

## REFERENCES

- Alizadeh, I. (2016). *Vocabulary Teaching Techniques: A Review of Common Practices*. International Journal of Research in English Education. 1 (1), 22- 30.
- Alqahtani, Mofareh. (2015). *The Importance of Vocabulary in Language Learning and How to be Taught*. International Journal of Teaching and Education. 3 (3), 1-3.
- Burns, A. (2010). *Doing Action Research in English Language Teaching*. New York: Routledge. 1-141.
- Manik, S., and Christiani, M. (2016). *Teaching Vocabulary Using Matching Word on Computer Assisted, Language Learning*. International Journal of English Language Teaching. 4 (7), 1-26.
- Miftahul Jannah (2011). "Using In Improving Students' Vocabulary". *Skripsi, English Education Department, Faculty of Tarbiyah and Teachers' Training*, Syarif Hidayatullah State Islamic University Jakart. From (<http://repository.uinjkt.ac.id>)
- Nilwan (2000). *Definition of Game*, 2-18. Universitas Dinamika: Jawa Timur. (<https://repository.dinamika.ac.id/eprint/567/5/BAB%2011.pdf>)
- Nazir (1988). *An Analysis on Students' Ability in Writing Descriptive text*. Journal of English Language and Adecation. (Online), Vol 7, No 2, (<https://garuda-kemendikbud.go.id/documents/details/3223951>). Accessed December 31th, 2022.
- Richard & Renandya (2002). *Theaching Vocabulary Using Games*. Online Journal Systems UNPAM, 36-55, Universitas Pamulang, Access from (<https://core.ac.uk/download/pdf/337609300.pdf>)
- Siddiqa, A., and Saragih, A. (2015). *Improving the Students' Vocabulary Achievement by Using Pictures*. 1-13
- Sukmadinata (2017). *The obstacles Faced by EFL Teacher in E-Assessment of Students in Online Based Learning*. Journal of ART (online) Vol 2 No 5, [9https://ojs.unm.ac.id/PJAHSS/article/download/35374/16666](https://ojs.unm.ac.id/PJAHSS/article/download/35374/16666).
- Sukrina, V. (2010). *Improving Students' Vocabulary Mastery by Using Realia*. *Research in English Department*. Faculty of Languages and Art State University of Medan. 1-10.
- Thornberry. (2000). *Theaching Vocabulary Using Games*. Online Journal Systems UNPAM, 36-55, Universitas Pamulang, Access from (<https://core.ac.uk/download/pdf/337609300.pdf>)
- Wright et.al. (2006). *Game untuk Pembelajaran Bahasa, Buku Pegangan Cambridge untuk guru bahasa*. Cambridge: Pres Universitas Cambridge. (<http://journal2.um.ac.id/index.php/jip/article/download/5337/2879>)