

BIBLIOGRAPHY

- Ary, Donal et al. 2010. *Introduction to Research in Education* (Eighth Edition). United States of Amerika: Wadsworth.
- Brewster, J., Ellis, G., & Girard, D. (2004). *The primary English teacher's guide*. London: Penguin Press.
- Brown, Douglas H. 2007. *Teaching by Principles An Interactive Approach to Language Pedagogy*. New York: Addison Wesley Longman.
- Creswell, J. W. 2016. *Research Design Qualitative, Quantitative and Mixed Methods Approaches* Second Edition. New Delhi: Sage Publications.
- Hahn, Lee., Mary. (2002). *Reconsidering Read Aloud*. Stenhouse Publishers Portland, Maine.
- Harmer, Jeremy. (2007). *How to Teach English*. Harlow: Pearson Education Limited.
- Huang, L. (2010). *Reading Aloud in The Foreign Language Teaching (Journal Asian Social Science)*. China: English Department, Zhenjiang Watercraft College.
- Israel, E., Susan., & Duffy, G., Gerald. (2009) *Research on Reading Comprehension*. UK: Reutledge.
- Indriati, Titien. (2018). *Reading Aloud Activity in ESP Class in the Perspectives of Student*. Malang: State Polytechnic
- Kelly, G. 2000. *How to Teach Pronunciation*. England: Longman.

Lewis, Gordon., and Bedson, Gunther. (1999). *Games for Children*. Oxford University Press.

Ludewig, Alexis., and Dr. Swan, Amy. (2007). *101 Great Classroom Games*. New York.

Moreillon, Judi. (2007). *Collaborative Strategies for Teaching Reading Comprehension*. Chicago. US.

Nunan, D. (2005). *Practical English Language Teaching*. New York : Mc Graw Hill.

Scot, W. A., and Ytreberg, L. H. 2004. *Teaching English to Children*. New York: Longman.

Wright, Andrew. Betteridge, David., and Buckby, Michael. 2006. *Games for Language Learning*. Cambridge University.

<https://www.rcampus.com/rubricshowc.cfm?code=N44437&sp=yes&>

<https://www.teachstarter.com/au/blog/10-benefits-playing-games-classroom/>

https://www.educationworld.com/a_curr/reasons-to-play-games-in-the-classroom.shtml

