

REFERENCES

- Abraham, I., & Supriyati, Y. (2022). Desain Kuasi Eksperimen Dalam Pendidikan: Literatur Review. *Jurnal Ilmiah Mandala Education*, 8(3), 2476–2482. <https://doi.org/10.58258/jime.v8i3.3800>
- Afini, V., Kumalasari, C., Novia, F., & Bambang Purwanto, M. (2023). Language Learning Approaches: A Study Meta-Analysis of Vocabulary Mastery in EFL Learners. *Journal of Language Development and Linguistics (JLDL)*, 2(2), 111–126. <https://journal.formosapublisher.org/index.php/jldl>
- Al-Jarf, R. (2007). Teaching Vocabulary to EFL College Students Online. *CALL-Ej Online*, 2(2), 1–13. <https://ssrn.com/abstract=3873767>
- Ananda, E. (2020). *the Implementation of Word Search Puzzle Games To Increase Students ' Vocabulary At the Eighth Grade of Smpn 5 Palopo English Language Education Study Program Faculty of Education and Teacher Training the Implementation of Word Search Puzzle Games To Incr.* 84.
- Bella, Y. D., & Rahayu, E. M. (2023). The Improving of the Student's Vocabulary Achievement through Crossword Game in the New Normal Era. *Edunesia : Jurnal Ilmiah Pendidikan*, 4(2), 830–842. <https://doi.org/10.51276/edu.v4i2.433>
- Br Simamora, M. W., & Oktaviani, L. (2020). What Is Your Favorite Movie?: a Strategy of English Education Students To Improve English Vocabulary. *Journal of English Language Teaching and Learning*, 1(2), 44–49. <https://doi.org/10.33365/jeltl.v1i2.604>

- Cahyadi, universitas buddhi dharma. (2022). Pengaruh Kualitas Produk Dan Harga Terhadap Keputusan Pembelian Baja Ringan Di Pt Arthanindo Cemerlang. *Ekonomi Dan Manajemen Bisnis*, 1, 60–73.
- Cameron, L. (2002). Teaching Languages to Young Learners. *ELT Journal*, 56(2), 201–203. <https://doi.org/10.1093/elt/56.2.201>
- Dewi, R. (2021). Pengaruh Kemampuan Kerja, Motivasi dan Pengembangan Karier Terhadap Kinerja Karyawan PT. Bina Buana Semesta. *JEBI) Jurnal Ekonomi Bisnis Indonesia*, 16(1), 19–25. www.jurnal.stiebi.ac.id
- Edison, M. A., Rosita, D., & Kusrini, N. (2019). Aplikasi Luvlingua dalam Meningkatkan Kosakata Bahasa Prancis Pada Siswa Kelas XI SMK Kridawisata Bandarlampung. *Jurnal Pendidikan Bahasa Prancis*, vol 2(1), 13. <http://jurnal.fkip.unila.ac.id/index.php/PRANALA/article/view/19023>
- Fitria, T. N. (2023). The Effectiveness of Word Search Puzzles Game in Improving Student's Vocabulary. *Pioneer: Journal of Language and Literature*, 15(1), 50. <https://doi.org/10.36841/pioneer.v15i1.2766>
- Gerald, B. (2018). A Brief Review of Independent, Dependent and One Sample t-test. *International Journal of Applied Mathematics and Theoretical Physics*, 4(2), 50. <https://doi.org/10.11648/j.ijamtp.20180402.13>
- Ghalebi, R., Sadighi, F., & Bagheri, M. S. (2021). A study of vocabulary learning strategies among high and low Iranian English vocabulary learners. *Cogent Education*, 8(1). <https://doi.org/10.1080/2331186X.2020.1834933>

- Hanane, B. S. and M. H. (2021). *Analysis of Visuals and Vocabulary in Two English for Tourism Textbooks: English for International Tourism , Intermediate Students ' Book (2003) and Marketing for Hospitality and Tourism , Global Edition (2021) Board of Examiners : 2021–2022.*
- Hernández, H. (2021). Testing for Normality: What is the Best Method? *ForsChem Research Reports* , 6(April), 1–38.
<https://doi.org/10.13140/RG.2.2.13926.14406>
- Journal, I., Humanities, O., Yustikarinda, A. N., Widodo, S., Katminingsih, Y., & Author, C. (2024). *Mathematical Disposition and The Impact of Learning Cycle 7E on Problem-Solving Skills in Mathematics.* 4(1), 561–570.
- Kridalaksana, H. (1982). *Kamus Linguistik Umum*. 24.
- Mackiewicz, J. (2018). A Mixed-Method Approach. In *Writing Center Talk over Time*. <https://doi.org/10.4324/9780429469237-3>
- Marcel Danensi. (2002). The puzzle instinct: the meaning of puzzles in human life. In *Choice Reviews Online* (Vol. 40, Issue 04, pp. 40-2132-40–2132).
<https://doi.org/10.5860/choice.40-2132>
- Melasari, M., Ismawati, K., & Nanda, D. S. (2019). The Effect of Using Crossword Puzzle Towards Students' Vocabulary Mastery in the Eleventh Grade Students of SMA Muhammadiyah 2 Bandar Lampung in Academic Year 2017-2018. *Journal of English Education Studies*, 2(1), 67–73.
<https://doi.org/10.30653/005.201921.37>

Murtiana, Y., Sulistyono, R., & Widyastuti, N. S. (2020). Peningkatan Aktivitas Belajar dan Hasil Belajar Pembelajaran Tematik Menggunakan Model Problem Based Learning Pada Kelas IV SD Negeri Margomulyo 1. *Epirins.Uad.Ac.Id*, 1528.

Nation, I. S. P. (2001). Learning vocabulary in another language. *Learning Vocabulary in Another Language*, 1–624. [https://doi.org/10.1016/s0889-4906\(02\)00014-5](https://doi.org/10.1016/s0889-4906(02)00014-5)

Ni Luh Putu Desi Aulia. (2020). *The Blueprint of Vocabulary Test Materials Developed for Eighth Grade Students of Junior High School*.

Nurfauziah Mansur, Fatima, Z. (2023). Published online on the Journal's Webpage: <http://deejournal.org/index.php/dee> IMPROVING VOCABULARY MASTERY THROUGH CROSSWORD PUZZLE. 4(1), 51–60. <http://deejournal.org/index.php/dee>

Oktaviani, R. (2023). The Influence of Using Crossword Puzzle Towards Students Vocabulary Mastery. In *Jurnal Pendidikan* (Vol. 32, Issue 1). <https://doi.org/10.32585/jp.v32i1.3478>

Pratolo, B., & Hafizhah, R. (2022). The effectiveness of using crossword puzzle games to improve vocabulary mastery of the 7th grade students of SMP Muhammadiyah 2 Kalasan. *Teaching English as a Foreign Language Journal*, 1(1), 1–12. <https://doi.org/10.12928/tefl.v1i1.161>

Rahmah, N., M.Tahir, & A.Talib, A. (2023). the Effect of Vocabulary Mastery on

Students' Reading Comprehension. *International Journal of Business, English, and Communication (IJoBEC)*, 1(1), 36–44.

Rochon, J., Gondan, M., & Kieser, M. (2012). *To test or not to test: Preliminary assessment of normality when comparing two independent samples*.
<https://bmcmedresmethodol.biomedcentral.com/articles/10.1186/1471-2288-12-81>
<https://stats.stackexchange.com/questions/141314/question-about-normality-assumption-of-t-test>

Sadiyah, W. H., Septiani, W., & Kareviati, E. (2019). Improving English Vocabulary Mastery By Using Crossword Puzzle. *PROJECT (Professional Journal of English Education)*, 2(2), 110.
<https://doi.org/10.22460/project.v2i2.p110-114>

Schmitt, N. (2002). Vocabulary in Language Teaching. *TESOL Quarterly*, 36(2), 235. <https://doi.org/10.2307/3588334>

Simion, M. O. (2012). *THE IMPORTANCE OF TEACHING ENGLISH IN THE FIELD OF TOURISM IN UNIVERSITIES*. 2, 152–154.

Utami, E., Marita, Y., & Martina, W. (2022). An Analysis of Crossword Puzzle to English Vocabulary Mastery. *Edu-Ling: Journal of English Education and Linguistics*, 5(2), 162. <https://doi.org/10.32663/edu-ling.v5i2.2981>

Virginia french allen. (1983). *Techniques in Teaching Vocabulary.pdf* (p. 74).

Wijaksono S, D. N. H., & Siddik, A. H. R. (2022). The Effectiveness of Using Crossword Puzzle Games Through Student's Vocabulary Mastery. *JOEY:*

Journal of English Ibrahimy, 1(1), 1–10.

<https://doi.org/10.35316/joey.2022.v1i1.1-10>

Wright, A., Betteridge, D., & Buckby, M. (2006). *Games for Language Learning Third Edition*. 87. <https://www.cambridge.org>

