

## REFERENCES

- Arikunto, Suharsimi. 2010. *Prosedur Penelitian suatu Pendekatan Praktik*. Jakarta: PT. Rineka Cipta
- Arikunto, Suharsimi. 2013. *Prosedur Penelitian suatu Pendekatan Praktik*. Jakarta: PT. Rineka Cipta
- Cahyono Bambang and Mukminatien, Nur. 2011. *Techniques and strategies to Enhance English Language Learning*. Malang: State University of Malang Press.
- Coyimah, Nurul. 2011. Teaching Vocabulary through Discourse: The Step to Improve Students' Productive Vocabulary in Cahyono, B.Y and N. Mukminatien. 2011. (eds). *Techniques and Strategies to Enhance English Language Learning*. Malang: State University of Malang Press
- Cohen, et al. 2007. *Research Method in Education*. New York: Routledge
- Groff, et al. 2010. *The Impact of Console games in the classroom: Evidence from Schools in Scotland*. Scotland: Futurelab
- L. R, Gay. 1992. *Educational Research Competencies for Analysis and Application*. Singapore: Macmillan Publishing Company.
- Harmer, Jeremy.2007.*The Practice of English Language Teaching*. England: Longman/ Pearson
- Haynes Judie and Zacarian Debbie. 2010. *Teaching English Language Learners*. ASCD Press.
- Heinich, et al. 1990. *Instructional Media and the New Technologies of Instruction*. New York: Macmillan Publishing Company
- Kartikadewi, Frila. 2009. *Using Pictorial Board Game to Improve the Vocabulary Mastery of the Seventh Graders of SMP Negeri 2 Pakel, Tulungagung*. Malang: Universitas Negeri Malang.
- Marisa. 2009. *The Power of Play for Education and Language Development*. On article assessed from <http://marisaconstantinides.edublogs.org/2009/09/02/the-power-of-play-for-education-and-language-development/>. Accessed at March 23<sup>th</sup>, 2016
- Moursund, Dave. 2007. *Introduction to Using Game in Education: A Guide for Teacher and Parent*. Eugene: University of Oregon
- Nation, I.S.P. 2001. *Learning Vocabulary in Another Language*. Cambridge: Cambridge University Press
- Oxford Dictionary. 2011.New York: Oxford University Press.
- Priyatno, Duwi. 2012. *Belajar Cepat Olah Data Statistik dengan SPSS*. Yogyakarta: Penerbit ANDI

Rasinski, et al. 2007. *Building Vocabulary from Word Roots*. Chicago: Beach City Press

Richard, C. Jack & Willy A.R. 2002. *Methodology in Language Teaching*. New York: Cambridge University Press.

Sudjiono, Anas. 1996. *Pengantar Evaluasi Pendidikan*. Jakarta: Raja Grafindo Persada

Sugiyono. 2013. *Metode Penelitian Pendidikan Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta

Sugiyono. 2014. *Metode Penelitian Kuantitatif, Kualitatif dan R&D*. Bandung: Alfabeta

Wahyuningsih. 2011. The Use of Commercial Food Wraps to Enrich Students' Vocabulary Size in Cahyono & Mukminatien (eds). 2011. *Techniques and Strategies to Enhance English Language Learning*. Malang: State University of Malang Press

The Internet Journal, <http://guraru.org/info/manfaat-bermain-dalam-belajar/> accessed on February 17<sup>th</sup> 2016.

The Internet Journal, <http://onal-journal-of-teaching-education%2Fpublication-detail/> accessed on March 18<sup>th</sup> 2016