

REFERENCES

- Adi, Anugrah Satya. 2016. *The Effectiveness Of Treasure Hunt Game In Teaching Vocabulary*. Purwokerto: Muhammadiyah University of Purwokerto.
- Arikunto, Suharsimi. 1998. *Prosedur Penelitian Suatu Pendekatan Praktik*. Jakarta: Rineka Cipta.
- Arikunto, Suharsimi. 2010. *Prosedur Penelitian Suatu Pendekatan Praktik*. Jakarta: Rineka Cipta.
- Barnard. R and Canh. L.V. 2009. *Teaching Grammar: A Survey of Teachers' Attitudes in Vietnam*. The Journal Of Asia Tefl, Vol. 6, No. 3, 245-273. http://www.asiatefl.org/main/download_pdf.php?i=218&c=1419309816 .
- Cahyoko, Angkat. 2004. *An Effectiveness of Game in Teaching Grammar*. Purwokerto: Muhammadiyah University of Purwokerto.
- Carlisle, Rodney. 2009. *Encyclopedia of Play in Today's Society*. California: Sage.
- Carter, Ronald and McCharty, M. 2006. *Cambridge Grammar of English*. Singapore: KHI Printing Co Pte Ltd.
- Desiana, A.R. 2011. *A Study on the Mastery of Passive Voice*. Purwokerto: Muhammadiyah University of Purwokerto.
- Dykes, Barbara. 2007. *Grammar For Everyone: Practical Tools for Learning and Teaching Grammar*. Australia: ACER Press.
- Ellington, Henry. 1998. *Using Games and Simulation in The Classroom*. London: Kogan Page.
- Frank, Marcella. 1972. *Modern English; a Practical Reference Guide*. New York: Englewood Cliffts.
- Holscher, Karsten. 2008. *Autonomous Units As a Rule-based Concept for the Modeling of Autonomous and Cooperating Processes Paperback*. Berlin :Logos Verlag Berlin.

- Hornby, A S. 1995. *Oxford Advanced Learner's Dictionary of Current English*. Oxford University Press.
- Muliyah, Pipit. 2014. *The effectiveness of Using Change Chairs Game in Teaching Grammar*. Purwokerto: Muhammadiyah University of Purwokerto.
- Nelson, G. and Greenbaum, S. 2002. *An Introduction to English Grammar*. Great Britain: Pearson Education Limited.
- Nunan, David. 1991. *Language Teaching Methodology a Text Book For Teachers*. New York. Prentice Hall.
- Patel, M.F. 2008. *English Language Teaching*. Jaipur: Sunrise.
- Puspitoaji, Hentri. 2014. *The Effectiveness of Ludo Words Game (LWG) for Teaching Vocabulary at the Second Grade Students of SMP Muhammadiyah 1 Purokerto in Academic Year 2013/2014*. Purwokerto: Muhammadiyah University of Purwokerto.
- Susanto, E. 2012. *60 Games untuk Mengajar*. Yogyakarta: Lukita.
- Suwartono. 2014. *Dasar- Dasar Metodologi Penelitian*. Yogyakarta: ANDI OFFSET.
- Thomson and Martinent. 1986. *A Practical English Grammar*. Hongkong: Oxfotrd University Press.
- Uibu. K and, Liive. M. 2015. *Students' Grammar Mistakes And Effective Teaching Strategies*. International Journal Of Teaching And Education, Vol. 3, No. 1. [Http://ises.Net/International-Journal-Of-Teaching-Education/Publication-Detail-82?Download=5](http://ises.Net/International-Journal-Of-Teaching-Education/Publication-Detail-82?Download=5).
- Widiastuti, Devi. 2009. *The Effectiveness of Team Game Tournament Technique for Teaching Passive Voice*. Purwokerto: Muhammadiyah University of Purwokerto.