

BIBLIOGRAPHY

- Ajeng, S. (2021). The efforts to improve the ability to speak english through the game" snake and ladder" in grade VII-A students at SMPN 3 Ngimbang. *Journal of Diversity in Learning (JDIL)*, 1, 55–61. <https://www.journalofdiversity.com/index.php/jdil/article/view/9>
- Anggraeni, N., Rahman, S., Wayan, N., Susanti, M., & Elmiana, D. S. (2025). Teacher's Strategies in Teaching English Vocabulary at Elementary School: A Case Study at First Grade Students of Elementary School 3 Karang Bongkot West Lombok, Academic Year 2024/2025. *Journal of Authentic Research*, 4(2), 1508–1522. <https://doi.org/https://doi.org/10.36312/jar.v4i2.3746>
- Arifatin, F. W., Mafruudloh, N., & Masrurroh, M. (2025). Gamifying of English Learning with Educandy at MTs. Muhammadiyah 13 Solokuro Lamongan. *Cetta: Jurnal Ilmu Pendidikan*, 8(2), 141–153. <https://doi.org/10.37329/cetta.v8i2.4098>
- Artaninda, P. S., Setyaji, A., & Ambarini, R. (2025). Integrating the ‘Snakes and Ladders’ Board Game with Collaborative Learning to Enhance Young Learners’ Vocabulary. *English Learning Innovation*, 6(1), 124–133. <https://doi.org/10.22219/englie.v6i1.39372>
- Creswell, J. W. (2023). *Research design : qualitative, quantitative, and mixed methods approaches* (Sixth edit). SAGE.
- Fikni, Z., Prasetyaningrum, A., & Husnu, M. (2025). The Effectiveness of Using Snake and Ladder Game in Vocabulary Mastery of seventh-grade students at SMPN 1 Sikur. *Journal of English Language and Education*, 10(5), 921–928. <https://doi.org/https://doi.org/10.31004/jele.v10i5.1319>
- Fraenkel, J. R., Wallen, N. E., & Hyun, H. H. (2023). *How to Design and Evaluate Research in Education* (Eleventh Edition). McGraw Hill LLC.
- Hake, R. R. (1998). Interactive-engagement versus traditional methods: A six-thousand-student survey of mechanics test data for introductory physics courses. *American Journal of Physics*, 66(1), 64–74. <https://doi.org/10.1119/1.18809>
- Hallam, B., Miles, H. C., & Dale, E. (1955). Audio Visual Methods in Teaching. In *Art Education* (Vol. 8, Number 2, p. 15). <https://doi.org/10.2307/3184288>
- Intriago-Cobeña, M. C., Reyes-Ávila, R. M., Kaicer-Pinargote, A. M., Bazurto-Alcívar, S. N., & Chavarría-Mendoza, L. A. (2024). Gamification in the acquisition of vocabulary in the English Language in

- upper secondary education students of a rural school. *International Journal of Linguistics, Literature and Culture*, 10(5), 89–99. <https://doi.org/10.21744/ijllc.v10n5.2459>
- Junaedi, A., Pd, S., Ahyadi, M. P., & Pd, M. (2025). *The effectiveness of using the snakes and ladders game method to increase students' vocabulary at the second grade of ma nurul ma'arif pariangan*. Universitas Sulawesi Barat.
- Kuncoro, A. (2024). Snakes and Ladders Game: Developing the Early Childhoods' Cognitive Ability at Cendrawasih II Kindergarten. *Journal Corner of Education, Linguistics, and Literature*, 3(4), 446–451. <https://doi.org/10.54012/jcell.v3i4.303>
- Lube, C. I., & Nuraeni, S. (2020). Improving English Vocabulary Mastery Through Word Game. *PROJECT (Professional Journal of English Education)*, 3(1), 109. <https://doi.org/10.22460/project.v3i1.p109-113>
- lynne, C. (2001). *Teaching Languages to Young Learners*. Cambridge University Press.
- Made, N., Oktarini, M., Ngurah, G., Wijaya Mahardika, A., & Santi Oktarina, P. (2025). Gamifying Language Learning: Improving Primary Students' Vocabulary Acquisition Using Wordwall. *Journal of Literature, Linguistics, and Language Teaching*, 6(1), 83–94. <https://doi.org/10.26740/nld.v5n1.p83-94>
- Malik, A. D., Soma, R., & An, Y. (2025). Teacher ' s technique in teaching vocabulary to young learners at an elementary school bangko. *Langue (Journal of Language and Education)*, 3(2), 99–112. <https://doi.org/https://doi.org/10.22437/langue.v3i2.45823>
- Mardabia. (2025). *Game method to increase students ' vocabulary at the second grade of ma nurul ma'arif pariangan*. Universitas Sulawesi Barat.
- Maulina, H. (2025). Gamified pedagogy for the 21st century : Experimental evidence on learning outcomes. *Contemporary Voices in Education*, X, 56–68. <https://ejournal.rumaerfoundation.com/cvinedu/article/view/9>
- Ningsih, K. P. K., & Suprianti, G. A. P. (2023). Wordwall Media to Enrich English Vocabulary of 4th Grade Students. *International Journal of Language and Literature*, 7(4), 208–215. <https://doi.org/10.23887/ijll.v7i4.81883>
- Octaberlina, L. R. (2023). English for Young Learning Method through Games and Songs for Elementary School. *World Journal of English Language*, 13(6), 203–210. <https://doi.org/10.5430/wjel.v13n6p203>

- Pallant, J. (2020). *SPSS Survival Manual: A step by step guide to data analysis using IBM SPSS* (Allen; & Unwin, Eds.; 7th ed.). Routledge. <https://books.google.co.id/books?id=bLG1zQEACAAJ>
- Setya Dewi, I. G. A. B., & Ganing, N. N. (2022). Multimedia Interaktif Berbasis Game Edukasi Dua Dimensi Pada Muatan Bahasa Inggris Materi Pengenalan Kosa Kata. *Jurnal Penelitian Dan Pengembangan Pendidikan*, 6(1), 81–87. <https://doi.org/10.23887/jppp.v6i1.45896>
- Suaibatul, A. (2022). Characteristic English Learning Style for Young Learner in New Normal Era. *Intensive Journal*, 5(2), 104–116. <http://ojs.uniska-bjm.ac.id/index.php/EJB>
- Supriadi, A., Sutapa, G., & Sada, C. (2025). Designing Mobile Game “Tebak Kata Inggris” as the Media of Teaching Vocabulary for Primary School Students (A Development Research for Four Grade Students in SD Integral Luqman Al-Hakim Pontianak). *Jurnal Alwatzikhoebillah*, 11(1). <https://doi.org/https://doi.org/10.37567/alwatzikhoebillah.v11i1.3219>
- Syawaluddin, A., & Aeni, N. (2025). Play and learn: digital traditional games for vocabulary mastery in young learners. *Discover Education*, 4(1). <https://doi.org/10.1007/s44217-025-00485-8>
- Thornbury Scott. (2002). *how to teach vocabulary*. Pearson Education Limited.
- Thoyib, M., Djamdjuri, D. S., & Haq, M. El. (2023). Managing EYL Students in Learning Vocabulary through Short Islamic Stories. *Jurnal Pendidikan Dan Kewirausahaan*, 11(3), 1078–1088. <https://doi.org/https://doi.org/10.47668/pkwu.v11i3.1004>
- Wedananta, I. K. Y. P., Utami, I. G. A. L. P., & Suprianti, G. A. P. (2024). Advancing Elementary Vocabulary Education with Wordwall-Based Digital Media. *Journal of English Language and Pedagogy*, 7(2), 306–317. <https://doi.org/10.33503/journey.v7i2.843>
- Wilkins, D. A. (1972). *Linguistics in Language Teaching*. MFT Press.
- Wooten, J. O., & Cuevas, J. A. (2024). The Effects of Dual Coding Theory on Social Studies Vocabulary and Comprehension in Elementary Education. *International Journal on Social and Education Sciences*, 6(4), 673–691. <https://doi.org/https://doi.org/10.46328/ijonses.696>
- Wulantari, N. P., Rachman, A., Sari, M. N., Uktolseja, L. J., & Rofi'i, A. (2023). The Role Of Gamification In English Language Teaching: A Literature Review. *Journal on Education*, 06(01), 2847–2856. <http://jonedu.org/index.php/joe>