REFERENCES

Arjoranta, J. (2014). Game Definitions: A Wittgensteinian Approach. Game Studies: the international journal of computer game research, 14(1).

Bakhsh, S. A. (2016). Using Games as a Tool in Teaching Vocabulary to Young

Deveci, T., & Ayish, N. (2021). Qualitative Adjectives in EFL Students' Reflective Writing Essays. Journal of Language and Education, 7(1), 64-77. https://doi.org/10.17323/jle.2021.10979

Fifah, F. M. (2016). The Effectiveness of Using Anagram Technique Toward Students' Vocabulary Achievement of the Eight Grade at MTS Wahid Hasyim Setinggil-Wonodadi. English Education Department. Tulungagung: State Islamic Institute (IAIN) Tulungagung

Fowler, H.W. (2015). A Dictionary of Modern English Usage. Oxford University Press Sher, B. (2004). Smart Play: 101 Fun, Easy Games That Enhance Intelligence.Canada: John Wiley & Sons, Inc. http://gamestudies.org/1401/articles/arjoranta

Juul, J. (2005). Half-Real: Video Games between Real Rules and Fictional Worlds. The MIT Press.
Learners. English Language Teaching, 9(7), 120. https://doi.org/10.5539/elt.v9n7p120

Lessard-Clouston, M. (2013). Teaching Vocabulary. TESOL International Association. 1925 Ballenger Avenue Suite 550, Alexandria, VA 22314.

Mirwana Siska, 2017. "Improving Students' Vocabulary Achievement by Applying Anagram Plus Flashcard in the First Grade of MTS Persatuan Amal Bakti (PAB) 1 Helvetia". Thesis. Medan: UIN-SU. p.16 https://core.ac.uk/download/pdf/222823123.pdf

Pohl, D. (2003). The teaching of vocabulary in the primary school foreign language classroom. Munich: Grin Verlag.

Rai, U. (2010). English Language Communication Skills. Mumbai: Himalaya Publishing house PVT.LTD.

Ramdhani, A., Ramdhani, M. A., & Amin, A. S. (2014). Writing a Literature Review Research Paper: A step-by-step approach. International Journal of Basic and Applied Science, 3(1), 47-56.

Rusman, A., & St Asriati, A. M. (2020). The Use of Role Play Method to Improve Students' vocabulary at Junior High School. Jurnal Keguruan dan Ilmu Pendidikan (JKIP), 7(1), 20-35.

Salen, K., & Zimmerman, E. (2004). Rules of Play: Game Design Fundamentals. The MIT Press.

Strunk, William Jr., and E.B. White. (2000). The Elements of Style. 4th ed., Longman.

Sutherland, P. (2009). Vocabulary in Language Teaching. Cambridge: Cambridge University Press.

Wahidah Nasution, & Yusni Sinaga. (2020). Anagram Game to Enhance Students' Vocabulary Mastery. 8(01), 101–112. https://doi.org/10.