REFERENCES

- Agustina, Hidayati. 2013. The effect of using taboo game on grade eight Students' vocabulary achievement at smpn 1 Bangsalsari in the 2012/2013 academic year.
 - http://repository.unej.ac.id/bitstream/handle/123456789/19168/Hidayati %20Agustina%20-s.pdf?sequence=1 accessed on 10^{th} of December 2014
- Anyaegbu, Ruphina, Ting, Wei and Li, YI. 2012. Serious game motivation in an EFL classroom in Chinese primary school. *The Turkish Online Journal of Educational Technology*, 17(1), 154-164. http://www.tojet.net/volumes/v11i1.pdf#page=164 accessed on 23th of December 2014
- Area Education Agency 7, (n.d.). Jigsaw II. Retrieved October 10, 2015 from http://edservices.aea7.k12.ia.us/framework/strategies/jigsaw.pdf
- Aronson, Elliott, (2000) The Jigsaw Classroom. Retrieved October 10, 2015, from Jigsaw.org: http://www.jigsaw.org/overview.htm http://www.jigsaw.org/history.htm
- Ary, Donald, Jacobs, Lucy, Cheser and Razavieh, Asghar. 2002. *Introduction to Research in Education Sixth Edition*. Stamford: Wadsworth Group.
- Bafile, Cara, (2001). The 'Jigsaw' Approach brings Lessons to Life. Retrieved October 10, 2015 from Education-world.com: http://www.education-world.com/a_curr/curr324.shtml
- Bastanfar, A., & Hashemi, T. (2010). Vocabulary learning strategies and ELT materials: A study of the extent to which VLS Research informs local course books in Iran. International Education Studies, 3(3), 158-166.
- Brown. 2000. *Action Research*. The Education Alliance at Brown University. United States
- Nation, S. (2006). How large vocabulary is needed for reading and listening? Retrieved from citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.184.4620
- Perihan, A., & Kamuran, T. (2007). The effective jigsaw 2 on prospective elementary school teachers. Asia Pacific Journal of Education, 35 (2), 129-141 [
- Slattery, M. (2005). Vocabulary activities. Oxford: Oxford University Press.
- Thanh, Nguyen Thi, Khuat Thi Thu Nga. 2003. *LEARNING VOCABULARY* THROUGH GAMES, The Effectiveness of Learning Vocabulary Through

Games

Huyenhttp://www.gsedu.cn/tupianshangchuanmulu/zhongmeiwangluoyu yan/learning%20vocabulary%20through%20games.pdf accessed on 10th of December 2014