

REFERENCES

- Hapsari, Ratih Sriwulan. (2017). The Effect Of Scrabble Game to The Eighth Grade Students' Vocabulary Mastery at SMPN 1 Semen In The Academic Year 2016/2017.
- Hardfield, Jill. (1999). *Intermediate Vocabulary Games*. England. Longman.
- Hsb, Sri Nardani., Eka Sustris Harida., Fitri Rayani Siregar. (2014). The Effect of Watching Film to Students' Vocabulary Mastery at Grade XI SMK Negeri 1 Padangdimpuan: *English Education*. 2(1), 88-106
- Lidiasari, Yuli. Sofian., Iwan Supardi (2016). Using Scrabble game in Improving Students Vocabulary Mastery of SMP Negeri 1 Jawai.
- Patmasari, Nur. Cucu Sutarsyah.. Ramlan Ginting. (2014). Increasing students' vocabulary through scrabble game.
- Ryandita, Diaz Puri., Isti Pristiyani K. (2019). The Influence of Scrabble Game in Teaching Vocabulary Mastery at Tenth Grade Students of SMKN 7 Pandeglang: *Personal Journal of English Education*. 2(1), 72-78
- Suprayogi, Heru. (2016). The Effectiveness of Scrabble Game for Students' Spelling Mastery in Vocabulary Learning for Seventh Graders of Smp Muhammadiyah Surabaya: *Tell Journal*. 4(2), 81-90.
- A.S. Hornby. (1995). *Oxford Advanced Learner's Dictionary of Current English*. Oxford: Oxford University Press.
- Allen, J. (2006). *Words, words, words: Teaching vocabulary in grades 4–12*. Portland: Stenhouse Publishers.

- Alqahtani. (2015). The Importance of Vocabulary in Language Learning and How to be Taught: *International Journal of Teaching and Education*, 3(3), 21-34.
- Cahyono, at.all. (2011). The Teaching of English as a Foreign Language in Indonesia. Malang: State University of Malang Press.
- Celce-Murcia, M., McIntosh, L. (1979). *Teaching English as a second or a foreign language*, 55-54. New York: Newbury House.
- Hatch Evelyn and Brown, Cheryl. (1995). Vocabulary, semantic, and language education. New York Press: Cambridge University Press.
- Hong, L. (2002). Using Games in Teaching English Young Learners, *The Internet TESL Journal*, 8(8).

<https://wordfinder.yourdictionary.com/blog/how-to-play-scrabble-go-easy->
- Klimova, B. (2015). *Games in the Teaching of English. University of Hradec Kralove, Faculty of Informatics and Management, Rokitansheko 62,Hradec Kralove, 500 03, Czech Republic.*
- M. F. Patel., Praveen. M. Jain. (2008). English Language Teaching. *Method, Tools & Technique*, 1, 31.
- Michael Kwan. (May 28, 2020). How to Play Scrabble GO (Easy Instructions). Accessed on May 25, 2021, from
- Neuman, S. B., Dweyer, J. (2009). Missing in Action: Vocabulary Intruction in Pre-k. *The reading Teacher*, 62, 385.
- Nunan, David. (1991). *Language Teaching Methodology; A Text Book For*

- Teacher*. London: Prentice Hall International.
- Richards, Jack. C., Willy A, Renandya. (2002). *Methodology in Language Teaching. An Anthology of Current Practice*. New York: Cambridge University Press.
- Schmitt, N. (2000). *Vocabulary in Language Teaching*. Cambridge: Cambridge University Press.
- Scrabble page. (2020). *Scrabble Rules - Scrabble official Rules*. Accessed on May 24,2021, from <https://www.scrabblepages.com/scrabble/rules/>
- Shepherd, J.)1976). *Collage Vocabulary Skill*. Hongton: Mifflin Company.
- Taherdoost, Hamed. (2016). Validity and Reliability of the Research Instrument; How to Test the Validation of a Questionnaire/Survey in a Research: *International Journal of Academic Research in Management (IJARM)*, 5(3), 28-36 .
- Ur, Penny. (1998). *A Course in Language Teaching: Practice and Theory*. Cambridge: Cambridge University Press.
- Usmadi. (2020). Pengujian Persyaratan Analisis (Uji Homogenitas dan Uji Normalitas): *Inovasi Pendidikan*, 7(1), 50-62.
- Wikipedia. (2017, April 30). Scrabble. Accessed on May 24,2021, from <https://simple.wikipedia.org/wiki/Scrabble>
- Avedon, M.E. and B.S. Brian. 1971. *Learning Through Games. The study of Games*. New York: John Wiley & Sons, Inc: pp 315-321.