

REFERENCES

- Aebbersold, Jo Ann., and Lee, Mary. (1997). *From Reader to Reading Teacher*. New York: Cambridge University Press.
- Allen, Virginia F. (1983). *Techniques in Teaching Vocabulary (Teaching Techniques in English as a Second Language)*. USA: Oxford University Press.
- Aminuddin. (2016). *Improving Students' Speaking Skill by Using Scavenger Hunt Game in MAN Kunir*. Tulungagung: STAIN Tulungagung
- Arikunto, Suharsimi. (2013). *Prosedur Penelitian Suatu Pendikatan Praktik*. Jakarta: Rineka Cipta
- Arsyad, Azhar. (2009). *Media Pembelajaran*. Jakarta; Rajawali Pers
- Ary, Donald. (2010). *Introduction to Research in Education*. New York: Printed United States of Amerika
- Bakhsh, S. A. (2016). *Using Games as a Tool in Teaching Vocabulary to Young Learners*. English language teaching, 9(7), 120-128.
- Barkley, E., F. (2010). *Student Engagement Techniques: A Handbook for College Faculty*. San Fransisco: Jossey-Bassa
- Cahyono, B. Y., & Kusumaningrum, S. R. (2011). *Practical Techniques for English Language Teaching*. Malang: State University Of Malang.
- Cambridge University. (2000). *Cambridge Dictionary of American English*. Cambridge: Cambridge University Press.

- Cameron, D. (2001). *Teaching Language to Young Learners*. Cambridge: Cambridge University Press.
- Cohen, et al. (2007). *Research Method in Education*. New York: Routledge
- Coxhead, Averil. (2005). *Essentials of Teaching Academic Vocabulary*. Boston: Cengage Learning, Inc.
- Creswell, J. W. (2012). *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research 4th Edition*. Boston: Pearson Education
- Dictionary, C. E. (2014). Collins english dictionary. *Complete & Unabridged*.
- Donmus,V.(2010). The use of social networks in educational computer-game based foreign language learning. *Social and Behavioral Sciences*, 9, 1497–1503.
- Fraenkel, J. R., Wallen, N. E., & Hyun, H. H. (2005). Validity and reliability. *JR Fraenkel and NE Wallen, How to design and evaluate research in education with PowerWeb*, 152-171.
- Fraenkel, Jack and Wallen, Norman. (2005). *How to Design and Evaluate Research and Education*. New York: McGraw-Hill
- Gay. L., R. (2006). *Educational Research: Competencies for Analysis and Applications*. Cet. VIII: New Jersey: Pearson Education, Inc.,
- Gerlach, V. S., Ely, D. P., & Melnick, R. (1980). *Teaching and media*. Prentice-Hall.
- Groth-Marnat, G., Gottheil, E., Liu, W., Clinton, D. A., & Beutler, L. E. (2008). *Personality and treatment planning for psychotherapy: The systematic treatment selection model*.

- Hadfield, Jill.(1990). *Intermediate Communicative Game*. Essex: Addison Wesley Longman Ltd.
- Halliwell, Geri. (2008). *Ugenia Lavender*. Pan Macmillan
- Harmer, J. (1991). *The Practice of English Language Teaching*. London: Longman.
- Hatch, E. & Farhady (1982). *Research Design and Statistic for Applied Linguistics*. London: Newbury House Publisher, Inc.
- Hatch, Evelyn and Cheryl Brown. (1995). *Vocabulary, Semantics, and Language Education*. Cambridge: Cambridge University Press
- Hauschild, S. Poltavtchenko, E. Stoller, F. L. (2012). Going Green: Merging Environmental Education and Language Instruction. *English Teaching Forum Journal*, 2 (2), pp. 1-9.
- Henning, G. (1987). *A guide to language testing*. New York: Newbury
- Hornby, A.S. (1984). *Oxford Advanced Learner's Dictionary of Current English*. London: Oxford University Press
- Hughes. A, Nichole T. (2010). *Teaching English to Young Learners Third International TEYL Research Seminar 2005-6 Papers*. Dept. of Educational Studies: The University of York
- Jacksons, H., 2002, *Grammar and Vocabulary*: London and New York: Routledge.
- John Read, (2000), *Assessing Vocabulary*, Cambridge UK: Cambridge University Press, p. 154. *Journal of English Teaching*, Volume 5 (1), February 2019 24
- Kemp, J. E., & Dayton, D. K. (1985). *Planning and producing instructional media*. Harper & Row.

- Kim, Lee Su. (1995). *Creative Games for the Language Class*. Vol 33 No 1, January - March 1995 Page 35.
- Kridalaksana, Harimurti. (2008). *Kamus Linguistik*. Jakarta: PT Gramedia Pustaka Utama
- Laufer, B. & Goldstein, Z. (2004). Testing vocabulary knowledge: size, strength and computer adaptiveness. *Language Learning*, 54, 399-436.
- Lester, B. Sands. (1965). *Audio- Visual Procedures in Teaching*, (New York: University of California.
- Lewis, G and Bedson. (2002). *Games for Children*. Oxford: Oxford University Press.
- Lu, Y. (2015). HUNT: Scavenger Hunt with Augmented Reality. *Interdisciplinary Journal of Information, Knowledge, and Management*. 10(3), 21-35.
- Mujis, Daniel. (2004). *Doing Quantitative Research in Education with SPSS*. London: Sage Publication Ltd.
- Murcia, Celce (ed). (2001). *Teaching English as a Second Language or Foreign Language*. Boston: Thomson Learning, Inc., 3rd ed.
- Nurhayati, D. A., & Fitriana. (2018). *Effectiveness of Summarizing in Teaching Reading Comprehension for EFL Students*. *IJOLTL-TL (Indonesian Journal of Language Teaching and Linguistics)* 3 (1), 33-50. Surakarta: Center of Language and Culture Studies.
- <https://ijotl-tl.soloclcs.org/index.php/ijotl/article/view/403>

- Nurhayati, D. A. (2015). *Improving Students' English Pronunciation Ability through Go Fish Game and Maze Game*. *Dinamika Ilmu*, 15 (2). Tulungagung. https://journal.iain-samarinda.ac.id/index.php/dinamika_ilmu/article/view/72
- Nurhayati, D. A. (2016). *Indonesian Influence in Developing Speaking Skill in Learning English: EFL Learner's Impediment*. *International Seminar Prasasti III: Current Research in Linguistics*, 1 (1). Program Studi S3 Linguistik PPs UNS. <https://jurnal.uns.ac.id/prosidingprasasti/article/view/1488/1380>
- Nurhayati, D. A. (2008). *Improving Students' English Vocabulary Mastery through Games (A Classroom Action Research in the Islam Kindergarten of Al- Irsyad Madiun in the Academic Year 2007/2008)*. Surakarta: Universitas Sebelas Maret. https://www.academia.edu/44664570/Improving_Students_English_Mastery_Through_Games
- Nurhayati, D. A. (2014). *Redesigning Instructional Media in Teaching English of Elementary Schools' Students: Developing Minimum Curriculum*. The 61st TEFLIN International Conference 2014, Book 3, 1 (1): 972-931. Surakarta: Universitas Sebelas Maret. https://www.academia.edu/44391690/English_Language_Curriculum_Development_Implications_for_Innovations_in_Language_Policy_and_Planning_Pedagogical_Practices_and_Teacher_Professional_Development
- Nurhayati, D. A. (2020). *Research Methodology*. Tulungagung: Akademia Pustaka. <http://repo.iain-tulungagung.ac.id/id/eprint/18458>

- Nurhayati, D. A. (2020). Basic Need Analysis in Practical English Grammar: An Effort on Creating and Empowering Autonomy Learners. *IJELTAL (Indonesian Journal of English Language Teaching and Applied Linguistics*, 4 (2), 381-393. <http://ijeltal.org/index.php/ijeltal/article/view/579>
- Richards, J. C., & Renandya, W. A. (2002). *Methodology in Language Teaching: An Anthology of Current Practice*. New York: Cambridge University Press.
- Schmitt, N. (2000). Key concepts in ELT. *ELT journal*, 54(4), 400-401.
- Shaleha, Wahda Nur. (2017). *Developing Students' Reading Comprehension through Scavenger Hunt Game at Eight Grade of SMPN 10 Palu*. Palu.
- Sitta, Mey Nur. (2012). *The Effectiveness of Using Little Shop of Treasures Game in Mastering English Vocabulary at the Fifth Grade Students at SDN Kutoanyar 02 Tulungagung*. Tulungagung: STAIN Tulungagung.
- Sudjana. (2001). *Media Pengajaran*. Jakarta: Sinar Baru Agensindo.
- Sumiati, Rani. (2015). *Teaching Vocabulary Using Scavenger Hunt Game to the First Grade Students at MI Negeri Surakarta in 2014/2015 Academic Year*. Banda Aceh: UIN Ar-Raniry Darussalam Banda Aceh.
- Thornbury, S. (2002). *How to teach vocabulary*. UK: Pearson Education Ltd.
- Uberman, A. (1998). The use of games: For vocabulary presentation and revision. *English Teaching Forum*, 36 (1), 20..
- Willging, P. A., & Johnson, S. D. (2009). Factors that influence students' decision to dropout of online courses. *Journal of Asynchronous Learning Networks*, 13(3), 115-127.

William Collins, (1979), *Webster's New Twentieth Century Dictionary*, America:

The United States of America, p. 604

Willkins, D.A. (1972). *Linguistic and Language Teaching*. Australia : Erward Arnold.

Wright, Andrew, David Betteridge, and Michael Buckby. (1994). *Games for Language Learning*. Cambridge University Pres.

Wulan, E, (2015). *Teaching Vocabulary Using Scavenger Hunt to The First Grade Students at MI Negeri Surakarta in 2014/2015 Academic year*. Thesis. School of teacher Training and Education Muhammadiyah University of Surakarta.