

## REFERENCES

- Abisamra, Nada, S. 2003. *Teaching Writing – Approaches and activities*. Jakarta: Bumi Aksara.
- Al Masri, Amaal. 2014. *The Effect of Using Word Games on Primary Stages Students Achievement in English Language Vocabulary in Jordan*. Vol.2.No.9.
- Alifah, Siti. 2013. *Pengembangan Media Pembelajaran Berbasis Multimedia Pada Pokok Bahasan Kalor Untuk Siswa SMP kelas VII*. Semarang: IKIP PGRI
- Anitah, S. 2008. *Media Pembelajaran*. Surakarta: UNS Press.
- Arsyad, Azhar. 2014. *Media Pembelajaran*. Jakarta: Bumi Aksara.
- Ashera, Yosi. 2013. *Teaching Writing a Descriptive Text to Junior High School Students by Using “Nearby Objects: People, Place, and Things” as a Model*. Vol.1.No.2. Unpublished: Students of State University Padang.
- Arrosy, M. 2013. *The Implementation of Who Am I Game to teach Speaking Descriptive Text to The Seventh Graders of SMPN 3 Krian*. Vol.1.No.3.
- Bask Ameer, Sahar. 2016. *Using Games as a Tool in Teaching Vocabulary to Young Learners*. Vol.9.No.7.
- Brown, H. Douglas. 2001. *Teaching by Principles: An Attractive approach to Language pedagogy*. London: Longman
- Byrne, Donn. 1979. *Teaching Writing Skill*. London: Longman Group itd.
- Celce, M. & Olshtain, M.E. 2000. *Discourse and Context in Language Teaching*. New York: Cambridge University Press
- Depdiknas. 2004. *Kurikulum 2004 Standard Kompetensi Mata Pelajaran Bahasa Inggris Sekolah Menengah Pertama*. Jakarta: Depdiknas.
- Fitria, Anggi. 2014. *Teaching Writing Descriptive Text Through My Story Maker Media in Junior High School*. Vol.3.No.1. Unpublished: Students of State University Padang.
- Gerot, and Wignel. 1995. *Making Sense of Functional Grammar*. Sydney: Gerdsobler.
- Hadfield, J. 1987. *Elementary Communication Games*. London: Thomas Nelson and Sons.

- Haris, David P. 1969. *Testing English as Second Language*. New Delhi: McGrawHill.
- Harmer, Jeremy. 2004. *How to Teach Writing*. Essex: Pearson Education Limited
- Heaton, John Brian. 1989. *Writing English Language Tests*. New Edition. London: Longman Company.
- Husna, Lailatul. 2013. *An Analysis of Students Writing Skill in Descriptive Text at Grade XI IPA 1 of MAN 2 Padang*. Journal Education vol.1.No.2. Unpublished: Students of State University Padang.
- Johnson, D.W., & Johnson, R.T. 1989. *Cooperative and Competition: Theory and Research* Edina, MN: Interaction Book Company.
- Klippel, Friederike. 1994. *Keep Talking*. USA: Cambridge University Press.
- Khasanah, Ika Kurniati. 2013. *The use of Picture – Guessing Game in Implementing Team – Pair – Solo Technique to improve The Students Ability to Write Descriptive Text at SMA N 1 Subah*. Unpublished Thesis: USM
- Lee, W R. 1979. *Language Teaching Games and Contests*. (Second Edition). London: Oxford University Press.
- Lovecha, Vonia. 2014. *Teaching Writing Descriptive Text by Using Who Am I Game*. vol.3.No.5. Unpublished: Students of FKIP University of Bung Hatta.
- Myles, J. 2002. *Second Language Writing and Research: The Writing Process and Error Analysis in Students*. London: Longman.
- Nunan, David. 2003. *Practical English Language Teaching*. Boston: McGraw
- Oshima, A. and Hogue, A. 1991. *Writing Academic English*. (Second Edition). New York: Addison-Wesley Publishing Company.
- Pardiyono. 2014. *Teaching Genre – Based Writing*. Yogyakarta: Andi.
- Pratiwi, Tita Amalia. 2011. *The Use of Guessing “What Am I Game” to Teach Speaking Descriptive Text to The Seventh Grade Students of SMP N 2 Krian – Sidoarjo*. Unpublished Thesis: Unesa.
- Rachmawati, A. 2016. *Improving Writing Skill in Writing Descriptive Text Through Guessing Game At The Seventh Grade Students of SMPN 2 Bungkal Ponogoro in The Academic Year 2015/2016*. Unpublished Thesis: Muhammadiyah University of Ponogoro.

- Raimes, Ann. 1983. *Technique in Teaching Writing*. New York: Longman
- Sugiyono. 2008. *Metode Penelitian Pendidikan: Pendekatan Kuantitatif, Kualitatif dan R&D*. Bandung Alfabeta
- Supriyanta, Hari. 2014. *The Effectiveness of Guessing Game Technique in Teaching Vocabulary at MTS Darussalam*. Unpublished Thesis: UINJ.
- Suyanto. 2007. *Web Design Theory and Practices*. Yogyakarta: Andi
- Weed, Gerchen E. 1972. *Using Games in Teaching Children*. English Teaching. Vol.10, No.2.
- Wright, Andrew. 2006. *Games for Language Learning*. Third Edition. Cambridge University Press.