

## BIBLIOGRAPHY

- Adom, D., Mensah, J. A., & Dake, D. A. (2020). Test, Measurement, and Evaluation: Understanding and Use of the Concepts in Education. *International Journal of Evaluation and Research in Education*, 9(1), 109–119.
- Ahmad, S., Wasim, S., Irfan, S., Gogoi, S., Srivastava, A., & Farheen, Z. (2019). Qualitative v/s. Quantitative Research- A Summarized Review. *Journal of Evidence Based Medicine and Healthcare*, 6(43), 2828–2832. <https://doi.org/10.18410/jebmh/2019/587>
- Baker, J., & Westrup, H. (2000). *English language teacher's handbook: How to teach large classes with few resources*. Bloomsbury Publishing.
- Baker, L. M. (2006). Observation: A complex research method. *Library Trends*, 55(1), 171–189. <https://doi.org/10.1353/LIB.2006.0045>
- Bengtsson, M. (2016). *How to plan and perform a qualitative study using content analysis*. *NursingPlus Open* 2, 8–14.
- Bensalem, E., & Al-Zubaidi, K. (2018). The Impact of Whatsapp on EFL Students' Vocabulary Learning. *SSRN Electronic Journal*. <https://doi.org/10.2139/ssrn.3150707>
- Bhakti, S., & Marwanto, M. (2018). Vocabulary mastery by using storytelling. *Script Journal: Journal of Linguistic and English Teaching*, 3(1), 79–91.
- Boonchom, S., Nuchwana, L., & Amorn, M. (2012). The Development of Standards, Factors, and Indicators for Evaluating the Quality of Classroom Action Research. *Procedia - Social and Behavioral Sciences*, 69, 220–226. <https://doi.org/10.1016/j.sbspro.2012.11.402>
- Bulan, A., & Idhar, I. (2021). Developing Noun Words Domino Card (NWDC) Learning Media to Improve English Vocabulary Mastery of Junior High School Students. *VELES Voices of English Language Education Society*, 5(2), 192–205. <https://doi.org/10.29408/veles.v5i2.4028>
- Burns, A. (2009). Doing action research in english language teaching: A guide for practitioners. In *Doing Action Research in English Language Teaching: A Guide for Practitioners*. Routledge Taylor & Francis Group. <https://doi.org/10.4324/9780203863466>
- Cohen, L., Manion, L., & Morrison, K. (2007). Research Methods in Education. In *Research Methods in Education*. Routledge. <https://doi.org/10.4324/9780203029053>

- Coulson, D., & Harvey, M. (2013). Scaffolding student reflection for experience-based learning: A framework. *Teaching in Higher Education*, 18(4), 401–413. <https://doi.org/10.1080/13562517.2012.752726>
- Creswell, J. W. (2012). *Educational research: Planning, conducting, and evaluating quantitative and qualitative research*. Pearson.
- Dierckx de Casterlé, B., Gastmans, C., Bryon, E., & Denier, Y. (2012). QUAGOL: A guide for qualitative data analysis. *International Journal of Nursing Studies*, 49(3), 360–371. <https://doi.org/10.1016/j.ijnurstu.2011.09.012>
- Efrizal, D. (2018). Improving Students' Vocabulary Mastery Through English Movie for Second Year Students at MAN 01 Kota Bengkulu. *Al-Lughah: Jurnal Bahasa*, 7(1), 46. <https://doi.org/10.29300/lughah.v7i1.1607>
- Ferrance, E. (2000). Themes in education: Action research. Brown University. *Educational Alliance*, 34(1).
- Halim, M. L. A. (2020). Modifying Domino Cards to Increase Students' Understanding of the Use of Possessive Adjective at Junior High School. *Karangan: Jurnal Bidang Kependidikan, Pembelajaran, Dan Pengembangan*, 2(01), 71–79. <https://doi.org/10.55273/karangan.v2i01.47>
- Hariati, P. (2020). Improving Students' Vocabulary Mastery through Teaching Real Objects. *Budapest International Research and Critics in Linguistics and Education (BirLE) Journal*, 3(2), 740–748.
- Harmer, J. (2007). *The practice of English language teaching*. Pearson longman.
- Heaton, J. B. (1988). *Writing English language tests*. London: Longman Group.
- Hiebert, E. H., & Kamil, M. L. (2005). *Teaching and learning vocabulary: Bringing research to practice*. Routledge.
- Khalidiyah, H. (2017). *The Use of Domino Game with Picture in Improving Students' vocabulary Knowledge*. 1(1)
- Khasinah, S. (2013). Classroom Action Research. *Jurnal Pionir*, 1(1), 107–114.
- Lebedová, M. (2011). *Practising vocabulary through game-based activities* [PhD Thesis, Masarykova univerzita, Pedagogická fakulta]. [https://is.muni.cz/th/327516/pdf\\_b/](https://is.muni.cz/th/327516/pdf_b/)
- Maskor, Z., & Baharudin, H. (2016). Receptive Vocabulary Knowledge or Productive Vocabulary Knowledge in Writing Skill, Which One Important? *International Journal of Academic Research in Business and Social Sciences*, 2016, 2222–6990. <https://doi.org/10.6007/IJARBS/v6-i11/2395>

- Mettetal, G. (2002). Improving teaching through classroom action research. *Essays on Teaching Excellence: Toward the Best in the Academy*, 14(7), 1–4.
- Miles, M. B., & Huberman, A. M. (1994). *Qualitative data analysis: An expanded sourcebook*. sage.
- Mu, M. (2013). Methods, current status, and prospect of targeted observation. *Science China Earth Sciences*, 56(12), 1997–2005.
- Najamuddin, N., Sofian, S., & Rosnija, E. (2017). Improving Students' Vocabulary in Transactional Text by Using Domino Game in SMPN 16 Pontianak. *Jurnal Pendidikan Dan Pembelajaran Khatulistiwa*, 7(7).
- Nation, I. S. (2022). *Learning vocabulary in another language*. Cambridge university press.
- Nguyen, N. T. T., & Nga, K. T. T. (2003). Learning vocabulary through games. *Asian EFL Journal*, 5(4), 90-105.
- Oktavia, D., & Lestari, R. (2022). Students' Perception on Learning Speaking English by Using English Domino Games: The Case of a Private University. *Indonesian Research Journal in Education \textbarIRJE\textbar*, 6(1), 28–42. <https://doi.org/10.22437/irje.v6i1.15327>
- Ong, E. T., Rahman, N. A., Wahid, R., Yahya, R. A. S., Mazuwai, A., & Kosni, A. N. (2017). The character of teaching practices in a teacher education institution: Findings from observation checklist. *Journal of Research, Policy & Practice of Teachers and Teacher Education*, 7(2), 33–45.
- Phillippi, J., & Lauderdale, J. (2018). A guide to field notes for qualitative research: Context and conversation. *Qualitative Health Research*, 28(3), 381–388.
- Stojković, M. K., & Jerotijević, D. M. (2011). Reasons for Using or Avoiding Games in an EFL Classroom · IBU Repository. *1st International Conference on Foreign Language Teaching and Applied Linguistics May 5-7 2011 Sarajevo*. <https://eprints.ibu.edu.ba/files/original/c865dd488148ef6a0be5879423896dfe.pdf>

- Syafrizal, S., & Haerudin, H. (2018). The Implementation of Vocabulary Building Strategy in Teaching English Vocabulary to Young Learners. *Jo-ELT (Journal of English Language Teaching) Fakultas Pendidikan Bahasa & Seni Prodi Pendidikan Bahasa Inggris IKIP*, 5(1), 40–48. <https://doi.org/10.33394/jo-elt.v5i1.2296>
- Tambaritji, V. N., & Atmawidjaja, N. S. (2020). Improving Students' vocabulary Mastery Using Crossword Puzzle. *PROJECT (Professional Journal of English Education)*, 3(5), 588-596.
- Turnip, M. C., Rumapea, L., & Sari, A. S. P. (2017). Improving Students' vocabulary Mastery By Using Pictures Media To The Seventh Grade Students of SMP Negeri 21 Medan. *KAIROS*, 1(3).
- Ur, Penny. (1996). *A Course in Language Teaching: Practice and Theory*. Cambridge: Cambridge University Press.
- Von Hofsten, C. (2007). Action in development. *Developmental Science*, 10(1), 54–60. <https://doi.org/10.1111/J.1467-7687.2007.00564.X>