

REFERENCES

Anggraini, S. D. 2017. *Cartoon Story Maker: Linking Technology and ELT for Young Learners Speaking Skill*. 1st English Language and Literature International Conference (ELLiC) Proceedings, Vol. 1, 2017.

Arsyad, A. 2002. *Media Pembelajaran*. Jakarta : PT. Raja Grafindo Persada.

Borg, W.R. and Gall, M.D. 2003. *Educational Research An Introduction (Revised Ed)*. New York: Longman

Brown, H. D. 2001. *Teaching by Principles: An Interactive Approach to Language Pedagogy*. Great Britain: Longman.

Carter, B. 2017. *Examples of Descriptive Text: Gregory*. Retrieved from <https://www.thoughtco.com/model-descriptive-paragraphs-1690573>

Dirgeyasa, I Wy. 2016. *College Academic Writing: A Genre Based Perspective*. Jakarta: Kencana.

Donato, R. 2000. *Sociocultural Contributions to Understanding the Foreign and Second Language Classroom*. In J. P. Lantolf (Ed.): *Sociocultural theory and second language learning* (pp. 27-50). Oxford: Oxford University Press.

Gerrot, L., & Wignell P. 1995. *Making Sense of Functional Grammar*. Sydney: Antepodean Educational Enterprises.

Hakim, L.N. 2016. *Using Cartoon Story Maker (CSM) Through Project Based Learning in Teaching Creative Writing*. Sebelas Maret University.

Harmer, J. 2004. *The Practice of English Language Teaching*. New York: Longman.

_____. 2004. *How to Teach Writing*. England : Pearson.

_____. 2003. *The Practice of English Language Teaching*. New York: Cambridge University Press.

La Velle, L. and Nichol, J. 2000. *Intelligent Information and Communications Technology for Education and Training in the 21st Century*. British Journal of Educational Technology, Vol. 31, No. 2, pp. 99–107, 2000.

Knapp, P. and & Megan W. 2005. *Genre, Text, and Grammar*. Sydney: University of New South Wales.

Maharsi, I. 2016. *Finding Connection between Extensive Reading and Story Writing*. Cakrawala Pendidikan, Vol. XXXV, No. 2, pp. 187-197, June 2016.

Manurung, J. E. 2015. *Using Cartoon Story Maker 1.1 in Developing Writing English Skills in EYL Classroom*. Didascen Journal, Vol. 1, No.1, pp. 39-46, November 2015.

Mina, N. and Putranti, S. D. 2015. *Designing Cartoon as a a Supplementary Material for English Structure Subject*. Dinamika Ilmu, Vol. 15, No. 1, pp. 115-136, 2015.

Mullamaa, K. 2010. *ICT in Language Learning - Benefits and Methodological Implications*. International Education Studies, 3, (1). 38-44. Retrieved from <http://www.ccsenet.org/ies>

Sudjana, D. 2001. *Metode & Teknik Pembelajaran Partisipatif*. Bandung: Falah Production.

Suyanto. 2007. *Analisis dan Desain Aplikasi Multimedia untuk Pemasaran*. Yogyakarta: Andi.

Vergia, A. 2016. *Descriptive Text: Describing People*. Retrieved from <https://www.slideshare.net/AndiniVergia/descriptive-text-describing-people>

<http://www.education.vic.gov.au/languagesonline/games/cartoon/> accessed on April 24, 2017.

<https://www.thoughtco.com/model-descriptive-paragraphs-1690573> accessed on July 10, 2017.