

Daftar Pustaka

- Bygate, M., Skehan, P., & Swain, M. (2001). Researching pedagogic tasks: Second language learning, teaching, and testing. In *Researching Pedagogic Tasks: Second Language Learning, Teaching, and Testing*.
<https://doi.org/10.4324/9781315838267>
- Cameron, L. (2001). [Lynne_Cameron]_Teaching_Languages_to_Young_Learners(b-ok.org).pdf (p. 256).
- Chomsky, N. (1965). ASPECTS OF THE THEORY OF SYNTAX. *The Massachusetts Institute Of Technology*, 261.
- Cruz, J. Q. (2007). Video Games and the ESL Classroom. *The Internet TESL Journal*, XIII. <http://iteslj.org/Articles/Quijano-VideoGames.html>
- Ellis, N. C. (1994). Vocabulary acquisition: The implicit ins and outs of explicit cognitive mediation. *Implicit and Explicit Learning of Languages*, 211–282.
<https://sites.lsa.umich.edu/nickellis/wp-content/uploads/sites/933/2021/07/ImpExpChap07.pdf>
- Krashen, S. D. (1981). Second Language Acquisition and Second Language Learning. In *English Language Learning Materials: a Critical Review*.
- Mitchell, A., & Savill-Smith, C. (2004). The Use of Computer and Video Games for Learning: A review of the Literature, Learning and Skills Development Agency. In *Learning and Skills Council*. <https://dera.ioe.ac.uk/id/eprint/5270/>
- Nation, I. S. P. (2013). Learning vocabulary in another language. *Learning Vocabulary in Another Language*, 1–624. [https://doi.org/10.1016/s0889-4906\(02\)00014-5](https://doi.org/10.1016/s0889-4906(02)00014-5)
- Nunan, D., & Bailey, K. M. (2009). *Exploring Second Language Classroom Research: A Comprehensive Guide*.
- Ritchie, W. C., & T. K. Bhatia. (1996). *Handbook of Second Language Acquisition*.
- Seli, F. Y., & Santosa, I. (2022). The Role of Video Games in Learning English. *Ijlecr - International Journal of Language Education and Culture Review*, 8(2), 56–67. <https://doi.org/10.21009/ijlecr.v8i2.32013>
- Sismona, S. (2020). *The Effect of Using Video on Students' Vocabulary Mastery*. 504(ICoIE), 331–336. <https://doi.org/10.2991/assehr.k.201209.244>
- Toufik, G. M., & Hanane, S. (2021). Investigating the Potential of Online Video Games in Enhancing EFL Learners' Communication Skills. *Universal Journal of Educational Research* 9(2): 292-298.
- Winaldo, M. D., & Oktaviani, L. (2022). INFLUENCE OF VIDEO GAMES ON THE ACQUISITION OF THE ENGLISH LANGUAGE. 3(2), 21–26.