

REFERENCES

- Almeida, D. De, & Guterres, C. F. (2021). *Using Guessing Games As a Strategy To Improve English Vocabulary To the Students of Escola De Hospitalidade E Turismo Becora*. 5(2), 183–194.
- Alqahtani, M. (2015). *The importance of vocabulary in language learning and how to be taught*. International Journal of Teaching and Education, III(3), 21–34.
- Anggraini, A. (2021). *Teaching English Vocabulary for Young Learners Using Electronic Word Guessing Game*. VELES Voices of English Language Education Society, 5(2), 206–214.
- Arga, R. I. (2021). *Meningkatkan Kemampuan Menulis “Recount Text” Dengan Menggunakan “Picture Series” Pada Siswa Kelas 8 Smp Negeri 1 Kalisat Jember Tahun Pelajaran 2018/2019*. Consilium: Education and Counseling Journal, 1(2), 275.
- Ary, D., Jacobs, L. C., Sorensen, C., & Walker, D. A. (2014). *Introduction to Research in Education (Ninth Edition)*. Tahun 2014 Halaman 1-35
- Barnawi, Junaedi, & Rido, R. (2019). *Improve Teachers ’ Ability in Compiling Classroom Action Research Through Workshop Activities*. ARJI: Action Research Journal Indonesia, 1(2), 1–12.
- Becker, K. (2016). *Choosing and Using Digital Games in the Classroom – A Practical Guide*. In *Advances in Game-Based Learning 2016*. ISBN: 978-3-319-12222-9
- Gay, L. R., & Mills, G. E. (2019). *Competencies for analysis and application*. In *Educational Research*. ISBN: 9780134784229. Page 1-712 .
- Kholilah, N. (2016). *the Quality of English Language Testing Implemented in Kibri School, Sekolah Indonesia Kuala Lumpur, Malaysia*. IJET (Indonesian Journal of English Teaching), 5(1), 149–172.
- Krisbiantoro, B. (2020). *The effectiveness of gamification to enhance students' mastery of tenses is viewed from students' creativity*. Journal of Advanced Multidisciplinary Research, 1(2), 73.
- Kurniawati, K. (2021). *Increasing Learning Outcomes of Students with Hearing Impairment Using PowerPoint as Teaching Media in Explaining the Concept of Animal Life Cycle*. Indonesian Journal of Community and Special Needs Education, 2(1), 45–52.

- Lelawati, S., Dhiya, S., & Mailani, P. N. (2018). The Teaching Of English Vocabulary To Young Learners. *PROJECT (Professional Journal of English Education)*, 1(2), 95–100.
- Mee, Rita Wong Mee, Pek Lim Seong, V. W. Y. (2021). *A Conceptual Model of Analogue Gamification to Enhance Learners ' Motivation and Attitude*. ISSN : 2548-8457 (Print) 2548-8465 (Online) 8457, 40–50.
- Munawir, A., & Hasbi, N. P. (2021). the Effect of Using Quizizz To Efl Students ' Engagement and Learning Outcome. *ENGLISH REVIEW: Journal of English Education*, 10(1), 297–308.
- Nanda, I. (2019). Hipotesis tindakan dan pemilihan tindakan. In *J Surg CI Res* (Vol. 5, Issue 1) Halaman 1-15.
- Riyani, R., Maizora, S., & Hanifah, H. (2017). Uji Validitas Pengembangan Tes Untuk Mengukur Kemampuan Pemahaman Relasional Pada Materi Persamaan Kuadrat Siswa Kelas Viii Smp. *Jurnal Penelitian Pembelajaran Matematika Sekolah (JP2MS)*, 1(1), 60–65.
- Rosyidi, M. A., Fahriany, F., & Nahartini, D. (2022). The Use of Undercover Game To Enhance Students' Vocabulary Achievement. *The Journal of English Literacy Education: The Teaching and Learning of English as a Foreign Language*, 9(1), 1–12.
- Siyoto, S., & Sodik, M. A. (2015). Dasar Metodologi Penelitian. 1. *Dasar Metodologi Penelitian*, 1–109.
- Susanto, A. (2017). the Teaching of Vocabulary: a Perspective. *Jurnal KATA*, 1(2), 182.
- Tsojon (Mr.), I. Y., Ginikanwa, M. B. I., & Samaila, M. Y. (2014). A Critique of Contemporary Classification of English Words into Lexical (Grammatical) Categories. *IOSR Journal of Humanities and Social Science*, 19(5), 71–74.
- William, W. (2004). *Instructional Design Computer Based Training, Web Based Training, Distance Broadcast Training, Performance Based Solutions Jossey Bass*.
- Wahyuni, A. (2020). Teaching Vocabulary by Using Guessing Games. *English Empower; Journal of Linguistic and Literature*, 5(1), 33–38.
- Widayati A. (2008). *Penelitian Tindakan Kelas*. Penelitian Akuntansi Indonesia Jurnal Pendidikan: Vol. VI No. 1 – Tahun 2008 Hal. 87 - 93 (Issue 1).
- Yuliani, S. (2017). Teaching English Vocabulary By Using Guessing Game To the Fifth Grade Students 117 Palembang. *English Community Journal*, 1(2)