REFERENCES

- Aldabbus, S. (2005). Teaching Young Learners (theories and principles). 6.
- Andy, H. (2018). 21 st Century Skills and the "4Cs" in the English Language Classroom by Andy Halvorsen. *American English Institute*, 0–4.
- Evi, A., Susilawati, E., & Salam, U. (n.d.). Teaching vocabulary by using hangman game to eighth grade students smp ddi ssa pontianak. 1–9.
- Farihah, L. & R. (2020). DIGITAL HANGMAN GAME TO IMPROVE

 STUDENT'S VOCABULARY MASTERY IN TEACHING NARRATIVE TEXT.

 4(1).
- Gay. (2012). Educational Research: Competency for Analysis and Application.
- Harma, A., Kone, A. M., & Anggraeni, L. (2021). INCREASING VOCABULARY

 THROUGH HANGMAN GAME BY STUDENTS 'OF SMPN 3 MAKASSAR.

 4, 71–75.
- Hasbi, M., Munawir, A., Ahmad, G., & Khair, U. (2022). TEACHING

 VOCABULARY USING GAMES: EMPOWERING STUDENTS' INTEREST

 IN ELT CLASSROOMS. 1(3), 2014–2019.
- Hawa, D., & Nihayah, H. W. (2021). The Effectiveness of Using Hangman Game in Speaking Skill. *JOURNEY (Journal of English Language and Pedagogy)*, 1(1), 31–37. http://ejournal.iaida.ac.id/index.php/Journey/article/view/831
- Hidayat, N. (2016). Improving Students' Vocabulary Achievement through Word Game. JEES (Journal of English Educators Society), 1(2), 95–104. https://doi.org/10.21070/jees.v1i2.446

- Hidayati, H. (2015). the Use of Tic Tac Toe Game in Teaching Speaking Skill.

 *Linguistics and Elt Journal, 3(1), 11–18.

 https://doi.org/10.31764/leltj.v3i1.312
- Ibna Seraj, P. M., & Habil, H. (2019). A critical review on oral English communication skills (OECS). 3rd International Language & Tourism Conference 2019, October, 1–12.

 https://www.researchgate.net/publication/337150084
- Krisbiantoro, B. (2020). The effectiveness of gamification to enhance students mastery on tenses viewed from students creativity. *Journal of Advanced Multidisciplinary Research*, 1(2), 73. https://doi.org/10.30659/jamr.1.2.73-97
- Kuning, D. S., & Rohaina, R. (2021). The Influence of using Hangman game on the seventh graders' vocabulary mastery. *UAD TEFL International Conference*, 2, 172. https://doi.org/10.12928/utic.v2.5753.2019
- Lelawati, S., Dhiya, S., & Mailani, P. N. (2018). The Teaching Of English

 Vocabulary To Young Learners. *PROJECT (Professional Journal of English Education)*, 1(2), 95–100.
- Mandasari, R. (2016). THE USE OF HANGMAN GAME IN MOTIVATING STUDENTS IN LEARNING ENGLISH. *ELT Perspective*, 제13 집 1호(May), 31–48. http://etd.lib.metu.edu.tr/upload/12620012/index.pdf
- Masdianti. (2022). Increasing The High School Students' Vocabulary Mastery through Hangman Game. *English Education: Journal of English Teaching*

- and Research, 2022.
- Masduqi, H., & Fatimah, F. (2021). Learning Vocabulary Through Games: a Critical Review. *Education of English as Foreign Language*, 4(2), 66–70. https://doi.org/10.21776/ub.educafl.2021.004.02.02
- Munikasari, M., Sudarsono, S., & Riyanti, D. (2021). the Effectiveness of Using Hangman Game To Strengthen Young Learners' Vocabulary. *Journal of English Education Program*, 2(1), 57–65. https://doi.org/10.26418/jeep.v2i1.43328
- Nabilah, N. (2021). Using Hangman Game Application For The EFL Classroom:

 It Efficacy for Learners to Master Vocabulary. 1(1), 136–143.
- Novriani et al. (1997). Improving Vocabulary Mastery Through Hangman Game

 To. 110–119.
- Rahmadani, P., & Bahri, S. (2017). E-ISSN 2528-746X Teachers' Problems in Teaching Speaking To Young Learners Putri Ramadhani *1, Syamsul Bahri Ys 1 1. *Research in English and Education No.1*, 2(February), 27–36. http://www.jim.unsyiah.ac.id/READ/article/view/2596/1431
- Ratnanery. (2014). USING HANGMAN GAME STRATEGY TO IMPROVE

 STUDENTS' READING COMPREHENSION ACHIEVEMENT Ratnanery.

 27–30.
- Rezapanah, F., & Hamidi, H. (2013). Investigating the effects of word games on Iranian EFL learners' application of the words in writing paragraph essays.

 International Journal of Applied Linguistics and English Literature, 2(1),

- 35–43. https://doi.org/10.7575/ijalel.v.2n.1p.35
- Rosdiana, M., Sumarni, S., Siswanto, B., & Waluyo. (2020). *Implementation of*21st Century Learning Through Lesson Study. 421(Icalc 2019), 346–353.

 https://doi.org/10.2991/assehr.k.200323.041
- Rusiana, N. (2017). Teaching English To Young Learners Through Traditional Games. *English Education: Journal of English Teaching and Research*, 2(2), 124. https://doi.org/10.29407/jetar.v2i2.808
- Selman, Y. F., & Jaedun, A. (2020). Evaluation of The Implementation of 4C
 Skills in Indonesian Subject at Senior High Schools. *Jurnal Pendidikan Indonesia*, 9(2), 244–257. https://doi.org/10.23887/jpi-undiksha.v9i2.23459
- Setyaningrum, W., Pratama, L. D., & Ali, M. B. (2018). Game-Based Learning in Problem Solving Method: The Effects on Students' Achievement.

 International Journal on Emerging Mathematics Education, 2(2), 157.

 https://doi.org/10.12928/ijeme.v2i2.10564
- Susanto, A. (2017). the Teaching of Vocabulary: a Perspective. *Jurnal KATA*, *I*(2), 182. https://doi.org/10.22216/jk.v1i2.2136
- Tanjung, S., Rahmansyah, H., & Siregar, S. R. (2020). THE EFFECT OF

 HANGMAN GAME ON STUDENTS' VOCABULARY MASTERY (A Study
 at the Eighth Grade of SMP NEGERI 1 PADANG BOLAK 2019 / 2020

 Academic Year) I. INTRODUCTION Vocabulary is a basic of language and
 it is very important to be. 2(3), 77–89.
- Woa, M. M. (2021). THE IMPLEMENTATION OF "HANGMAN" GAME IN

IMPROVING STUDENTS 'VOCABULARY MASTERY OF THE 11 th

GRADE STUDENTS OF SMK ST. GABRIEL MAUMERE IN THE

ACADEMIC YEAR OF 2020 / 2021. 2(1), 42–54.

Wright, Betteridge, B. (2006). Games for Language Learning. In *CAMBRIDGE*UNIVERSITY (Vol. 7, Issue 1).

 $https://www.researchgate.net/publication/269107473_What_is_governance/link/548173090cf22525dcb61443/download%0Ahttp://www.econ.upf.edu/~reynal/Civil wars_12December2010.pdf%0Ahttps://think-$

