

## REFERENCES

- Brown, H. Douglas. (2004). *Language Assessment Principle and Classroom Practice*. United State of America: Longman.
- Crandall, JoAnn. (1989). *Teaching English as A Foreign or Second Language*. USA: Peace Corps.
- Creswell, J.W. (2012). *Educational Research; Planning, Conducting and Evaluating Quantitative and Qualitative Research*. Boston: Pearson Education.
- Dewi, Vivit Kumala. *The Use of Cartoon Films To Improve Students' Skill In Writing Narrative Texts*. Surakarta: Universitas Surakarta
- Elbow, Peter. (1998). *Writing with Power*. New York: Oxford University Press.
- Gay, L. R. (2006). *Educational Research: Competencies for analysis and Applications*. Cet. VIII: New Jersey: Pearson Education, Inc.,.
- Harmer, Jeremy. (1991). *The Practice of English Language Teaching*. England: Longman.
- [http://www.macmillanenglish.com/uploadedFiles/wwwmacmillanenglishcom/Content/Campaigns/life-skills/young\\_learners/grammar-goals-using-past-tense.pdf](http://www.macmillanenglish.com/uploadedFiles/wwwmacmillanenglishcom/Content/Campaigns/life-skills/young_learners/grammar-goals-using-past-tense.pdf). Retrieved February 27, 2019 on 1 p.m.
- Heinich, Robert, Molenda, Michael, Russel, James D, and Smaldino, Sharon E. *Instructional Media and Technologies for Learning*. Upper Saddle River, New Jersey: Macmillan.
- literarydevices.net. Retrieved February 12, 2019 on 5 p.m.
- Mujis, Daniel. (2004). *Doing Quantitative Research in Education with SPSS*. London: Sage Publication Ltd.
- Nurgiantoro, Burhan. (2014). *Penilaian dalam Pengajaran Bahasa dan Sastra*. Yogyakarta: Jakarta: BPFE.
- Ningsih, Ika. Kusuma. (2016). *The Effect of Project-Based Learning Using Cartoon Story Maker on Writing Skill at Man Katingan Hilir*. Palangka Raya: IAIN Palangka Raya.
- Rohmatika, Ikfin Iftah. (2018). *The Use of Cartoon Story Maker (Csm) To Master Writing Ability in Composing Simple Sentence* (Experimental Study of the

First Year Students of SMK Negeri 1 Tenggara in the Academic Year of 2017/2018). Salatiga: IAIN Salatiga.

Sugiyono. (2013). *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung: Alfabeta.

Johnson, Bill. (1995). *Understanding What A Story Is*. Blue Heron Press.

Yuni, Tampi. *The Implementation of Cartoon Story Maker Media With Direct Learning Model To Improve Reading Comprehension of Students Class IX A SMPN 1 Tamiang Layang*.

Mujis, Daniel. (2004). *Doing Quantitative Research in Education with SPSS*. London: Sage Publication Ltd.

Weigle, Sara Cushing. (2002). *Assessing Writing*. Cambridge: Printed in the United Kingdom at the University Press.

[www.toppr.com](http://www.toppr.com). *Story Writing*. Retrieved July 16, 2019 on 7 p.m.

[www.shin-take.blogspot.com/2013/03](http://www.shin-take.blogspot.com/2013/03) : Software Pembuat Cartoon Story. Retrieved November 16, 2018 on 7 p.m.