

REFERENCES

- Akdogan, E. (2017). Developing vocabulary in game activities and game materials. *Journal of Teaching and Education*, 7(1). <https://files.eric.ed.gov/fulltext/ED617641.pdf>
- Alqahtani, M. (2015). The importance of vocabulary in language learning and how to be taught. *International Journal of Teaching and Education*, III(3), 21–34. <https://doi.org/10.20472/TE.2015.3.3.002>
- Arleing Roring, S., J. wowor, D., & Kamagi, S. (2021). The Effectiveness Of Using Kim's Memory Game To Increase Students' Vocabulary At The Second Grade Of Junior High School. *Journal of English Culture, Language, Literature and Education*, 8(1). <https://doi.org/10.53682/eclue.v8i1.1591>
- Cahyati, Yuli Puji Astutik, & Surti Milarisa. (2020). The effectiveness of observe and remember game to students' vocabulary mastery. *Language and Education Journal*, 5(2). <https://doi.org/10.52237/lej.v5i2.167>
- Derakhshan, A., & Davoodi Khatir, E. (2015). The Effects of Using Games on English Vocabulary Learning. In *Journal of Applied Linguistics and Language Research* (Vol. 2, Issue 3). http://www.jallr.com/index.php/JALLR/article/view/40/pdf_38
- Dr. Mawardin, & M. Said., M. H. (2021). *English Vocabulary*. Madia Sains Indonesia.
- Lahneman, A. J., & Arcos, R. (2014). The Art of Intelligence: More Simulations, Exercises, and Games. In *The International Journal of Intelligence, Security, and Public Affairs* (Issue 3). https://books.google.co.id/books?id=PD0fAwAAQBAJ&pg=PA99&dq=kim%27s+memory+game&hl=id&newbks=1&newbks_redir=0&sa=X&ved=2ahUKEwi665vXlsv8AhXOznMBHRbNB7I4ChDoAXoECAkQAg#v=onepage&q=kim's%20memory%20game&f=false
- Lutfiyah, N., Nuraeningsih., & Rusiana. (2022). The Obstacles in Learning Vocabulary of EFL Students. *Prominent: Journal of English Studies*, 5(2). <https://scholar.archive.org/work/bviavaa6hndwhhdkcstzxsx2c24/access/wayback/https://jurnal.umk.ac.id/index.php/Pro/article/download/8257/pdf>
- Martono, N. (2011). Metode Penelitian Kuantitatif: Analisis Isi dan Analisis Data Sekunder (sampel halaman gratis). *Edisi Revisi* 12, 66. <https://play.google.com/books/reader?id=tU11BgAAQBAJ&pg=GBS.PP1&hl=id>
- Nation, P. (2007). The Four Strands. *Innovation in Language Learning and Teaching*, 1(1). <https://doi.org/10.2167/illt039.0>
- Pauwels, P. (2018). Webb, Stuart and Paul Nation. (2017) How Vocabulary is Learned . *ITL - International Journal of Applied Linguistics*, 169(2). <https://doi.org/10.1075/itl.00015.pau>
- Riandi, R., & Suryani, L. (2018). The Effect of Using Kim's Memory Game towards Students' Speaking Skill. *Journal of English Education Studies*, 1(2). <https://doi.org/10.30653/005.201812.21>
- Richards, J. C., & Schmidt, R. W. (2013). Longman Dictionary of Language Teaching and Applied Linguistics. In *Longman Dictionary of Language Teaching and Applied Linguistics*. <https://doi.org/10.4324/9781315833835>

- Silalahi, R. M. (2016). English Teachers' Perspectives on the Impacts of English as a Global Language Influencing the Indonesian Educational System. *Proceeding of International Conference on Teacher Training and Education (ICTTE) FKIP UNS 2015*, 1. <https://www.neliti.com/id/publications/170673/english-teachers-perspectives-on-the-impacts-of-english-as-a-global-language-inf>
- Susanto, A. (2017). The Teaching of Vocabulary: A Perspective. *Jurnal KATA*, 1(2). <https://doi.org/10.22216/jk.v1i2.2136>
- Tuan, L. T. (2012). Vocabulary Recollection Through Games. *Theory and Practice in Language Studies*, 2(2). <https://doi.org/10.4304/tpls.2.2.257-264>
- Victori, R. M., McKeown, M. G., & Curtis, M. E. (1991). The Nature of Vocabulary Acquisition. *TESOL Quarterly*, 25(4). <https://doi.org/10.2307/3587087>
- Yokubjonova, Sh. (2020). The Importance of Teaching Vocabulary. *International Journal of Academic Pedagogical Research*, 4(12), 67–70. <http://ijeais.org/wp-content/uploads/2020/12/IJAPR201220.pdf>