

## REFERENCE

- Azar, BettySchramper. 2002. *Understanding And Using English Grammar (3<sup>th</sup> Edition)*. New York: Pearson Education, Longman.
- Ali, Muhammad. 1984. *PenelitianKependidikan Procedure Dan Strrategi*. Bandung: Angkasa.
- Arikunto, Suharsimi. 2006. *Procedure PenelitianSuatuPendekatanPraktek*. Jakarta: PT. RinekaCipta.
- Brown, Douglas. 2004. *Language Assesment – Principles And Classroom Practice*. New York: Longman.
- Brown, H.D. 2007.*Principles Of Language Learning And Teaching (5<sup>th</sup> Edition)*. Pearson Education, Inc.
- Evans, Virginia. 1995. *English Grammar Book: Round Up 6*. Madrid: Express Publishers.
- Hotimah, Hudriatul.2015. *The Effectiveness of Monopoly Game for Teaching Writing Descriptive Text (An Experimental Research at First Grade Students of SMP Negeri 2 Banyumas in the Academic Year 2014/2015)*.Published Skripsi.Purwokerto: UniversitasMuhammadiyahPurwokerto. Online at <http://repository.ump.ac.id/id/1007/>. (Accessed 15/03/18).
- Lewis, G. and Bedson, G. 1991. *Games for Children*. Oxford: OUP.
- Mulia, Dewi. 2008. *The Effectiveness of Using Pictures in Teaching Present Continuous Tense (An Experimental Study at the Second Year Students of SMP PerwiraUlujami Jakarta Selatan)*.Published Skripsi. Jakarta: UIN SyarifHidayatullah. Online at <http://repository.uinjkt.ac.id/dspace/bitstream/123456789/20373/1/DEWIMULIA.pdf/>. (Accessed 07/03/18).
- Suntari. 2013. *The Effectiveness Of Using Monopoly Game To Improve Vocabulary Mastery At The Eighth Grade Students Of SMP N 34 Purworejo In Academic Year 2012/2013*. Purworejo: UniversitasMuhammadiyahPurworejo.
- Raharja. 2015. *The Effect Of Adapted Monopoly Boardgame Towards English Learning Achievement Of The Fourth Grade Students Of Primary School in Banjar, Buleleng*. Bali: UniversitasUdayana.