REFERENCES

Anwar, Y. T., & Efransyah, E. (2018). Teaching English vocabulary using crossword puzzle game at the seventh grade students. *PROJECT (Professional Journal of English Education)*, *1*(3), 235. https://doi.org/10.22460/project.v1i3.p235-240

Ardiansyah, A. (2021). The teaching English vocabulary through crossword puzzle at eight grade students of SMP 1 Simanjaya in the academic year 2020/2021. *JEET, Journal of English Education and Technology*, *02*(03), 383–394. http://jeet.fkdp.or.id/index.php/jeet/article/view/41%0Ahttps://jeet.fkdp.or.id/index.php/jeet/article/download/41/30

Bafadal, M. F., & Humaira, H. (2019). The use of charades games in teaching vocabulary to the junior high school students. *Linguistics and Elt Journal*, *5*(1), 14. https://doi.org/10.31764/leltj.v12i2.748

Bakhsh, S. A. (2016). Using games as a tool in teaching vocabulary to young learners. *English Language Teaching*, *9*(7), 120. https://doi.org/10.5539/elt.v9n7p120

Biantara, W. R. (2019). The application of crossword puzzle game media in teaching vocabulary for 7Th grade students at Smpn 1 Rawamerta. *Education*, *1*(1), 12. https://doi.org/https://www.academia.edu/45129445/THE_APPLICATION_OF_CROSSWORD_PUZZLE_GAME_MEDIA_IN_TEACHING_VOCABULARY_FOR_7TH_GRADE_STUDENTS_AT_SMPN_1_RAWAMERTA

Carpenter, S. K., & Olson, K. M. (2012). Are pictures good for learning new vocabulary in a foreign language? only if you think they are not. *Journal of Experimental Psychology: Learning Memory and Cognition*, *38*(1), 92–101. https://doi.org/10.1037/a0024828

Dakhi, S., & Fitria, T. N. (2019). The principles and the teaching of English vocabulary : a review. *Journal of English Teaching*, *5*(1), 15–25.

https://doi.org/https://doi.org/10.33541/jet.v5i1.956

Derakhshan, A., & Khatir, E. D. (2015). The effects of using games on English vocabulary learning. *Journal of Applied Linguistics and Language Research*, *2*(3), 39–47. https://doi.org/http://www.jallr.com/index.php/JALLR/article/view/40/pdf

Donald, A., Jacobs, L. C., & Sorensen, C. K. (2010). *Introduction to research in education* (D. Hays (ed.); 8th Editio, Vol. 4, Issue 1). Wadsworth, Cengage Learning ALL.

Ekayanti, A., Amrullah, & Thohir, L. (2019). The effectiveness of using crossword puzzle to improve students' vocabulary mastery. *JURNAL LISDAYA*, *15*(2), 148–154. http://lisdaya.unram.ac.id/index.php/lisdaya/article/view/7

Fachrozi, I. F., Rahmawati, Andini, M. A., Tampubolon, E. M., & Br Tarigan, E. A. (2021). The use of crossword puzzles as the way to increase student's vocabulary mastery at SMA Tamansiswa Binjai. *English Education and Art (LEEA) Journal*, *4*(2), 249–256. https://doi.org/https://doi.org/https://doi.org/10.31539/leea.v4i2.1851

Graves, M. F. (2016). The vocabulary book learning and instruction. In *Hawker Brownlow Education* (2nd editio, pp. 1–5). Hawker brownlow. https://doi.org/https://files.hbe.com.au/samplepages/TCP0355.pdf

Hafizhah, R., & Pratolo, B. W. (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/https://doi.org/10.12928/tefl.v1i1.161

Idris, N., Yahrif, M., & Sujarwo. (2023). The influence of using crossword puzzle to improve students' vocabulary mastery of class VII SMP Negeri 4 Pujananting of Barru. *Education, Language, and Culture (EDULEC)*, *3*(1), 9.

https://doi.org/https://doi.org/10.56314/edulec.v3i1.114

Imbenay, J. O. I., & Katemba, C. V. (2019). Increasing students ' vocabulary through online crossword games. *Ejurnal Unklab*, *1*, 47–56. https://doi.org/https://ejournal.unklab.ac.id/index.php/8iscared/article/view/627

Ismail, N. S., Zaid, S. B., Mohamed, M. H., & Rouyan, N. M. (2017). Vocabulary teaching and learning principles in classroom practices. *Arab World English Journal*, *8*(2), 119–134. https://doi.org/https://dx.doi.org/10.24093/awej/vol8no3.9

Jugessur, Y. S. M. F. (2022). Reliability and internal consistency of data: significance of calculating cronbach's alpha coefficient in educational research. *International Journal of Humanities and Social Science Invention*, *11*(4), 9–14. https://doi.org/10.35629/7722-1104030914

Kasor, A. (2018). *The influence of using crossword puzzle towards students' vocabulary mastery at the second semester of the seventh grade of SMPN 24 Bandar Lampung in the academic year of 2017/2018* [Raden Intan State Islamic University Lampung]. http://repository.radenintan.ac.id/3656/1/A THESIS.pdf

Khamees, K. S. (2016). An evaluative study of memorization as a strategy for learning English. *International Journal of English Linguistics*, *6*(4), 248. https://doi.org/10.5539/ijel.v6n4p248

Kholis, M., & Aziz, I. N. (2020). The effect of project-based learning on students' vocabulary achievement at second grade of islamic junior high school. *FKDPedia*, *01*(01), 1–19. https://doi.org/http://jeet.fkdp.or.id/index.php/jeet/article/view/1#

Manullang, U., Lumban Raja, V., & Sari, A. S. P. (2020). Improving students' vocabulary mastery through crossword puzzle game to the eighth grade students of SMP Swasta Dharma Bakti Medan. *Kairos English Language Teaching*

Journal, *2*(2), 128–142. https://doi.org/10.54367/kairos.v2i2.729

Melasari, 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. *JEES: Journal of English Education Studies*, *2*(1), 67–73. https://doi.org/https://doi.org/10.30653/005.201921.37

Muzdalifah, I. (2018). Rising English vocabulary mastery: crosswords puzzle games for computer science students. *IOP Conference Series: Earth and Environmental Science*, *175*(1). https://doi.org/10.1088/1755-1315/175/1/012075

Nation, I. S. . (2001). Learning vocabulary in another language. *Cambridge University Press*, *10*(1), 6–22. https://doi.org/10.1016/s0889-4906(02)00014-5

Nugroho, W., & Suprapto. (2017). The effectiveness of picture crossword puzzle game in teaching vocabulary. *ELT Forum: Journal of English Language Teaching*, *6*(2), 191–200. https://doi.org/https://doi.org/10.15294/elt.v6i2.20701

Nurteteng, & Nopitasari, D. (2019). The use of crossword puzzle towards the students vocabulary. *INTERACTION: Jurnal Pendidikan Bahasa*, *6*(1), 9–17. https://doi.org/10.36232/jurnalpendidikanbahasa.v6i1.284

Orawiwatnakul, W. (2013). Crossword puzzles as a learning tool for vocabulary development. *Electronic Journal of Research in Educational Psychology*, *11*(2), 413–428. https://doi.org/10.14204/ejrep.30.12186

Phisutthangkoon, K., & Panich, M. (2016). Effectiveness of English song activities on vocabulary learning and retention. *The European Conference on Language Learning*. https://doi.org/https://papers. iafor. org/wp-content/uploads/papers/ecll2016/ECLL2016_28332. pdf.

Qur'ani, N. S. (2023). The influence of using crossword puzzle towards students

vocabulary mastery. *JURNAL PENDIDIKAN*, *32*(1), 105–112. https://doi.org/https://doi.org/10.32585/jp.v32i1.3478

Rahayu, A. C., Yosephin WL, M., & Sophia, T. C. (2021). The use of crossword puzzle in teaching english vocabulary. *English Teaching, Literature and Linguistics (Eternal)*, *1*(1), 271–283. https://doi.org/https://conference.upgris.ac.id/index.php/etll/article/view/2730/1571

Rahmi, Y., Perdana, I., & Supiani. (2021). The students perception of using crossword puzzle in learning vocabulary at the secondary school. *EPrints UNSIKA*, *2*. http://eprints.uniska-bjm.ac.id/5058/

Rao, P. S. (2019). The importance of speaking skills in English classrooms. *Alford Council of International English & Literature Journal*, *2*(2), 6–18. https://doi.org/https://www.scirp.org/%28S%28czeh2tfqyw2orz553k1w0r45%29%29/reference/referencespapers.aspx?referenceid=2938389

Richards, J. C., & Schmidt, R. W. (2013). Longman dictionary of language teaching and applied linguistics. In *Longman Dictionary of Language Teaching and Applied Linguistics* (3rd Editio). Pearson Education. https://doi.org/10.4324/9781315833835

Rochmadhoni, N., Prastiwi, C. H. W., & Rahmawati, O. I. (2022). The effectiveness of crossword puzzle games in teaching vocabulary to the seventh grades at SMPN 2 Bojonegoro. *JURNAL PENDIDIKAN EDUTAMA*, 1–6. https://ejurnal.ikippgribojonegoro.ac.id/index.php/JPE

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

Suardi, S., & Sakti, J. E. (2019). Teacher difficulties in teaching vocabulary. *IDEAS:*

Journal on English Language Teaching and Learning, Linguistics and Literature, *7*(2), 92–104. https://doi.org/10.24256/ideas.v7i2.1026

Sukirman, & Ningsih, A. A. (2016). Designing crossword puzzle to improve students' vocabulary mastery of the third semester in neglish education department student of UIN Alauddinmakassar. *ETERNAL*, *02*(1), 37–55. https://doi.org/https://doi.org/10.24252/Eternal.V21.2016.A4

Tambaritji, V. N., & Atmawidjaja, N. S. (2020). Improving students' vocabulary mastery using crossword puzzle. *PROJECT (Professional Journal of English Education)*, *3*(5), 588. https://doi.org/10.22460/project.v3i5.p588-596

Utami, E., Marita, Y., & Martina, W. (2022). An analysis of crossword puzzle to english vocabulary mastery. *Journal of English Education and Linguistic*, *5*(5), 162–168. https://doi.org/https://doi.org/10.32663/edu-ling.v5i2.2981

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