

REFERENCES

- Abduljabar, T. M. (2021). *E-Learning based mobile application for kids with autism spectrum disorder.*
- Aini, H. Q., & Tresnawati, D. (2019). Perancangan media pembelajaran interaktif untuk anak autis di sekolah luar biasa. *Jurnal Algoritma*, 16(01), 51–57. <http://jurnal.sttgarut.ac.id/>
- AlAnsari, A. M., & Jahrami, H. A. (2020). Screen based media use among children with autism spectrum disorder, attention deficit hyperactive disorder and typically developing siblings. *Autism-Open Access*, 10(1). <https://doi.org/10.35248/2165-7890.20.10.246>
- Alqahtani, M. (2015). The Importance of Vocabulary in Language Learning and How to Be Taught. *International Journal of Teaching and Education*, III, 21–34.
- Arif Ahmed M. H. Al-ahdal, Fahad S. Alfallaj, Salmeen A. Al-awaied, & Abdulghani A. Al-hattami. (2014). A comparative study of proficiency in speaking and writing among EFL Learners in Saudi Arabia. *American International Journal of Contemporary Research*, 4(2), 141–149.
- Ayu, L. P., Puspita, S., Padmadewi, N. N., & Wahyuni, L. G. E. (2019). Instructional teaching media to promote autistic student's learning engagement. *Journal of Education Research and Evaluation*, 3(2), 58–65. <https://ejournal.undiksha.ac.id/index.php/JERE>
- Bulan, A., & Idhar, I. (2021). Developing Noun Words Domino Card (NWDC) Learning Media to Improve English Vocabulary Mastery of Junior High School Students. *VELES Voices of English Language Education Society*, 5(2), 192–205. <https://doi.org/10.29408/veles.v5i2.4028>
- Buttaro, L. (2014). *Dispelling the Myths on Bilingualism : Effective Bilingual Education Models*. 4(5), 1–8.
- Cameron. (2003). *Teaching Languages to Young Learners*. Cambridge University Press.
- Cece, A. (2017). *The Use of Direct Method to Improve Speaking Skill at the Second Grade of SMP PGRI 1 Tamalate (A Pre-Experimental Research)*

- [Muhammadiyah University of Makassar].
https://digilibadmin.unismuh.ac.id/upload/735-Full_Text.pdf
- Chin, A. (2015). Impact of bilingual education on student achievement. *IZA World of Labor, March*, 1–10. <https://doi.org/10.15185/izawol.131>
- Copland, F., Garton, S., & Burns, A. (2014). *Challenges in Teaching English to Young Learners : Global Perspectives.* June 2016.
<https://doi.org/10.1002/tesq.148>
- Crespo, F., & Martin, E. (2019). *Applications for mobile devices focused on support for autism spectrum disorder population and / or people in their immediate environment in their daily lives: a systematic and practical review from a Spanish-speaking perspective.*
- Dhika Priyatna, R., Hamied Nababan, A., Nababan, A. A., Jannah, M., Figna, H. P., Teknik, P., Keguruan, S. T., & Pendidikan, I. (2022). Smart application for autism diagnosis in toddlers using the naive bayes method in langkat regency. *Jurnal Infokum, 10(5)*, 880–891.
<http://infor.seaninstitute.org/index.php/infokum/index>
- Enríquez-Ramírez, C., Cruz-Reséndiz, J. C., Olvera-Cueyar, M., & Sánchez-Herrera, R. A. (2019). AppPECS: Mobile Application for Children with Autism Spectrum Disorder. *ECORFAN Journal Spain*, 27–38.
<https://doi.org/10.35429/ejs.2019.10.6.27.38>
- Farihat, W. N., & Pgri Bangkalan, S. (2020). The portrait of autism language disorder of Indonesian students (linguistics study) Chairuddin. *SELL Journal, 5(1)*, 58–66.
- Gaudi, G. T. (2019). *Autism serious game framework (ASGF) for developing games for children with autism.*
- Gomes Pereira, L., Santiago França, M., Piccoli, V. H., Rodriguez, W. T., & Eliseo, M. A. (2020). *Mr. pizza: an educational game for inclusion of children with autism spectrum disorder.*
- Hasanah. (2021). the Effectiveness of Tic Tac Toe Game Strategy To Enhance Students ' Vocabulary Mastery of Eighth Grade Students of Mts Ma' Arif Al-Ishlah Bungkalponorogo. In *Thesis.*
<http://etheses.iainponorogo.ac.id/13271/1/SKRIPSI FIX nikma.pdf>

- Hashim, H. U., Md Yunus, M., & Norman, H. (2021). 'Areal-vocab': the new a la mode of english vocabulary learning for children with autism. *International Journal of Academic Research in Business and Social Sciences*, 11(11). <https://doi.org/10.6007/ijarbss/v11-i11/11356>
- Hidayati, & Bahri. (2015). *The use Tic Tac Toe Game in Teaching Speaking Skill*.
- Khoirunnisa, A. N., Munir, A. N., & Dewi, L. (2023). Design and prototype development of augmented reality in reading learning for autism. *Computers*, 12(3). <https://doi.org/10.3390/computers12030055>
- Khawaja, K., & Salim, S. S. (2020). A framework to design vocabulary-based serious games for children with autism spectrum disorder (ASD). *Universal Access in the Information Society*, 19(4), 739–781. <https://doi.org/10.1007/s10209-019-00689-4>
- Kljajevic, V. (2023). Literacy and numeracy in children on autism spectrum disorder. *Advances in Neurodevelopmental Disorders*, 7(1), 123–129. <https://doi.org/10.1007/s41252-022-00291-5>
- Magkafa, D. (2022). *Exploring the design, development and evaluation of an app for autistic children in a museum setting*.
- Manu, G. A., & Masan, P. L. (2020). Aplikasi text to speech untuk meningkatkan pembelajaran bahasa inggris bagi siswa disabilitas. *Jurnal Pendidikan Teknologi Informasi (JUKANTI)*, 3(2), 17–26.
- Maulana, R. (2020). An android-based vocabulary model for autism. *International Journal of Information System & Technology Akreditasi*, 3(36), 221–226.
- Mawaddah, Y. (2010). *Using games in teaching vocabulary (an experimental study at seventh grade of MTs. Darussalam, Ulujami Jakarta Selatan)*.
- McKeon, C. (2007). *a Mixed Methods Nested Anaylsis of. May*.
- Mezalina, L., Sri, D., & Andajani, J. (2017). Penggunaan multimedia interaktif fun word berbasis computer assisted instruction (cai) untuk meningkatkan penguasaan kosakata anak autis. *Jurnal Pendidikan Khusus*.
- Mohd, C. K. N. C. K., Shahbodin, F., Noor, H. A. M., Ananta, G. P., & Sedek, M. (2019). Using interactive games to engage children with autism on visual impairment. *International Journal of Recent Technology and Engineering*, 8(3), 5995–5999. <https://doi.org/10.35940/ijrte.C5937.098319>

- Murray, J. (2015). Practical teaching strategies for students with autism spectrum disorder: a review of the literature. *BU Journal of Graduate Studies in Education*, 7(2).
- Noviani, E. (2014). *Pengaruh permainan kartu bergambar untuk meningkatkan kosakata pada anak autis kelas TK di sekolah autis Bina Anggita Yogyakarta*.
- Nurasiah. (2017). Teaching English to Young Learners: A Case Study at Nurul Quran Islamic School Aceh Besar. *English Education Journal (EEJ)*, 8(1), 78–96.
- Nurjanah. (2011). *Aplikasi pembelajaran sebagai alat bantu bahasa Inggris untuk usia 6-8 tahun (studi kasus: Sekolah Dasar Setia Mekar 02, Tambun Selatan-Bekasi)*.
- Ortiz Pérez, R. (2018). *Methods and strategies of teaching english on children with asperger's syndrome*.
- Pransiska, R. (2017). *Benefits of Bilingualism in Early Childhood: A Booster of Teaching English to Young Learners*. 58, 390–393. <https://doi.org/10.2991/icece-16.2017.68>
- Puspitarini, P., & Budiyanto, D. (2010). *Pembelajaran bahasa inggris dengan wordwall picture terhadap penguasaan kosakata anak autis*.
- Rakhmanita, E. (2020). *Kajian psikolinguistik terhadap gangguan berbahasa autisme*.
- Rasche, N. J. (2013). *Purdue e-pubs design strategy for the development of applications for autism instruction part of the art and design commons, special education administration commons, and the special education and teaching commons*. https://docs.lib.psu.edu/open_access_theses://docs.lib.psu.edu/open_access_theses/127
- Reza, M. S. (2011). *Aplikasi terapi untuk anak autis dengan metode lovaas berbasis multimedia interaktif (studi kasus: SD Yayasan Pantara)*.
- Rukmana, A. (2019). *Peningkatan kemampuan pengetahuan kosakata melalui media fun thinkers pada murid autis kelas III SD Inpress Maccini Baru*.
- Sari. (2017). *Miming Game As A Medium To Improve Students ' Vocabulary Mastery (A Quasi Experimental Study of the Seventh Grade Students in*

- Academic Year 2016 / 2017) Faculty of Language and Arts.*
<https://lib.unnes.ac.id/30374/1/2201413088.pdf>
- Soetikno, N., & Mar, S. (2021). Teacch for parents and child with autism spectrum disorder: a review of the literature. *Advances in Health Sciences Research Proceedings of the 1st Tarumanegara International Conference of Medicine and Health (TICMIH 2021)*, 41, 190–194.
- Somerton, M. (2022). Developing an educational app for students with autism. *Frontiers in Education*, 7. <https://doi.org/10.3389/feduc.2022.998694>
- Steele, A., & Heisler, L. (2015). *Facilitating language development for your students in special education*.
- Sulaiman. (2019). Development of English teaching for children autism. *Jurnal Pedagogik*, 06(02), 332–384.
<https://ejournal.unuja.ac.id/index.php/pedagogik>
- Tarmini, W., Safi'i, I., Hikmat, A., & Sobri. (2022). Aspect of Reasoning Development on Authentic Assessment Indicators in Electronic School Book in Senior High School. *Journal of Education Research and Evaluation*, 6(3), 449–456. <https://doi.org/10.23887/jere.v6i3.46151>
- Wardhani, P. I., Nisa, S. K., Ratnakannyaka, I. W., Damayanti, L., & Sari, D. E. (2020). Penggunaan gawai dalam pembelajaran bahasa inggris bagi anak berkebutuhan khusus di SMK Negeri 8 Surakarta. *Buletin Literasi Budaya Sekolah*, 2(2), 156–163. <https://doi.org/10.23917/blbs.v2i2.12844>
- Wattanakornpisarn, K., Ratanakul, S., Tirataradol, Y., & Yossatorn, Y. (2020). *Developing English vocabularies mastery and teamwork skill using flashcard game for public health student*. 14(2).
- Whalon, K. (2018). Enhancing the Reading Development of Learners with Autism Spectrum Disorder. *Seminars in Speech and Language*, 39(2), 144–157. <https://doi.org/10.1055/s-0038-1628366>
- Widyastuti, S., & Al, F. H. (2014). *Perancangan media pembelajaran bahasa inggris untuk penyandang autisme tingkat taman kanak-kanak menggunakan multimedia interaktif pada Sekolah Khusus Autis Bina Anggita*. <http://www.pbs.org>
- Wood, S. G., Moxley, J. H., Tighe, E. L., & Wagner, R. K. (2018). Does use of text-

- to-speech and related read-aloud tools improve reading comprehension for students with reading disabilities? a meta-analysis. *Journal of Learning Disabilities*, 51(1), 73–84. <https://doi.org/10.1177/0022219416688170>
- Yousif, M. (2021). Blended Learning Through an Interactive Mobile Application for Teaching Autistic Kindergarten Students. *Artificial Intelligence & Robotics Development Journal*, 132–146. <https://doi.org/10.52098/airdj.202138>
- Zohoorian, Z., Zeraatpishe, M., & Matin sadr, N. (2021). Effectiveness of the Picture Exchange Communication System in Teaching English Vocabulary in Children with Autism Spectrum Disorders: A single-subject study. *Cogent Education*, 8(1). <https://doi.org/10.1080/2331186X.2021.1892995>

