

REFERENCES

- Akbar, I. N. A., Jabu, B., & Korompot, C. A. (2023). The analysys of learning english on YouTube to improve speaking skill. *Journal of English Education and Literature*, 2(2), 143–151.
- Amalia, R. (2020). *RimaAmalia_5023201005 (1)*. Institut Teknologi Surabaya.
- Ana Sri Lestari, & Sholichah, N. I. (2022). Improving Speaking Ability By Using Picture Series. *Jurnal Penelitian Ilmiah INTAJ*, 6(1), 22–41. <https://doi.org/10.35897/intaj.v6i1.728>
- Bhardwaj, P. (2019). Types of sampling in research. *Journal of the Practice of Cardiovascular Sciences*, 5(3), 157. https://doi.org/10.4103/jpcs.jpcs_62_19
- Bohari, L. (2020). Improving Speaking Skills Through Small Group Discussion At Eleventh Grade Students of Sma Plus Munirul Arifin Nw Praya. *Journal of Languages and Language Teaching*, 7(1), 68. <https://doi.org/10.33394/jollt.v7i1.1441>
- Boru, T. (2018). *Chapter Five Research Design And Methodology 5 . 1 . Introduction Citation : Lelissa TB (2018); Research Methodology ; University of South Africa , PHD Thesis. December.* <https://doi.org/10.13140/RG.2.2.21467.62242>
- Budiastuti, D., & Bandur, A. (2018). Validitas Dan Reliabilitas Penelitian. In *Penerbit Mitra Wacana Media*. Penerbit Mitra Wacana Media.
- Cole, R. (2023). Inter-Rater Reliability Methods in Qualitative Case Study Research. *Sociological Methods and Research*. <https://doi.org/10.1177/00491241231156971>
- Dewi, R. S., Kultsum, U., & Armadi, A. (2016). Using Communicative Games in Improving Students' Speaking Skills. *English Language Teaching*, 10(1), 63. <https://doi.org/10.5539/elt.v10n1p63>
- Gana, M., Haryanto, & Saliya, K. (2021). Teachers' Strategies in Teaching Speaking (a Case Study of an English Teacher in Sma Negeri 1 Toraja Utara). *Syntax Idea*, 3(8), 1–10.
- Ilyosovna, N. A. (2020). *The Importance of English Language*. *JALL (Journal of Applied Linguistics and Literacy*, 5(2), 66–82. <https://jurnal.unigal.ac.id/index.php/jall/index>
- Ismailia, T. (2021). Performance Assesment Using Runric to Improve Students' Speaking Skill. *JALL (Journal of Applied Linguistics and Literacy*, 5(2), 66–

82. <https://jurnal.unigal.ac.id/index.php/jall/index>
- Larosa, N., Qamariah, H., & Rosdiana. (2020). *The Implementation Of Repetition Drill In Teaching Speaking Skill*. 1(*Universal Journal of Educational Research*, 8(3 B), 59–68. <https://doi.org/10.13189/ujer.2020.081507>
- Leong, L., & Ahmadi, S. M. (2017). An Analysis of Factors Influencing Learners' English Speaking Skill. *International Journal of Research in English Education*.
- Lestari, Y. (2021). EFL students' speaking ability in descriptive text. *Concept: Community Concern for English Pedagogy and Teaching*, 7(1), 45–52. <https://doi.org/10.32534/jconcept.v7i1.1821>
- Liliana, R. A., Raharjo, W., Jauhari, I., & Sulisworo, D. (2020). Effects of the online interactive learning media on student's achievement and interest in physics. *Universal Journal of Educational Research*, 8(3 B), 59–68. <https://doi.org/10.13189/ujer.2020.081507>
- Lumbangaol, R. R. (2021). the Effect of Taboo Word Game in Improving Vocabulary Ability. *Journal MELT (Medium for English Language Teaching)*, 4(2), 155. <https://doi.org/10.22303/melt.4.2.2019.155-169>
- Madya, S., & Meiningsih, F. A. (2021). The Use of Guessing Game in Improving the Speaking Skills of Elementary School Students. *IJEE (Indonesian Journal of English Education)*, 8(2), 327–339. <https://doi.org/10.15408/ijee.v8i2.21679>
- Madya, S., & Meningsih, F. A. (2021). Guessing Game Effectiveness for Improving Student Speaking Skill in Elementary School. *Celt: A Journal of Culture, English Language Teaching & Literature*, 21(2), 224–243. <https://doi.org/10.24167/celt.v21i2.3328>
- Menggo, S., Basir, A., & Halum, Y. S. (2022). Video-Based Tasks in Strengthening Speaking Skills of EFL College Students. *Indonesian Journal of EFL and Linguistics*, 7(2), 279. <https://doi.org/10.21462/ijefl.v7i2.510>
- Minda, S. (2023). Factors Influencing the Students' Speaking Ability. *Lingua*, 19(2), 227–239. <https://doi.org/10.34005/lingua.v19i2.3137>
- Murti, P., & Jabu, B. (2022). Students' English Speaking Difficulties and Teachers' Strategies in English Teaching: a Case Study At Sma Negeri 10 Gowa. *PERFORMANCE: Journal of English Education and Literature*, 1(1), 50–63.
- Nastiti, Graciela Wuri and Veniranda, Y. (2021). *Using Taboo Game To Improve*

- Vocabulary*. February, 51–60.
https://scholar.google.com/scholar?hl=id&as_sdt=0%2C5&q=USING+TABOO+GAME+TO+IMPROVE+VOCABULARY+OF+GRADE+VIII+STUDENTS+OF+SMP+NEGERI+1+SEMIN+GUNUNGKIDUL&btnG=
- Novinda, K., & Haryadi. (2020). *The Effectiveness of Using Traditional and Modern Games to Improve Students' Speaking Ability*. 511(Yicemap 2019), 273–276. <https://doi.org/10.2991/assehr.k.201221.059>
- Nugroho, A., Salija, K., Nur, S., Abdullah, A., & Aeni, N. (2023). The Use of Dialogue-Games toward English-Speaking Ability of German Language Students. *Celebes Journal of Language Studies*, 3(2), 387–396. <https://doi.org/10.51629/cjls.v3i2.166>
- Nuryadi. (2017). *Dasar-Dasar Statistik Penelitian*. SIBUKU MEDIA.
- Pangastuti, E., & Chadafi, M. (2019). The Effectiveness of Games on Student ' s Speaking Skill at Second Grade of Islamic Junior High in Gresik. *Journal of English Education and Technology (Jeet)*, 01(01), 62–77. <http://jeet.fkdp.or.id/index.php/jeet/article/view/5>
- Ramadhani, S. P., Atmowardoyo, H., & Baa, S. (2023). English Teachers Storytelling Strategy in Teaching Speaking Class at Junior High School 17 Barru. *PERFORMANCE: Journal of English Education and Literature*, 2(3), 432–441.
- Rauzana, A. (2016). Identification and Assessment of Risk Factors Affecting Construction Projects in North Aceh, Indonesia. *IOSR Journal of Business and Management*, 18(09), 72–77. <https://doi.org/10.9790/487x-1809047277>
- Razi, F., Asnawi, M., & Dohra, F. (2019). Teachers' Strategies In Teaching Speaking Skill To Junior High School Students. *English Education Journal (EEJ)*, 12(4)(October 2021), 540–557.
- Rezqi, A., Kurniawan, D., & Sakti, K. F. L. (2022). Penggunaan Media Pembelajaran Tebak Kata untuk Keterampilan Membaca Bahasa Mandarin Siswa Kelas XI-LMT SMA Negeri 5 Malang. *JoLLA: Journal of Language, Literature, and Arts*, 2(12), 1725–1736. <https://doi.org/10.17977/um064v2i122022p1725-1736>
- Rosianna, R., & Lumbangaol, R. R. (n.d.). *The Effect Of Taboo Word Game In Improving*. 2008, 155–169.
- Siregar, M. A., & Fithriani, R. (2023). Learning English Vocabulary with Taboo Game: A Case Study of Indonesian Junior High School Students. *Ethical*

Lingua: Journal of Language Teaching and Literature, 10(1), 10–21.
<https://doi.org/10.30605/25409190.513>

Studio, M. G. (2022). *Taboo Games*. Marmalade Games Studio.

Sugiyono. (2013). *Metode Penelitian Kualitatif Dan Kuantitatif*. Penerbit Alfabeta.

van Elst, H. (2019). *Foundations of Descriptive and Inferential Statistics* (Issue August). <https://doi.org/10.13140/RG.2.1.2112.3044>

Zubair, A. M. (2023). Experimental research. *Researching Translation and Interpreting*, January, 220–228.
<https://doi.org/10.30574/wjarr.2022.16.3.1152>