rita Meila; I, Ratna Male and Female Students' Perception on the Use of Popular Song to Improve Students' Vocabulary Mastery. (2020).
- Ria, Nita, and Heru Setiawan. "The Use of English Anagrams To Improve The Students' Vocabulary To The Fourth Grade Students Of SDN 196 Palembang." *Didascain: Journal of English Education* 1, no. 2 (2020): 54-66.
- Ridwan and Sunarto, *Introduction to Statistics For Education, Social, Economics, Communication, and Business*, (Det, III; Bandung: Alfabeta, 2016), p. 81.
- Robert Michael Easterbrook, "The Process of Vocabulary Learning: Vocabulary Learning Strategies and beliefs about language and language learning", a thesis in University of Canberra, Canberra, 2020, p.11, unpublished
- Read, J., *Assessing Vocabulary*, Second Edition. 2016
- Ratminingsih, N. M. (2021). *Methods and Strategies for Teaching English*. PT. Raja Grafindo Persada.
- Rifiani,N.(2012).BerbagiPengetahuanAmbigramdanAnagram.Diaksesdari:n isyarifiani.blogspot.com/2012/07/berbagi-pengetahuan-ambigram-anagram.html
- Random House Webster's Collage Dictionary, p. 1358
- Random House Webster's Collage Dictionary, (America: United States of America, 2001), p.
- Rahmawati Jufri,"The Use of Snake and Ladder Board Game to Improve Students' Speaking Ability of the Tenth Grade at SMKN 1 Palopo-"State Islamic Institute of Palopo, 2020
- Rahmah, A. (2016). *The Effect of Word-Search Puzzle on Vocabulary Size At the Seventh Grade Students of SMP Muhammadiyah Bontok*.
- S.P. Nation, *Learning Vocabulary in Another Language*, (Cambridge: Cambridge University Press, 2000), p. 37.

- Steyn, C, Davies, C, & Sambo, A. (2019). Eliciting student feedback for course development: the application of a qualitative course evaluation tool among business research students. *Assessment & Evaluation in Higher Education*, 44 (1), 11-24.
- Sahid Raharjo, How to Perform the Kolmogorov-Smirnov Normality Test with SPSS, 2017, (<http://www.spssindonesia.com/2014/01/uji-normalitas-kolmogorov-smirnov-spss.html>)
- Sahid Raharjo, How to Test Independent Sample T-Test and Interpretation with SPSS, 2017, (<http://www.spssindonesia.com/2015/05/cara-uji-independent-sample-t-test-dan.html>)
- Sulistianingsih, Endang "The Effect of Anagram Game on Secondary Level Students' Reading Achievement. (2020)
- 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>
- Sari, D. K., & Bakhtiar, A. M. (2023). Analysis of the Effectiveness of the Monopoly Language Media in Improving English Vocabulary Mastery in Grade 4 Elementary School. *Pendas: Journal of Elementary Education Scientific Research*, 8 (2), Article 2. <https://doi.org/10.23969/jp.v8i2.9853>
- Stkip, p .(2022).The effect of anagram game on students'vocabulary mastery at mts bahrul ulum genuk watungoro. Student repository.
- Suryadi, (2022). Using Google Word Coach Game to Enhance Students' Vocabulary Mastery. *Cakrawala Jurnal Pendidikan*, Volume 16 No 1.
- Scott Thornbury, How to Teach Vocabulary, (Harlow: Person Education Limited, 2002), p. 27
- Susan B. Neuman and Julie Dwyer, "Missing in Action: Vocabulary Instruction in PreK", *The Reading Teacher*, Vol. 62, 2009, p. 385)
- Subana et.al M., *Educational Statistics* (Bandung: Pustaka Setia, 2016), 12.
- Susan Hanson and Jennifer F.M. Padua, *Teaching Vocabulary Explicitly*, (Honolulu: Pacific Resources for Education and Learning, 2016), p. 5
- Sugiyono, 2015. *Metode Penelitian Kuantitatif, Kualitatif, dan R&D*. Bandung : ALFABETA
- Saifuddin Azwar, *Reliability and Validity* (Yogyakarta: Student Library, 2019).
- Suryoharjo, Kusumo. 2012. 100+ Ice Breaker PenyemangatBelajar: Kiat Praktis Menghadirkan Suasana Belajar Segar dan Heboh. Yogyakarta. Penerbit Ilman Nafia.

- Maimunnah Bachtiar, *The Practice of English Language Teaching*, 2014
- Thomson and AV. Martinet *A Practical English Grammar*, p.17
- Telaumbanua, Tetema. "Pemanfaatan Media Pembelajaran Dalam Pembelajaran Bahasa Inggris." *Warta Dharmawangsa* 48 (2016).
- Thorn burry Scott. *How to Teach Vocabulary*. 2019
- 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.
- Windy Novia, *Basic English Grammar: Dasar-Dasar Tata Bahasa Inggris Lengkap*, (Jakarta: Gama Press 2019), p. 13.
- Whitton, N., & Langan, M. (2018). Fun and games in higher education: an analysis of UK student perspectives. *Teaching in Higher Education*.
- Webster's New Collegiate Dictionary Hardcover. January 1, 1980
- Wilga M. Rivers,
<http://www.writingcentre.uottawa.ca/hypergrammar/noun.html>.
- Webster's School Dictionary. (1980). American Book Company.
- Wulanjani, AN (2016). The Use of Vocabulary-Games in Improving Children's Vocabulary in English Language Learning. *Transformatics*, 12(1), 76–83.
- W. Lawrence Neuman, *Social Research Methods; Qualitative and Quantitative Approaches seventh Edition*, (USA: Pearson Education Limited, 2014), p. 167-168.
- Windy Novia, *Basic English Grammar: Dasar-Dasar Tata Bahasa Inggris Lengkap*, p.
- Windy Novia, *Basic English Grammar: Dasar-Dasar Tata Bahasa Inggris Lengkap*, p.
- Windy Novia, *Basic English Grammar: Dasar-Dasar Tata Bahasa Inggris Lengkap*, p.