

## REFERENCES

- Allen, P. 2010. *The Effectiveness of Personal Vocabulary Notes (PVN) Technique on Students' Vocabulary Understanding*. Jakarta: UIN Syarif Hidayatullah.
- Andriyani, R. 2017. *The Implementation of Blindfold Game Media To Improve Students' Vocabulary Mastery At MtsNurul Huda TanjungPura*. Medan: UNI SU Medan.
- Arikunto, S. 2010. *Prosedur Penelitian Suatu Pendekatan Praktik*. Jakarta: Rineka Cipta.
- Blindfold* *Game,*  
(<http://www.theteambuildingactivitiesshop.co.uk/blindfoldgames.htm>),  
accessed on February 20, 2019, 11:26 A.M
- Healey, F. Joseph. 2009. *Statistic: A Tool for Social Research Eight Edition*. USA: Wadsworth Cengage Learning.
- Jeremic, V. Vukmirovic, D. and Radojicic, Z. 2010. *Does Playing Blindfold Chess Reduce the Quality of Game: Comments on Chabris and Hearst (2003)*. Belgarde: University of Belgrade.
- PDF, *Blinfold-An Audio-only Adventure Game*, (vj2013.dei.uc.pt), accessed on December 11<sup>th</sup>, 2018, 10:38 A.M.
- Pires, D. Reis, L and Correga, T. 2014. *Blindfold-An audio-only adventure game*. Coimbra: University of Coimbra.
- Richard, Jack C. 2001. *Curriculum Development in Language Teaching*.Cambridge.: Cambridge University Press.
- Takac, VisniaPavicic. 2018. *Vocabulary Learning Strategies and Foreign Language Acquisition*. Canada: Multilingual Matters Ltd.
- Thomas R. Guskey and Eric M. Anderman, 2014, *Educational Leadership: Getting Students to Mastery*, vol.71, No.4, (<http://www.ascd.org/publications/educational-leadership/dec13/vol71/num04/In-Search-of-a-Useful-Definition-of-Mastery.aspx>),accessed on December 13<sup>th</sup>, 2018, 10:29 A.M