REFERENCES

Adams, E. Fundamentals of game design (2nd ed.). California: Pearson Education, Inc. 2010. P 42

Alqahtani, (2015). The importance of vocabulary in language learning and how to be taught. International Journal of Teaching and Education, III(3), pp. 22

Ashraf, H., Morlach, F. G., & Salami, M. (2014). The impact of online games on learning English vocabulary by Iranian (low-intermediate) EFL learners. Procedialearners. Procedia-Social and Behavioral Sciences, 98, (2014), 286

Asih Prihandini, Dadang Sudana, Eri Kurniawan, Online Games to Improve English Vocabulary Awareness in Daily Speech, Advances in Social Science, Education and Humanities Research, volume 595 Proceedings of the Fifth International Conference on Language, Literature, Culture, and Education (ICOLLITE 2021),

Baek, J., & Park, H.. Learning a language through gaming: A Minecraft game design for negotiation of meaning and co-construction of knowledge. Educational Technologies 2019 (ICEduTech 2019), 171.

Bawa, P., Watson, S. L., & Watson, W. Motivation is a game: Massively multiplayer online games as agents of motivation in higher education. Computers & Education, 123, (2018) 174. https://doi.org/10.1016/j.compedu.2018.05.004

Bimo Walgito, Psikologi Sosial (Suatu Pengantar) (Yogyakarta: Andi Offset, 1991).

Chen, M. G. Communication, coordination, and camaraderie in World of Warcraft. Games and Culture, 4(1), (2009)47

Christopher G. Thompsona , Sam von Gillern. Video-game based instruction for vocabulary acquisition with English language learners: A Bayesian meta analysis. Educational Research Review Vol.30.2020.100332

D. J. Laible and R. A. Thompson, "Attachment and Emotional Understanding in Preschool Children.," Developmental Psychology 34, no. 5 (1998): 1038–45, https://doi.org/10.1037/0012-1649.34.5.1038.

Der Veer, "Student Perception, Mathematical Problem" 18, no. 1 (1997): 46–53.

Hafidz Tresna Yudha1 , Alvi Raihan Utami2. The Effect Of Online Game Dota 2 In Students' Vocabulary. Pustakailmu.id Volume 2 (1), 2022

Hatch, E. & Brown, C. (1995). Vocabulary, Semantics, and Language Education. Cambridge: Cambridge University Press

Kalajahi, S, A, R., (2012).Vocabulary Learning Strategies and Vocabulary Size of ELT Students at EMU in Northern Cyprus. Department of Language and Humanities Education, Faculty of Educational Studies University Putra Malaysia.

Khojastehrad, S., & Sattarova, M. (2015). International students' linguistic awareness of Malaysian English and its impact on intercultural communication effectiveness. Advances in Language and Literary Studies, 6(5),(2015), 250

Lawrence A. Kurdek and Maris M. Rodgon, "Perceptual, Cognitive, and Affective Perspective Taking in Kindergarten through Sixth-Grade Children," Developmental Psychology 11, no. 5 (1975): 643–50, https://doi.org/10.1037/0012-1649.11.5.643.

Longman, H., O'Connor, E., & Obst, P. The effect of social support derived from World of Warcraft on negative psychological symptoms. CyberPsychology & Behavior, 12(5),(2009), 563

Magnusson, E., & Nauclér, K.). The development of linguistic awareness in language-disordered children. First language, 13(37), (1993), 93

Maximo, R. (2000). Effects if rote, context, keyword, and context/ keyword method onretention of vocabulary in EFL classroom, Language Learning, 50(2), pp.

Nation, I. S. P. (2001).Learning vocabulary in another language. Cambridge: Cambridge University Press.

Nisrinafatin. The Effect of Online Games on Student Learning Motivation. Jurnal Edukasi Nonformal. Published on 22/04/2022

O U Qiong, "A Brief Introduction to Perception" 15, no. 4 (2017): 18–28, https://doi.org/10.3968/10055. 22

Oxford, R. (2003) Language learning strategies: What every teacher should know New York: Newbury House

Peterson, M. Massively multiplayer online role-playing games as arenas for second language learning. Computer Assisted Language Learning, 23(5), 429 439.DOI: 10.1080/09588221. 2010.520673. (2010).

Santinah, Saluki. The Effect of Online Games on Learning Motivation and Learning Achievement. ITEJ July-2022, Volume 7 Nomor 1 Page 22 - 31 ITEJ Information Technology Engineering Journals eISSN : 2548-2157

Schmitt, N. (1999). The relation between TOEFL vocabulary items and meaning, association, 325 collocation and word-class knowledge. Language Testing,16,

Schmitt, N. (2000). Vocabulary in language teaching. Cambridge: Cambridge University Press.

Subekti, N, B. & Lawson, M. J. (2007). Vocabulary acquisition strategies of Indonesian postgraduate students through reading. International Education Journal, 8(2),

Suharsimi Arikunto, Prosedur Penelitian Suatu Pendekatan Praktik, (Jakarta: Rineka Cipta, 2013), p. 90.

Susanto, A. & Fazlinda, A, (2016). English Vocabulary Acquisition through

Talizaro Tafonao, Peranan Media Pembelajaran Dalam Meningkatkan Minat Belajar Mahasiswa, Jurnal Komunikasi Pendidikan, Vol.2 No.2, Juli 2018: 105-106

Vocabulary Learning Strategy and Socio-Educational Factors: A Review. Applied Science and TEchnolog, 1(1), 173

Steven J.Taylor, Robert Bogdan, and Marjorie L.DeVault, Introduction to Qualitative Research Methods; A Guidebook and Resource 4th edition, (New Jersey: John Wiley and Sons, 2016),

Syafiqah Hasram, dkk. Online Games for Primary School Vocabulary Teaching and Learning: A Literature Review. Creative Education, 2020, 11, 2327-2336 https://www.scirp.org/journal/ce ISSN Online: 2151-4771 ISSN Print: 2151-4755

S. Margono, Metodologi Penelitian Pendidikan, (Jakarta: Rineka Cipta, 1996),

Sugiyono. Metode Penelitian Kuantitatif, Kualitatif dan R&D. Bandung: Alfabeta Bandung, 2015.

Taguiam, Rhenn (16 April 2022). "Garena Free Fire: 10 Beginner Tips For The Mobile Battle Royale Game". Game Rant. Retrieved 17 October 2022

The State of MOBA Mobile Games 2021 — An Analysis of the MOBA Sub-Genre" (PDF). Sensor Tower. 30 September 2021. Retrieved 1 November 2021.

Tim Penyusun. Pedoman Penyelesaian Tugas Akhir Program Sarjana; Skripsi. Kudus: LPM IAIN Kudus, 2019.

Walters, J. M. (2004). Teaching the use of context to infer meaning: A longitudinal survey of L1 and L2 vocabulary