

## REFERENCES

- Alda, J. N., & Wati, S. (2021). Enhancing Learners' Vocabulary Acquisition by Crossword Puzzle Game. *JL3T (Journal of Linguistics, Literature And Language Teaching)*, 7(1), 25–40. <https://doi.org/10.32505/jl3t.v7i1.2820>
- Amri, Z. (2013). Classroom Action Research And Lesson Study: How Do They Work For Lecturers And High School English Teachers. *SELT*, 260–266.
- Anwar, Y. T., & Efransyah. (2018). Teaching English Vocabulary Using Crossword. *PROJECT (Professional Journal of English Education)*, 01(03), 235–240.
- Astriyanti, D., & Anwar, K. (2016). Improving Students' Ability in Vocabulary Mastery Through Index Card Match. *PROJECT (Professional Journal of English Education)*, 14(1), 40–52. <https://journal.ikippgriptk.ac.id/index.php/edukasi/article/view/284>
- Astuti, D., & Nurhayati, W. (2015). Improving Students' English Pronunciation Ability through Go Fish Game and Maze Game. *Dinamika Ilmu*, 15(2), 1411–3031.
- Fitriana, N. A. (2018). The Implementation Of Make A Match Technique To Increase students' Vocabulary Mastery. *Jurnal Edulingua*, 5(2), 1.
- 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>
- Harahap, H. R. S., Rangkuty, A. R., & Nasution, L. E. (2022). The Effect of Inquiry Teaching Method on Students' Vocabulary Achievement. *Edunesia: Jurnal Ilmiah Pendidikan*, 4(1), 80–93. <https://doi.org/10.51276/edu.v4i1.292>
- Hasibuan, T. R., Harida, E. S., & Siregar, F. R. (2018). Improving Students' Vocabulary Mastery Through Crossword Puzzle Technique At Sd Muhammadiyah 1 Padangsidimpuan.

- TAZKIR: *Jurnal Penelitian Ilmu-Ilmu Sosial Dan Keislaman*, 4(1), 91. <https://doi.org/10.24952/tazkir.v4i1.1067>
- Hidayat, N. (2016). Improving Students' Vocabulary Achievement through Word Game. *Journal of Educators Society*, 1(October), 95–104. <https://doi.org/10.21070/jees.v1i2.446>
- Khasinah, S. (2013). Classroom Action Research. *Jurnal Pionir, Volume 1, Nomor 1*, 1(2), 33–61.
- Khomsuh, R., & Gregorius, J. (2013). Hasil penelitian menun. *Jurnal Penelitian Pendidikan Guru Sekolah Dasar*, 2(1), 1–11. <https://jurnalmahasiswa.unesa.ac.id/index.php/jurnal-penelitian-pgsd/article/view/3119/1817>
- Krisyani, L., & Siswono, T. Y. E. (2018). Penelitian Tindakan Kelas. In L. Pipih (Ed.), *PT REMAJA ROSDAKARYA* (Vol. 1). PT REMAJA ROSDAKARYA.
- Liando, N. V. F., & Lumettu, R. (2017). Students' Personal Initiative towards their Speaking Performance. *International Education Studies*, 10(8), 21. <https://doi.org/10.5539/ies.v10n8p21>
- Nasrullah, R., Alfiany, N. R., Hamdan, M. A., Inggris, P. B., & Kendari, U. M. (2021). Students Vocabulary Mastery toward Crossword Puzzle Games. *Jurnal Ilmu Manajemen Sosial Humaniora (JIMSH)*, 3(2002), 129–134.
- 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>
- Panjaitan, L. M., & Amaniarisih, D. S. (2021). Improving Students' Vocabulary Mastery By Using Puzzle Game At the Second Grade of Mts Al-Washliyah Medan. *Journal MELT (Medium for English Language Teaching)*, 5(2), 129. <https://doi.org/10.22303/melt.5.2.2020.129-141>
- Putri, R. Q., & Syafitri, D. (2022). Crossword puzzle game to improve students' vocabulary mastery. *U-Jet: Unila Journal of English Language Teaching*, 11(3), 1–4. <https://doi.org/10.23960/ujet.v11.i3.202202>
- 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>
- Siti Nurjanah, & Sumarmi. (2020). Pengembangan Media Pembelajaran Teka-Teki Silang (Tts) Pada Pembelajaran Tematik Tema Cita-Citaku Kelas Iv Di Mi Al Busyro. *PREMIERE : Journal of Islamic Elementary Education*, 2(1), 31–42. <https://doi.org/10.51675/jp.v2i1.85>
- Sunarko, V., Silalahi, P. N., Haro, N., & Tarigan, S. N. (2019). Effect Of Crossword Puzzle Teaching Strategy Towards Students ' Vocabulary Mastery. *Language Literacy: Journal of Linguistics, Literature and Language Teaching*, 3(2), 241–248. <https://doi.org/10.30743/ll.v3i2.1984>
- Susanti, E. R., Suryati, N., & Astuti, U. P. (2022). Students' Perception on the Utilization of Learningapps.org for Self-Study Materials. *Proceedings of the International Seminar on Language, Education, and Culture (ISoLEC 2021)*, 612(ISoLEC), 86–90. <https://doi.org/10.2991/assehr.k.211212.016>
- Syah, M. N. S. (2016). Classroom Action Research As Professional Development of Teachers in Indonesia. *Jurnal Tarbawi*, 13(1), 1–16. <https://ejournal.unisnu.ac.id/JPIT/article/view/526>
- Tambaritji, V. N., & Atmawidjaja, N. S. (2020). Improving Students ' Vocabulary Mastery Using. *PROJECT (Professional Journal of English Education)*, 3(5), 588–596.
- 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>