

## REFERENCES

- Astuti, Dwi. "Improving Students' English Pronunciation Ability through Go Fish Game and Maze Game." *Dinamika Ilmu* 15, no. 2 (2015): 215–33. <https://eric.ed.gov/?id=EJ1121925>.
- Billinghurst, Mark, Adrian Clark, and Gun Lee. "A Survey of Augmented Reality." *Foundations and Trends in Human-Computer Interaction* 8, no. 2–3 (2014): 73–272. <https://doi.org/10.1561/11000000049>.
- Carlisle, Joanne F., Ben Kelcey, and Dan Berebitsky. "Teachers' Support of Students' Vocabulary Learning During Literacy Instruction in High Poverty Elementary Schools." *American Educational Research Journal* 50, no. 6 (2013): 1360–91. <https://doi.org/10.3102/0002831213492844>.
- Chien, Yu Cheng, Ting Ting Wu, Chia Hung Lai, and Yueh Min Huang. "Investigation of the Influence of Artificial Intelligence Markup Language-Based LINE ChatBot in Contextual English Learning." *Frontiers in Psychology* 13, no. April (2022). <https://doi.org/10.3389/fpsyg.2022.785752>.
- Crumb, Lawrence N. "The Classification of Biographical Dictionaries in Reference Collections Using the Library of Congress Classification System." *Cataloging and Classification Quarterly* 3, no. 1 (1983): 41–44. [https://doi.org/10.1300/J104v03n01\\_03](https://doi.org/10.1300/J104v03n01_03).
- Daniel Liao, Chin-Huang, Chang Tin-Chang, and Wen-Chi Vivian Wu. "The Learning Outcome of Using Augmented Reality Instruction to Enhance Students' English Vocabulary Learning in the EFL Elementary School." *English Language Teaching Methodology* 3, no. 1 (2023): 143–52. <https://doi.org/10.56983/eltm.v3i1.921>.
- Gay, L R, Geoffrey E Mills, and Peter Airasian. "EDUCATIONAL Competencies for Analysis and Applications," 2016, 3–637.
- Hasbi, Amalina Binti, and Melor Md. Yunus. "The Effectiveness of Augmented Reality for English (AR4E) in Vocabulary Learning among Primary 2 Pupils."

*International Journal of Education* 13, no. 3 (2021): 13.  
<https://doi.org/10.5296/ije.v13i3.18808>.

Hidayat, Muhamad Taufik, and Arlien Karlina Yulianti. "The Effectiveness of Flashcard Augmented Reality Media and Game Chick Learn on the Ability to Memorize Vocabulary in English Primary School Students." *International Journal of Innovation, Creativity and Change* 11, no. 5 (2020): 151–68.

Kaboody, Mastoor Al. "Review of Schmitt, N., & Schmitt, D. (2020). Vocabulary in Language Teaching (2nd Ed.). Cambridge University Press." *Canadian Journal of Applied Linguistics* 26, no. 1 (2023): 115–17.  
<https://doi.org/10.37213/cjal.2023.32705>.

Katamba, Francis. *English Words: Structure, History, Usage*. *English Words: Structure, History, Usage*, 2015. <https://doi.org/10.4324/9780203495971>.

Keguruan, Fakultas, and Ilmu Pendidikan. "LAPORAN AKHIR PROGRAM PENELITIAN MANDIRI Integrating Augmented Reality (AR) in EFL Class for Teaching Vocabulary," 2020.

Khan, Raja Muhammad Ishtiaq, Ashraf Ali, Tribhuwan Kumar, and Anita Venugopal. "Assessing the Efficacy of Augmented Reality in Enhancing EFL Vocabulary." *Cogent Arts and Humanities* 10, no. 1 (2023).  
<https://doi.org/10.1080/23311983.2023.2223010>.

Khusna, Nur Isroatul, Dwi Astuti Wahyu Nurhayati, Ramadhani Lausi Mkumbachi, and Linda Mayasari. "The Roles of Educators (Didactic, Reflective, Affective) To Enhance Motivation To Learn Social Science." *Dinamika Sosial: Jurnal Pendidikan Ilmu Pengetahuan Sosial* 1, no. 2 (2022): 96–108.  
<https://doi.org/10.18860/dsjpips.v1i2.1433>.

Khusna, Nur Isroatul, Sumarmi, Syamsul Bachri, I. Komang Astina, Dwi Astuti Wahyu Nurhayati, and Rajendra P. Shresthai. "New Technologies for Project-Based Empathy Learning in Merdeka Belajar (Freedom to Learn): The Use of InaRISK Application and Biopore Technology." *International Journal of*

- Interactive Mobile Technologies* 16, no. 22 (2022): 94–110.  
<https://doi.org/10.3991/ijim.v16i22.36153>.
- Mackiewicz, Jo. *A Mixed-Method Approach. Writing Center Talk over Time*, 2018.  
<https://doi.org/10.4324/9780429469237-3>.
- Moreta-Martinez, Rafael, Alicia Pose-Díez-De-la-lastra, José Antonio Calvo-Haro, Lydia Mediavilla-Santos, Rubén Pérez-Mañanes, and Javier Pascau. “Combining Augmented Reality and 3d Printing to Improve Surgical Workflows in Orthopedic Oncology: Smartphone Application and Clinical Evaluation.” *Sensors (Switzerland)* 21, no. 4 (2021): 1–17.  
<https://doi.org/10.3390/s21041370>.
- Natalia, Merry Christin, and Fitriawati Fitriawati. “The Use of Augmented Reality (Ar) Media To Enhance Students’ Vocabulary Mastery At Seventh Grade Students of Smp Negeri 7 Tarakan.” *Borneo Journal of English Language Education* 4, no. 2 (2022). <https://doi.org/10.35334/bjele.v4i2.3135>.
- Nation, Paul. “Translanguaging and Vocabulary Learning.” *Tesl-Ej* 26, no. 3 (2022): 1–2. <https://doi.org/10.55593/ej.26103a24>.
- Nurhayati, D. A. W. (2008). 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). *Surakarta. Graduate School of Sebelas Maret University*.
- Nurhayati, D. A.W., A. Putranto, D. M. Marwa, and A. Purwowidodo. “Effect of Thinking Skill-Based Inquiry Learning Method on Learning Outcomes of Social Studies: A Quasi-Experimental Study on Grade VIII Students of MTSN 6 Tulungagung.” *IOP Conference Series: Earth and Environmental Science* 485, no. 1 (2020). <https://doi.org/10.1088/1755-1315/485/1/012073>.
- Nurhayati, Dwi Astuti Wahyu. “Students’ Perspective on Innovative Teaching Model Using Edmodo in Teaching English Phonology: A Virtual Class Development.” *Dinamika Ilmu* 19, no. 1 (2019): 13–35.  
<https://doi.org/10.21093/di.v19i1.1379>.

- Nurhayati, Dwi Astuti Wahyu, and Maylia Wilda Fitriana. "Effectiveness of Summarizing in Teaching Reading Comprehension for Efl Students." *IJOLTL: Indonesian Journal of Language Teaching and Linguistics* 3, no. 1 (2018): 33–50. <https://doi.org/10.30957/ijoltl.v3i1.403>.
- OMURTAK, Esra, and Gülçin ZEYBEK. "The Effect of Augmented Reality Applications in Biology Lesson on Academic Achievement and Motivation." *Journal of Education in Science, Environment and Health*, 2022. <https://doi.org/10.21891/jeseh.1059283>.
- Puspaardini, Pupung, Nurhayati Ibrahim, Mohamad Zubaidi, and Hijrah Syahputra. "Media Realia Dalam Mengenalkan Kosakata Anak Kelompok A Di TK Kembang Teratai Kelurahan Lekobalo Kecamatan Kota Barat Kota Gorontalo." *JPP PAUD FKIP Untirta* 6, no. 1 (2019): 63–80. <http://jurnal.untirta.ac.id/index.php/jpppaud/index>.
- Qian, David D. "Investigating the Relationship between Vocabulary Knowledge and Academic Reading Performance: An Assessment Perspective." *Language Learning* 52, no. 3 (2002): 513–36. <https://doi.org/10.1111/1467-9922.00193>.
- Redondo, Beatriz, Ramón Cózar-Gutiérrez, José Antonio González-Calero, and Raquel Sánchez Ruiz. "Integration of Augmented Reality in the Teaching of English as a Foreign Language in Early Childhood Education." *Early Childhood Education Journal* 48, no. 2 (2020): 147–55. <https://doi.org/10.1007/s10643-019-00999-5>.
- Rugaiyah, Istiqamah Ardila, Unan Yusmaniar Oktiawati, and Nanda Saputra. "The Impact of Augmented Reality in English Learning in Elementary Schools." *Jurnal Ilmiah Sekolah Dasar* 8, no. 1 (2024): 54–62. <https://doi.org/10.23887/jisd.v8i1.66710>.
- Santos, Marc Ericson C., Arno in Wolde Lübke, Takafumi Taketomi, Goshiro Yamamoto, Ma Mercedes T. Rodrigo, Christian Sandor, and Hirokazu Kato. "Augmented Reality as Multimedia: The Case for Situated Vocabulary Learning." *Research and Practice in Technology Enhanced Learning* 11, no.

1 (2016). <https://doi.org/10.1186/s41039-016-0028-2>.

Sweller, John. "Cognitive Load during Problem Solving: Effects on Learning." *Cognitive Science* 12, no. 2 (1988): 257–85. [https://doi.org/10.1016/0364-0213\(88\)90023-7](https://doi.org/10.1016/0364-0213(88)90023-7).

"THE EFFECT OF USING AUGMENTED REALITY IN 4D FLASHCARD IN TEACHING SPEAKING SKILL TO," 2023.

Tsai, Cheng Chang. "The Effects of Augmented Reality to Motivation and Performance in EFL Vocabulary Learning." *International Journal of Instruction* 13, no. 4 (2020): 987–1000. <https://doi.org/10.29333/iji.2020.13460a>.

Ummah, Masfi Sya'fiatul. "No 主観的健康感を中心とした在宅高齢者における健康関連指標に関する共分散構造分析Title." *Sustainability (Switzerland)* 11, no. 1 (2019): 1–14. [http://scioteca.caf.com/bitstream/handle/123456789/1091/RED2017-Eng-8ene.pdf?sequence=12&isAllowed=y%0Ahttp://dx.doi.org/10.1016/j.regsciurbeco.2008.06.005%0Ahttps://www.researchgate.net/publication/305320484\\_SISTEM\\_PEMBETUNGAN\\_TERPUSAT\\_STRATEGI\\_MELESTARI](http://scioteca.caf.com/bitstream/handle/123456789/1091/RED2017-Eng-8ene.pdf?sequence=12&isAllowed=y%0Ahttp://dx.doi.org/10.1016/j.regsciurbeco.2008.06.005%0Ahttps://www.researchgate.net/publication/305320484_SISTEM_PEMBETUNGAN_TERPUSAT_STRATEGI_MELESTARI).

Woodward, Julia, Jesse Smith, Isaac Wang, Sofia Cuenca, and Jaime Ruiz. "Designing Critical and Secondary Information in Augmented Reality Headsets for Situational Awareness." *Journal of Engineering Research and Sciences* 2, no. 3 (2023): 1–15. <https://doi.org/10.55708/js0203001>.