

REFERENCES

- Acosta, J. (2013). *Word Game and Puzzle*. Canada. Retrieved from <http://www.bestofthereader.ca/Ebooks/Word Games and Puzzles.pdf>, on 09th May 2023
- Al-Furqon, A. S. (2017). *The Effect of Word Search Puzzle Game in Teaching Vocabulary to the First Grade Students of SMPN 3 Proppo*. Journal of UIM 5(2). DOI: <https://doi.org/10.31102/wacanadidaktika.5.02.101-108> retrieved on 10th March 2023
- Ananda, E. (2020). *The Implementation of Word Search Puzzle Games to Increase Students' Vocabulary at The Eight Grade of SMPN 5 Palopo*, thesis. English Study Program Tarbiyah and Teacher Training Faculty State Institute of Palopo (IAIN).
- Asrori & Rusman. (2020). *Classroom Action Research Pengembangan Kompetensi Guru*. Banyumas: CV. Pena Persada.
- Burns, A. (2010). *Doing Action Research in English Language Teaching (A Guide for Practitioners)*. United Kingdom: Routledge.
- Dani, D.E.R., & Shaleh, S., & Nurlaeli, N. (2023). *Variations in Learning Methods and Media in Teaching and Learning Activities*, Al-Madrasah: Journal of Madrasah Ibtidaiyah Education 7 (1), 372-379
- Education, D. (2023). *Word Search Puzzle*. Retrieved from <https://puzzlemaker.discoveryeducation.com/word-search> on 13th June 2023
- Ersoz, A. (2000). *From Six Games for the EFL/ESL Classroom*. The Internet TESL Journal, 6(6). DOI: <http://iteslj.org/Lessons/Ersoz-Games.html> retrieved on 25th May 2023
- Hajar, A.W. (2019). *Improving Students' Vocabulary Through Scrabble Game at the Second Grade of SMPN 1 Palopo*. Thesis, English Study Program

of Tarbiyah and Teacher Training Faculty of the State Institute for Islamic Studies (IAIN) Palopo.

Harmer, J. (2009). *The Practice of English Language Teaching 4rd Edition*. New York: Pearson Longman.

Hornby, A. S. (2005). *Oxford Advanced Learner's Dictionary (7th Edition): International Student's Edition*. Oxford: Oxford University Press.

Hornby, A. S. (2010). *Oxford Advanced Learner's Dictionary (8th Edition): International Student's Edition*. Oxford: Oxford University Press.

Huyen, N. T. T., & Nga, K. T. T. (2013). *Learning Vocabulary Through Games: The Effectiveness of Learning Vocabulary Through Games*. Asian EFL Journal, 5(4). DOI: http://www.asian-efl-journal.com/dec_03_vn.pdf retrieved on 07th April 2023

Ivankova, N. V. (2015). *Mixed Methods Applications in Action Research*. SAGE Publications.

https://books.google.co.id/books?id=WqcgBQAAQBAJ&printsec=copyright&redir_esc=y#v=onepage&q&f=false

Jannah, M. (2011). *Using Games in Improving Students' Vocabulary (A Classroom Action Research at Seventh Grade of Yayasan Miftahul Janah (YMJ) Junior High School Ciputat)*. Skripsi, English Education Department, Faculty of Tarbiyah and Teachers' Training, Syarif Hidayatullah State Islamic University Jakarta.

Jatmiko, H.T.P & Franca, R.S.P.L. (2022). *Self-reflection of Indonesian Language Teachers in Differentiated Learning in Driving Schools*. Journal of Language, Literature and Teaching 6 (2), 224-232

Juanda, A. (2016). *Penelitian Tindakan Kelas (Classroom Action Research)*. Yogyakarta: Deepublish.

Kabir, S. M. S. (2016). *Methods of Data Collection*. Australia: Curtin University.

- Kemendikbud. (2017). *Panduan Penilaian Oleh Pendidik dan Satuan Pendidikan Sekolah Menengah Atas*. Direktorat Pembinaan Sekolah Menengah Atas.
- Linse, T. C. (2005). *Practical English Language Teaching: Young Learners*. New York: McGraw Hill.
- Ma, Q. (2015). *A Process-focused Learning Model for L2 Vocabulary Acquisition*. John Benjamins Publishing Company.
- Maylani, Q., Hamer, W., & Handayani, I. (2021). *The Influence of Word Search Puzzle on Students' Vocabulary Mastery at Seventh Grade of 10 Junior High School Serang (SMP Negeri 10 Kota Serang)*. *Proceeding AISELT (Annual International Seminar on English Language Teaching)*, 6(1). DOI: <http://dx.doi.org/10.30870/aiselt.v6i1.12511> retrieved on 25th June 2023
- Nation, I. S. P. (2013). *Learning Vocabulary in Another Language (2nd editon)*. Cambridge University Press.
- Nurcholis, R., dkk. (2021). *Building of Informatics, Educational Game for Recognizing Hiragana Letters to Improve Japanese Language Skills*. *Technology and Science (BITS)* 3 (3), 338-345
- Orosz, A. (2009). *Early Learning of Modern Foreign Languages*. Salisbury: Short Run Press.
- Permendikbud number 67. (2013). *Kerangka Dasar dan Struktur Kurikulum Sekolah Dasar/ Madrasah Ibtidaiyah*. Kepala Biro Hukum dan Organisasi. Kementerian Pendidikan dan Kebudayaan.
- Richards, J. C. (2001). *Curriculum Development in Language Teaching*. Cambridge: Cambridge University Press.
- Salsabila, H. (2023). *Improving Students' Speaking Skills Using "Show-and-Tell" Method (Classroom Action Research for the Seventh-Grade*

- Students of SMP Negeri 3 Karawang Barat in the Academic Year of 2022/2023*). Skripsi thesis, Universitas Jenderal Soedirman.
- Seran, S. U. (2021). *Using Crossword Puzzle to Improve Vocabulary Acquisition in English Report Text of The Ninth Grade Students at SMP Yapenthom 1 Maumere in the Academic Year of 2020/2021*. Journal of EDUNIPA, 2(1). DOI: <https://edunipa.nusanipa.ac.id/index.php/ednp/article/view/14> retrieved on 12th March 2023
- Tambunan, K. (2021). *Developing Word Search Maker as Media in Writing Recount Text for Eighth Grade Students at SMP Swasta YPI Dharma Budi Sidamanik*. Journal of UNIMED, 9(4). DOI: <https://doi.org/10.24114/genre.v9i4.24476> retrieved on 15th June 2023
- Thornbury, S. (2002). *How to Teach Vocabulary*. Malaysia: Longman.
- Utami, A. N. (2015). *The Effectiveness of Hot Seat Game for Teaching Vocabulary (An Experimental Research At Eighth Grade Students Of SMP Negeri 3 Purwokerto In the Academic Year 2014/2015)*. Bachelor Thesis, UNIVERSITAS MUHAMMADIYAH PURWOKERTO.
- Vossoughi, H & Zargar, M. (2009). *Using Word-Search-Puzzle Games for Improving Vocabulary Knowledge of Iranian EFL Learners*. Journal of Teaching English as a Foreign Language and Literature of Islamic Azad University of Iran, 1(1), 79-85. P.80.
- Wagh, S. (2023). *Public Health Research Guide: Primary & Secondary Data Definitions*. Retrieved by <https://researchguides.ben.edu/c.php?g=282050&p=7088797> on 2nd January 2024
- Wakania, N. (2018). *Enhancing Students' Vocabulary Mastery of Descriptive Text through Word Search Game*. Jurnal Pendidikan dan Pembelajaran Khatulistiwa (JPPK), 12(9). DOI:

<http://dx.doi.org/10.26418/jppk.v7i8.26929> retrieved on 10th March
2023

Wasterfors, D. (2018). *The Sage Handbook of Qualitative Data Collection*.
London: Sage Publications Ltd.

Wijaya, H. (2020). *Conceptual Theory Qualitative Data Analysis in Educational
Research*. High School Theologia Jaffray

