

## REFERENCES

- Ella, N., Sofian, Rosnija, E. (2021). *Improving Pupils' Vocabulary Mastery By Using Video Songs*. *Journal of English Program*, 2(1), 39-48. <http://dx.doi.org/10.26418/jeeep.v2i1.44121>
- Endayani D, 2017. *The Effectiveness Of Teaching Vocabulary By Using Puppet*. Unpublish Thesis. Medan : University Of Muhammadiyah Sumatera Utara.
- Fahwi, R.D. 2019. *The Effect Of Word Search Strategy By Using Scrabble As The Media On The Students' Achievement In Vocabulary*. Unpublish Thesis. Medan : Faculty Of Teacher Training And Education University Of Muhammadiyah Sumatera Utara Medan.
- Gushendra, R. 2017. *An Experimental Study: Improving Students' Vocabulary Mastery By Using English Songs*. *Indonesian Jurnal Of Integrated English Language Teaching*, 3(1). 53-64.
- Hafidah, R. *Penggunaan Games Untuk Meningkatkan Penguasaan Vocabulary Sebagai Penunjang Mata kuliah Bahasa Inggris Mahasiswa Kelas Paser Prodi Pg. Paud FKIP UNS*, Unpublish Thesis. Surakarta : FKIP Universitas Sebelas Maret.
- Harahap F.H, 2019. *The Effect Of Applying Boggle Game On The Students' Vocabulary Mastery*. Unpublish Thesis. Medan: University Of Muhammadiyah Sumatera Utara.
- Hasugian B.S, 2019. *The Effect Of Applying Board Game On The Students' Achievement In Vocabulary*. Unpublish Thesis. Medan : University Of Muhammadiyah Sumatera Utara.
- Jannah, M. 2011. *Using games in improving students' vocabulary*. Unpublish thesis. Jakarta : English Department Faculty of Tarbiyah and Teachers' Training Syarif Hidayatullah State Islamic University Jakarta.
- Parullari Ir.T, 2011. *Analisis data dengan SPSS*. Medan.
- Rangkuti R.T, 2019. *The Effect Of Teaching Hidden Object Game On Students' Mastery In Vocabulary*. Unpublish Thesis. Medan : University Of Muhammadiyah Sumatera Utara.
- Ratu M, Husain B, & Basri M, 2019. *Increasing Students' Vocabulary Mastery Through Guessing Game Technique At The Second Grade Of Smp Daeo*. *Jurnal unipas press*, 4(2), 1-5.
- Simpuruh, i. & Syamsinar, 2020. *The Use Of Gesture In Improving Students' Vocabulary Mastery In Selected Indonesian Junior High School*. *Journal of Ultimate Research and Trends in Education*, 3(1), 9-13.

- Sugiyono. 2018. *Metode Penelitian Pendidikan*. Bandung :Alfabeta
- Sutrisno. 2012. 50 game *Inovatif Untuk Mempermudah Belajar Bahasa Inggris*. Yogyakarta: Mitra Buku
- Uma & Ponnambala. 2011. *The Effect Of Using Communicative Cartoon Movies On The Teaching Of Writing Skill*. Retrieved March 22, 2021 from <https://eprints.uny.ac.id/22766/1/Titis%20Dewi%20Cakrawati%2008202241038.pdf>
- Wan Ramli W.N.H.W, 2014. *The Translation Of Simile In The Hunger Games Novel: Translation Strategies*. Unpublish Thesis. Selangor :Faculty Of Management And Muamalah, International Islamic College University Selangor.