

## REFERENCES

- A journal article, English Word Puzzle for Studying Vocabulary.* (2010). [Online].  
From <http://www.1-language.com/articles/english-word-puzzles-for-studying-vocabulary>.
- Anonymous. (1987). *Longman Dictionary of Contemporary English*. Longman
- Anonymous. (2001). *Jobs and Occupations 1 crossword puzzle 1*. [Online]. From [www. Esl-lessonbag.com](http://www.Esl-lessonbag.com)
- Aprian, Findi rizki. (2009). *The Use of Interactive PC Game in Teaching Vocabulary*. Bandung. UPI Unpublished.
- Arikunto, Suharsimi. (2008). *Dasar-Dasar Evaluasi Pendidikan*. Jakarta: Bumi Aksara
- Arikunto, Suharsimi. (2010). *Prosedur Penelitian*. Jakarta: Rineka Cipta.
- Badan Standar Nasional Pendidikan. (2006). Direktorat Pembinaan SMP Ditjen Mandikdasmen Depdiknas.
- Cameron, L. (2001). *Teaching Language to Young Learners*. New York : Cambridge University Press.
- Coolidge, F. L. (2000). *Statistics: A Gentle Introduction*. London: Sage

Daryanti. (2008). *Teaching Vocabulary Using English Crossword Puzzle As Alternatif Medium to Improve Vocabulary Mastery: An Action Research at SDN Badakarya Banjarnegara*. [Online]. From <http://etd.eprints.ums.ac.id/3566/1/A320040009.pdf>.

Emilia, Emi. (2008). *Menulis Tesis dan Disertasi*. Bandung: Alfabeta.

Erma, H. (2003). *Evaluasi pembelajaran Matematika*. Bandung: Jurusan pendidikan matematika, UPI.

Fraenkle, J.R. Wallen, N.E. (1990). *How to Design and Evaluate Research in Education*. San Fransisco State University: McGraw-Hill.

Francis, B and Poole, R. (2009). *Oxford Collocations Dictionary for Students of English (second edition)*. New York: Oxford University Press.

Harmer, J. (2001). *The Practise of English Language Teaching 3<sup>rd</sup> edition*. London: Pearson Education Limited.

Hatch, E & Farhady, H. (1982). *Research Design and Statistics for Applied Linguistics*. Los Angeles: Newbury House

Hornby, AS. (1995). *Oxford Advanced Learner's dictionary (fifth edition)*. OXFORD. Oxford University Press.

Huyen & Nga. (2003). *Learning Vocabulary Through Games: the Effectiveness of Learning Vocabulary Through Games*. [Online]. From [www.asianefljournal.com](http://www.asianefljournal.com).

Jones, Kerry. 2007. *Teaching with Crossword Puzzle*. [Online]. From <http://vocabulary.co.il/blog/learning-vocabulary/teaching-with-crossword-puzzles/>.

Linse, T. Caroline. (2005). *Young Learners*. New York: McGraw Hill.

Maria, C.M.Gracia, and Manuel Ramos, R. (1999). *The Guinness book of records: a vocabulary resource Journal Forum*. vol.37. No.3, July-September, page 2-3

Paul, D. (2003). *Teaching English to Children in Asia*. Hong Kong: Pearson Education Limited

Pinter, Annamaria. (2006). *Teaching Young Language Learners*. Oxford: Oxford University Press.

Priyana, Joko et al. (2008). *Scaffolding English for Junior High School Student Grade VIII*. Jakarta : Pusat Perbukuan Departemen Pendidikan Nasional.

Ratnasari, Puri. (2010). *The Effectiveness of Word Search Game in Increasing Students' Vocabulary Mastery*. Bandung. UPI Unpublished.

Reuben, B. D. (1999). *Simulations, Games, and Experience- Based Learning: the Quest for A new Paradigm for Teaching and Learning*. Simulation and Gaming, 30 (4), 498-505.

Rosmayanti, Maya. (2008). *The Effectiveness of Using Crossword Puzzles in Improving Students' Motivation in Learning English*. Bandung. UPI Unpublished.

Saville, Muriel and Troike. (2006). *Introducing Second Language Acquisition*. New York : Cambridge University Press.

Schmitt, Nobert and Mc Carthey, Michele. (1997). *Vocabulary in Language Teaching*. Cambridge University Press.

Soejito. (1988). *Kosakata Bahasa Indonesia*. Jakarta: Gramedia.

Solikhatun. (2002). *The Effect of Using Crossword Puzzle Game on Vocabulary Achievement of the Second Year Students of SLTP Muhammadiyah 1 Malang*. [Online]. From <http://digilib.itb.ac.id/gdl.php?mod=browse&op=read&id=jiptumm-gdl-s1-2002-sholikhatun-8781-crossword>

Sugiyono. (2010). *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung. Alfabeta.

Susilawati, Sinta. (2011). *The use of Pictures in Teaching Vocabulary in Seventh Grade of a Junior High School in Majalaya*. UPI Unpublished.

Thornbury, Scott. (2004). *How to Teach Vocabulary*. Malaysia: Longman.

Tino. (2011). The Effect of Game in Vocabulary Achievement. [Online]. From [http://tinoarysandy79.blogspot.com/2011/05/ccrossword-puzzle\\_22.html](http://tinoarysandy79.blogspot.com/2011/05/ccrossword-puzzle_22.html).

Uberman, Agnieska. 1998. From *The Use of Games for Vocabulary Presentation and Revision*. [Online]. From [http://exchangges.State.gov/forum/vols/vol\\_36/no1.htm](http://exchangges.State.gov/forum/vols/vol_36/no1.htm).

Wahyuningsih, Noverita. (2009). *A Study on The Role of Crossword Puzzle in Developing Speaking Proficiency*. BISTEK Journal Bisnis dan Teknologi, Volume 17, Nomor 1, Juni 2009, ISSN 0854-4395. [Online]. From [http://isjd.pdii.lipi.go.id/admin/jurnal/171094450\\_0854-4395.pdf](http://isjd.pdii.lipi.go.id/admin/jurnal/171094450_0854-4395.pdf)

Wardiman, Artono et al. (2008). *English in Focus 2: for Grade VIII Junior High School (SMP/MTs)*. Jakarta : Pusat Perbukuan Departemen Pendidikan Nasional.

Watcyn, Peter and Jones. (2001). *Vocabulary Games and Activities (New Edition)*. England: Pearson Education Limited.

Yulia, Sandra. (2010). *The Use of Crossword Puzzle in Teaching Vocabulary*. FPBS UPI. Bandung. Unpublished.

Yulidesti, Rindi Risanah. (2010). *Implementing Crossword Puzzle to Improve Vocabulary Achievement in English of The fourth Graders at SDN 1 Tapen, Bondowoso*. [Online]. From <http://karya-ilmiah.um.ac.id/index.php/sastra-inggris/article/view/8320>.