REFERENCES

- Bakhsh, S. (2016). Using games as a tool in teaching vocabulary to young learners. *English Language Teaching*, *9*(7), 120–128. https://doi.org/10.5539/elt.v9n7p120
- Boletsis, C., & McCallum, S. (2013). The table mystery: An augmented reality collaborative game for chemistry education. *International Conference on Serious Games Development and Applications*, 8101, 86–95. https://doi.org/: http://link.springer.com/chapter/10.1007/978-3-642-40790-1
- Braun, V., & Clarke, V. (2006). Using thematic analysis in psychology. *Qualitative Research in Psychology*, 2(3), 77–101. https://doi.org/10.1191/1478088706qp063oa
- Cameron, D. (2001). Playing serious games in journalism classes. *Asia Pacific Media Educator*, *I*(11), 141–149. https://doi.org/https://ro.uow.edu.au/apme/vol1/iss11/11
- Ghosn, I. (2013). Language learning for young learners. In B. Tomlinson (Ed.), *Applied Linguistics and Materials Development* (pp. 61–74). Bloomsbury Academic.
- Greenblat, C. (1973). Teaching with simulation games: A review of claims and evidence. *Teaching Sociology*, *I*(1), 62–83.
- Halliwell, S. (1992). Teaching English in the primary classroom. Longman.
- Harmer, J. (2001). The practice of English language teaching (3rd Ed.).
- Hazar, E. (2020). Use of digital games in teaching vocabulary to young learners. *Educatia*, 21(19), 98–104. https://doi.org/10.24193/ed21.2020.19.12
- Rachmawati, D. (2018). Vocabulary learning strategies used by first year of EFL students. *English Journal of Merdeka*, 2(2), 1–6.
- Shin, J., & Crandall, J. (2014). *Teaching young learners English: From theory to practice*. National Geographic Learning.
- Tayo, B., & Adediwura, A. (2007). Perception of teachers' knowledge, attitude, and teaching skills as a predictor of academic performance in Nigerian secondary school. *Educational Reasearch and Review*, 2(7), 165–171.
- Tebeweka, S. (2021). The impact of digital games on English vocabulary learning in middle school in Sweden (ages 9-12). Malmo University.
- Uberman, A. (1998). The use of games for vocabulary presentation an revision. *English Teaching Forum*, 36(1), 20–27.
- White, K., & McCoy, L. (2019). Effects of game-based learning on attitude and achievment in elementary mathematics. *Networks: An Online Journal for Teacher Research*, 21(1), 5. https://doi.org/https://doi.org/10.4148/2470-6353.1259
- Wright, A., Betteridge, D., & Buckby, M. (2006). *Games for language learning* (3rd Ed.). Cambridge University Press. https://doi.org/https://doi.org/10.1017/CBO9780511667145
- Yin, E. (2013). Validity and generalization in future case study evaluations. *Evaluation*, 19(3), 321–332.
 - https://doi.org/https://doi.org/10.1177/1356389013497081
- Young, S., & Wang, Y. (2014). The game embedded CALL system to facilitate

- English vocabulary acquisition and pronunciation. *Journal of Educational Technology and Society*, 17(3), 239–251.
- Zhang, M., Zhang, Z., Chang, Y., Aziz, E., Esche, S., & Chassapis, C. (2018). Recent developments in game-based virtual reality educational laboratories using the microsoft kinect. *International Journal of Emerging Technologies in Learning (IJET)*, 13(1), 138–159.

https://doi.org/https://doi.org/10.3991/ijet.v13i01.7773