REFERENCES

Aebersold, et al. *From reader to reading teacher: Issues and strategies for second language classrooms*. Cambridge University Press, 1997.

Arief Budiman. (2020). *Student Difficulties in Mastering Vocabulary at MTsN Sengeti.* Published thesis. Jambi: The State Islamic University Sulthan Thaha Saifudin.

Ary, Donald, et al. *Introduction to Research in Education*. 2010.

Barnhart, Cynthia A. *The Facts on File Student's Dictionary of American English*. Checkmark Books, 2007

Brown, H. D. *Language Assessment: Principles and Classroom Practices*. Pearson PTR Interactive, 2004.

Cameron, Lynne. *Teaching Languages to Young Learners*. Cambridge UP, 2001.

Creswell, John W. *Educational Research: Planning, Conducting and Evaluating Quantitative and Qualitative Research*. 2015.

Creswell, John W. *Educational Research: Planning, Conducting, and Evaluating Quantitative and Qualitative Research*. Pearson Higher Ed, 2020.

Deepening the Understanding of Social Media's Impact in Southeast Asia." *Deepening the Understanding of Social Media's Impact in Southeast Asia*, 2020, pp. 1-17

Gentile, Douglas A., et al. "The effects of violent video game habits on adolescent hostility, aggressive behaviors, and school performance." *Journal of Adolescence*, vol. 27, no. 1, 2004, pp. 5-22.

Harmer, Jeremy. *The Practice of English Language Teaching*. Longman Publishing Group, 1983.

Hyun, Helen, et al. *How to Design and Evaluate Research in Education*. McGraw-Hill Education, 2014.

Ira Mustika (2022). "The Use of Quizizz to Facilitate Students' Vocabulary Learning",

McCombes, S. *An introduction to sampling methods,* 2009

Moleong, Lexy J. *Metodologi penelitian kualitatif.* 1989.

Montgomery, Judy K. *The Bridge of Vocabulary*. 2007.

Nagy, William E. *Teaching Vocabulary to Improve Reading Comprehension*. Ingram, 1988.

Nasr Raja T. *The Essential Linguistics Science*. Universitas PGRI: Adi Buana Surabaya, 2004

Nurhayati, Dwi Astuti Wahyu. "Students 'Perspective on Innovative Teaching Model Using Edmodo in Teaching English Phonology: A Virtual Class Development." Dinamika Ilmu 19.1 (2019): 13–35.

Nurhayati, Dwi A. " 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)" 2008.

Nurhayati, Dwi A. "Improving Students' English Pronunciation Ability Through Go Fish Game and Maze Game." *Dinamika Ilmu*, 2015, pp. 215-233.

Nurhayati, Dwi A. "Improving students' English spelling ability through concentration game and tell a story game" 2012.

Nurhayati, Dwi A., et al. "Development of Macromedia Captivate-Based Instructional Media of Social Studies on Scarcity and Human Needs Material of Grade VII at Islamic Junior High School of Assyafiiyah Gondang Tulungagung." *Proceedings of the International Conference On Social Studies, Globalisation And Technology (ICSSGT 2019)*, 2020.

Paris, Scott G., and Steven A. Stahl. *Children's Reading Comprehension and Assessment*. Routledge, 2005.

Puspitarini, Yanuari Dwi, and Muhammad Hanif. 2019. "Using Learning Media to Increase Learning Motivation in Elementary School." *Anatolian Journal of Education* 4(2): 53–60.

Ramadhan Prasetya et al. (2019)"Smartphone-Based Application 'Quizizz' as a Learning Media".

Rindi Yuliana (2022) "Students' Perception of Quizizz Game in Improving Vocabulary Mastery to the Ninth Grade Students' at SMPN 1 Kauman".

Schmitt, N. *Vocabulary Learning Strategies*. Cambridge: Cambridge University Press. 1977.

Takač, Višnja P. *Vocabulary Learning Strategies and Foreign Language Acquisition*. Multilingual Matters, 2008

Tegeh, I M. (2009). *Perbandingan prestasi belajar mahasiswa yang diajar dengan menggunakan problem-based learning dan ekspositori yang memiliki gaya kognitif berbeda*. Desertasi. Universitas Negeri Malang