

## REFERENCE

- Akdogan, E. (2017). *Developing Vocabulary in Game Activities and Game*. Journal of Teaching and Education
- Allen, Virginia French. 1983. *Techniques in Teaching Vocabulary*. England: Oxford University Press.
- Alqahtani, Mofareh. 2015. *The Importance of Vocabulary in Language Learning and How to be Taught*. Visual Post: International Journal of Teaching and Education. *Voll III No. 3*
- Andrew Wright, David Betteridge, Michael Buckby, “*Games for Language Learning*”, (UK: Cambridge University Press, 2006) p. 1
- Ary D. et al. (2010). *Introduction to Research in Education Eighth edition*. USA. Wadsworth. Belmont, CA 94002-3098
- Brewster, J., G. Ellis and D. Girard. 2002. *The Primary English Teacher's Guide*. New Edition. London: Penguin
- Brown, H. Douglas, 2004. *Language Assessment, Principles and Classroom Practices*, Pearson Education, Longman
- Brown, H. Douglas. 2007. *Principles of Language Learning and Teaching, Fifth Edition*. NY: Pearson Education
- Cahyono, Bambang. Y and Utami Widiati. (2008). *The Teaching of EFL Vocabulary in Indonesian Context: The State of The Art*. TEFLIN Journal, Volume 19, Number 1, February 2008
- Cameron, Lynne. 2001. *Teaching Languages to Young Learners*. New York. Cambridge University press.
- Coady, J., & Huckin, T. (Eds.). 1997. *Second language vocabulary acquisition*. Cambridge: Cambridge University Press

- Creswell, John W. 2012. *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research*. Boston: Pearson Education, Inc. p.295
- Dornyei, Z. (2001). *Motivation strategies in the language classroom*. Cambridge: Cambridge University Press.
- Efendi, Erfan. 2013. *The Use of Games to Improve Vocabulary Matery*. JP3. Vol 1, No. 12
- Effendi, Erfan. 2013. *The use of games to improve vocabulary mastery*. Indonesia. UNISMA
- Fayrouz. 2018. *The Effectiveness of Using Didactic Games: Scattergories the card game'' on enhancing ESP Students' semi Technical Vocabulary*. Thesis. Algeria: Larbi Ben M'hidi University-Oum El Bouaghi.
- Glenn Fulcher and Fred Davidson. 2007. *Language Testing and Assessment*. London
- Hadfield, J (1996). *Elementary communication games*. Longman: Addison Wesley Longman Ltd.
- Hadfield, J. (1999). *Intermediate Vocabulary Games*. Harlow, Essex: Longman.
- Heaton, J. B. 1998. *Writing English Language Test*. New York. Longman Group UK Limited
- Hiebert, Elfrieda. H and Kamil, Michael. L. 2005. *Teaching and Laerning Vocabulary: Bringing Research to Practoice*. London: Lawrence Erlbaum Associates.
- Husein, Muhammad Afif. 2017. *The Use of Scattergories Game to Improve the Vocabulary Mastery*. Thesis. Semarang: Semarang State University.
- Isnawati, Ida. 2011. *English Instructional Evaluation*. STAIN Tulungagung

- Lacey, J. M. (2003). The Nutritional SCATTERGORIES® Game: Adding Zest to a Nutrition Course. *Journal of Nutrition Education and Behavior*, 333- 334.
- Moursund, Dave. 2007. *Introduction to Using Games in Education: A Guide for Teachers and Parent. Teacher Education, College of Education*. University of Oregon 97403
- Norma Yuliansyah, An Fauziah Rosyani Syafei. *Using Scattergories Game in Teaching Vocabulary to Elementary School Student*. *Journal of English Language Teaching*, Vol. 7 No. 4, Desember 2018
- Oktaviani, Mitha Arvira. 2014. *Perbandingan Tingkat Konsistensi Normalitas Distribusi Metode Kolmogorov-Smirnov, Lilliefors, Shapiro-wilk, dan Skewness-Kurtosis*. *Jurnal Biometrika dan Kependudukan*. Vol. 3 No. 2
- R. Frankael, Jack. 1996. *How to Design and evaluate Research in Education*. America: Acid Free paper.
- Richard, Jack. C. 2001. *Curriculum Development in Language Teaching*. Cambridge : Cambridge University Press.
- 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, 2013, p.11
- Saputra, J., Rahmadeny, M., & Jazzawi, I. (2019). *The Important of Sociolinguistics in Foreign Language Education: A Review of Selected Paper*. *International Journal for Education and Vocational Studeis*, 1(4), 299-303.
- Sri Rahayu Pudjiastuti. 2018. *Implementation of The Mind Mapping Model With Scattergories Game in Improving Creativity and Learning Outcomes in National Education Materials*. *Journal of Humanties and Social Studies*. Vol. 02 No. 02: 22-24

Sugiyono. (2006). *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung: Alfabeta.

Talak-Kiryk Amy. 2010. *Using Games in A Foreign Language Classroom*. SIT Graduate Institute

Thornbury, Scott. 2002. *How to Teach Vocabulary*. Pearson Education Limited.

Ur, Penny. 1996. *A Course in Language Teaching, Practice and Theory*. Cambridge: Cambridge University Press

Watkins, Peter. 2005. *Learning to Teach English*. England: Delta Publishing

Wiraldi. 2020. *Improving Vocabulary Mastery of the Seventh Year Students Using Scattergories Game in Smp 8 Palopo*. Thesis. Palopo: State Islamic Institute of Palopo.