

REFERENCES

- Brown, H. D. (1994). Teaching by Principles: An Interactive to Language. In H. D. Brown, *Teaching by Principles* (pp. 20-87). New York: New York: Prentice Hall Regents.
- Burns, A. (2010). A Guide for Practice. In *Doing Action Research in English Language Teaching*. New York: Routledge.
- Burns, A. (n.d.). Collaborative Action Research for English Language Teachers. Cambridge: Cambridge University Press.
- Burns, C. (2012). A Holistic Approach. In *Teaching Speaking*. New York: Cambridge University Press.
- Creswell, J. (2014). Research Design, Qualitative, Quantitative, and Mixed. United State of America: Sage Publication.
- Fitriana, D. (2012). Improving the Speaking Skills Through Guessing Games of the Seventh Grade Student of SMP Muhammadiyah 1 Seyegan Yogyakarta in the Academic Year 2012/2013. *English Department Faculty of*.
- Keith S, F. (2004). Apliyng Second Language Research. In *Vocabulary Myths*. MI: University of Michigan Press.
- Kemmis, S. a. (1988). The Action Research Planner. Victoria: Deankin University.
- Klippel, F. (1984). Keep Talking. Communicative Fluency Activities for Language Teaching. Cambridge: Cambridge University.
- Kusnandar. (2011). Langkah Penelitian Tindakan Kelas Sebagai Pengembangan Profesi Guru.
- Nurul Fajriani, 2. M. (2021, September 29-30). The Use of Storytelling Technique with Picture Proceedings of the 11th Annual International Conference (AIC) on *Social Science, Universitas Syiah Kuala, September 29-30* , 79-83.
- Wahyudi, D. P. (2020). The Effectiveness of Monopoly Game as Media to Enhance 10th Graders Speaking in Descriptive Text. *RETAIN. Volume 8 Nomor 1 Tahun 2020 (95- 103), Volume 8, 9*
- Beck, Kuban, and McKeon. (2017). *The Bridge of vocabulary: Evidence Bas Activities for Academic Success*. (NCS Pearson in c, 2017)
- Nurhayati, D.A.W. (2016). *Journal of English Language Teaching and*

Linguistics (JELTL), (1).

- Burns A. (2010). *Doing Action Research in English Language Teaching a Guide for Practitioners*. New York
- Creswell, J.W. 2014. *Research Design, Qualitative, Quantitative, and Mixed Methods Approaches (Fourth Edition)*. United State of America: Sage Publication.
- Ulya, Jannaton. 2014. *“Improving Students' Speaking Ability by Using Game”*. Faculty of Teacher Training and Education Syah Kuala University
- Robiyah, Rofi. 2015. *“The Use of Guessing Game to Improve Students' Speaking Ability”*. Muhammadiyah University of Jember Faculty of Teacher Training and Education Language and Art Education Department English Education Program.
- Anggreyeni, Devi. 2014. *“Improving Students' Speaking Skill Through Guessing Game Technique at Grade X-1 of SMA Negeri 1 Angkola Selatan Tapanuli Selatan”*. STKIP Tapanuli Selatan Padang Sidempuan.
- Fitriana, Dian. 2012. *“Improving the Speaking Skills Through Guessing Games of the Seventh Grade Students of SMP Muhammadiyah 1 Seyegan Yogyakarta in the Academic Year of 2012/2013”*. English Department Faculty of Languages and Arts Yogyakarta State University.