

REFERENCES

- Aitchison, J. (2010). *Aitchison's Linguistic: A Practical Introduction to Contemporary Linguistic*. London: Hachette UK Company. Retrieved from [https://books.google.co.id/books?id=KkeE6h2OeSkC&printsec=frontcover&dq=Aitchison%27s+Linguistics:+A+Practical+Introduction+to+Contemporar+y+Linguistic&hl=en&sa=X&ved=0ahUKEwi79d-gzLfcAhXXV30KHXdtCbAQ6AEIJzAA#v=onepage&q=Aitchison's Linguistics%3A A Practi](https://books.google.co.id/books?id=KkeE6h2OeSkC&printsec=frontcover&dq=Aitchison%27s+Linguistics:+A+Practical+Introduction+to+Contemporar+y+Linguistic&hl=en&sa=X&ved=0ahUKEwi79d-gzLfcAhXXV30KHXdtCbAQ6AEIJzAA#v=onepage&q=Aitchison's+Linguistics%3A+A+Practi)
- Bonet, D. (1992). *Vocabulary Improvement: Words Made Easy*. Retrieved from <https://books.google.co.id/books?id=kH8vvgAACAAJ&dq=Vocabulary+Improvement:+Words+Made+Easy&hl=en&sa=X&ved=0ahUKEwjraPBzLfcAhUIXCsKHTosArYQ6AEIJzAA>
- Brewster, J., Ellis, G., & Girard, D. (1992). *The Primary English Teacher's Guide*. London: Pinguin Book. Retrieved from <https://books.google.co.id/books?id=ZajiAQAACAAJ&dq=The+Primary+English+Teacher%27s+Guide&hl=en&sa=X&ved=0ahUKEwiTqez3zLfcAhWYbysKHeOJD5EQ6AEIJzAA>
- Brown, D. H. (2001). *Teaching by Principles: An Interactive Approach to Language Pedagogy* (Vol. 2). Longman.
- Carleton, L., & Marzano, R. (2010). *Vocabulary Games for the Classroom*. Marzano Research Laboratory.
- Center on the Developing Child at Harvard University. (2014). *Enhancing and Practicing Executive Function Skills with Children from Infancy to Adolescence*.
- Cohen, L., Manion, L., & Morrison, K. (2007). *Research Methods in Education*.
- Creswell, J. W. (2014). *Mixed Methods Procedures*.
- Davies, A., & Elder, C. (2003). *Handbooks in Linguistics*.
- Gay, L. R. (2012). *Educational research: competencies for analysis and application*. Columbus: Merrill Pub. Co.
- Gentile, D. A., Lynch, P. J., Ruh, J., & Walsh, D. A. (2004). The effects of violent video game habits on adolescent hostility , aggressive behaviors , and school performance, 27, 5–22. <https://doi.org/10.1016/j.adolescence.2003.10.002>
- Hasan, M. (2009). *Pendidikan Anak Usia Dini*. Retrieved from <https://cloud.collectorz.com/mustamin14/books/detail/1321733>
- Margawignya, I. A. (2015). *Designing Games Software for Students at the Age of 6-8 in SD Negeri 3 Purwodadi*.

- Nation, I. S. . (2001). *Learning Vocabulary in Another Language. Learning Vocabulary in Another Language.*
- Nunan, D. (2010). *Teaching English to Young Learners.* Aneheim University Press.
- Richard, J., & Renandya, W. (2002). *Methodology in Language Teaching: An Anthology of Current Practice.*
- Saeed, O., & Neyadi, A. (2007). *The Effects of Using Games to Reinforce.*
- Suyanto, K. (2010). *Teaching English for Young Learners.* Retrieved from <https://www.belbuk.com/english-for-young-learners-p-58.html>
- Thornbury, S. (2006). *How to Teach Vocabulary.* Pearson Education. Retrieved from https://books.google.co.id/books/about/How_to_Teach_Vocabulary.html?id=Qf0qEDcypCIC&redir_esc=y
- Wilkins, D. A. (2003). *LINGUISTICS IN LANGUAGE TEACHING.* Retrieved from <https://books.google.co.id/books?id=HK8lAQAAIAAJ&q=linguistics+in+language+teaching+wilkins&dq=linguistics+in+language+teaching+wilkins&hl=en&sa=X&ved=0ahUKEwj-xt6Gy7fcAhWFV30KHWmzAxkQ6AEIJzAA>
- Wright, A., Betteridge, D., & Buckby, M. (2006). *Games for Language Learning* (Vol. 3). Retrieved from https://books.google.co.id/books?id=U9Y_NeY0YMsC&printsec=frontcover&dq=games+for+language+learning+third+edition&hl=en&sa=X&ved=0ahUKEwiKl_LcwLfcAhXGdysKHbP0CaEQ6AEIJzAA#v=onepage&q&f=false