

REFERENCES

- Agoestyowati, R. N. (2007). *The use of games as a strategy to teach English vocabulary to the third grade of SDN Mojo 2 Blitar* (Undergraduate thesis, Universitas Negeri Malang).
- Al Masri, A., & Al Najar, M. (2014). The effect of using word games on primary stage students' achievement in English vocabulary in Jordan. *American International Journal of Contemporary Research*, 4(9), 144–152.
- Andrade, C. (2021). The inconvenient truth about convenience and purposive samples. *Indian Journal of Psychological Medicine*, 43(1), 86–88. <https://doi.org/10.1177/0253717620977000>
- Arikunto, S. (2002). *Prosedur penelitian: Suatu pendekatan praktik*. Rineka Cipta.
- Barnhart, C. A. (2008). *The Facts on File student's dictionary of American English*. Facts On File, Inc.
- Berta, M. O., Widiastuti, I. A. M. S., & Suarni, N. K. (2020). The effect of word square game on students' vocabulary mastery of the eighth grade students of SMP Dwijendra Denpasar in academic year 2019/2020. *Jurnal Santiaji Pendidikan (JSP)*, 10(2), 90–94.
- Brown, H. D. (2001). *Teaching by principles: An interactive approach to language pedagogy* (2nd ed.). Longman.
- Burns, P. C., & Broman, B. L. (1975). *The language arts in childhood education* (3rd ed.). Houghton Mifflin Company.
- Cameron, L. (2001). *Teaching languages to young learners*. Cambridge University Press.
- Coady, J., & Huckin, T. (1997). *Second language vocabulary acquisition: A rationale for pedagogy*. Cambridge University Press.
- Creswell, J. W. (2012). *Educational research: Planning, conducting, and evaluating quantitative and qualitative research* (4th ed.). Pearson Education.
- Eviyana, F. (2020). *The use of word game to improve students' vocabulary mastery at the eighth grade of SMPN 35 Bandar Lampung* (Undergraduate thesis, UIN Raden Intan Lampung).
- Harmer, J. (1991). *The practice of English language teaching*. Longman.
- Hatch, E., & Brown, C. (1995). *Vocabulary, semantics, and language education*. Cambridge University Press.
- Heriansyah, H. (2016). *Improving students' vocabulary mastery by using matching word game at the second grade students of SMP Negeri 2 Batealit Jepara in the academic year of 2015/2016* (Undergraduate thesis, IAIN Surakarta).

- Hiebert, E. H., & Kamil, M. L. (2005). *Teaching and learning vocabulary: Bringing research to practice*. Lawrence Erlbaum Associates.
- Huda, M. (2013). *Model-model pembelajaran: Mengembangkan profesionalisme guru*. Pustaka Pelajar.
- Huda, M. (2014). *Model-model pengajaran dan pembelajaran: Isu-isu metodis dan paradigmatis*. Pustaka Pelajar.
- Nuraeni, S., Faridah, D., & Marlina, L. (2020). The use of word square technique to improve students' vocabulary mastery. *PROJECT (Professional Journal of English Education)*, 3(2), 154–160. <https://doi.org/10.22460/project.v3i2.p154-160>
- Nurhayati, D. A. W. (2008). Improving students' English vocabulary through games. *Jurnal Ilmu Pendidikan*, 15(2), 191–198.
- Nurhayati, D. A. W. (2015). Improving students' vocabulary mastery through games. *Journal of English and Education*, 3(1), 63–75.
- Nurhayati, D. A. W. (2022). The use of scaffolding technique in teaching English: Students' perspectives and challenges. *Jurnal Pendidikan: Teori, Penelitian, dan Pengembangan*, 7(5), 748–755. <https://doi.org/10.17977/jptpp.v7i5.16744>
- Rahimi, A. (2016). *Discourse and language learning*. Cambridge Scholars Publishing.
- Redjeki, S. (2007). Teaching vocabulary using games. *Bahasa dan Seni: Jurnal Bahasa, Sastra, Seni, dan Pengajarannya*, 18–24.
- Ruzki, F. (2021). *The influence of using matching game toward students' vocabulary mastery at the first semester of eighth grade of SMP PGRI 1 Palas Lampung Selatan in the academic year of 2020/2021* (Undergraduate thesis, UIN Raden Intan Lampung).
- Sa'adah, N. (2023). *The effectiveness of words matching game on students' vocabulary at the seventh grade of MTs NU Miftahul Ma'arif Kaliwungu* (Undergraduate thesis, Institut Pesantren Mathali'ul Falah [IPMAFA] Pati).
- Saputro, J. P. (2019). Teaching non-binary antonym through card game strategy to the seventh grade students. *Esteem Journal of English Education Study Programme*, 2(1). <https://doi.org/10.31851/esteem.v2i1.4817>
- Scherman, V. (2007). *The application of a model to investigate the transfer of training to the workplace in a public service department* (Doctoral dissertation, University of Pretoria).
- Schmitt, N. (2000). *Vocabulary in language teaching*. Cambridge University Press.
- Side, R., & Wellman, G. (1999). *Grammar and vocabulary for Cambridge advanced and proficiency*. Longman.

- Slattery, M., & Willis, J. (2001). *English for primary teachers: A handbook of activities and classroom language*. Oxford University Press.
- Smaldino, S. E., Lowther, D. L., & Russell, J. D. (2008). *Instructional technology and media for learning (9th ed.)*. Pearson Education.
- Thi Thanh Huyen, N., & Khuat Thi Thu, N. (2003). The effectiveness of learning vocabulary through games. *Asian EFL Journal*, 5(4), 32.
- Thornbury, S. (2002). *How to teach vocabulary*. Pearson Education Limited.
- Wehmeier, S. (Ed.). (2003). *Oxford advanced learner's dictionary of current English (7th ed.)*. Oxford University Press.