

## REFERENCES

- Ahmed, S. H. (2017). Teaching speaking skills at Sudanese schools: Teachers' perceptions. *International Journal of Research Studies in Language Learning*, 6(2), 45-53. <https://www.researchgate.net/profile/Sami-Ahmed-7/publication/294578917/links/5c73f9aca6fdcc47159bdb91.pdf>
- Amin, N. (2019). Using Guessing Game to Improve Speaking Ability of the Seventh Grade Students of SMP Negeri 3 Balusu. <https://osf.io/preprints/eht4w/>
- Angelini, M. L., & García-Carbonell, A. (2019). Developing English speaking skills through simulation-based instruction. *Teaching English with Technology*, 19(2), 3-20. <https://www.cceol.com/search/articledetail?id=778015>
- An, N. T. M., & Ho, P. V. P. (2018). Improving EFL Students' Speaking Performance by Using Games in The Classroom. In *Conference: Teaching and Learning English as Job Requirements in the Modern Age, September* (pp. 121-127). <https://www.researchgate.net/profile/International-Journal-Of-Tesol-Education/publication/327835311.pdf>
- Dewi, R. S., Kultsum, U., & Armadi, A. (2017). Using Communicative Games in Improving Students' Speaking Skills. *English language teaching*, 10(1), 63-71. <https://eric.ed.gov/?id=EJ1124241>
- Fitriana, D. (2012). Improving the speaking skills through guessing games of the seventh grade students of SMP Muhammadiyah 1 Seyegan Yogyakarta in the academic year of 2012/2013. *Published Thesis*). Universitas Negeri Yogyakarta, Yogyakarta. <https://core.ac.uk/download/pdf/78035698.pdf>

- Fatawi, I., & Zuhud, D. A. (2016). The Use of Guessing Game in Improving Students' Speaking Ability. *Ibnu Fatawi 097010022* (Doctoral dissertation, Sastra Inggris). <http://repository.unpas.ac.id/13656/>
- Hayati, A. (2020). The use of digital guessing game to improve students' speaking ability. *Journal of English Education and Teaching*, 4(1), 115-126. <https://ejournal.unib.ac.id/index.php/JEET/article/view/10218>
- Haliwanda, U. (2021). The effect of using the Communicative Language Teaching (CLT) approach in teaching speaking. *Elite: English and Literature Journal*, 8(2), 40-53. <http://journal.uinalauddin.ac.id/index.php/elite/article/view/24347>
- Hakim, I., & Amri, Z. (2022, February). An Analysis of Students' Speaking Ability in Class Presentation during Covid-19 Pandemic at IAIN Padangsidempuan. In *67th TEFLIN International Virtual Conference & the 9th ICOELT 2021 (TEFLIN ICOELT 2021)* (pp. 130-133). Atlantis Press. <https://www.atlantis-press.com/proceedings/teflin-icoelt-21/125970095>
- Harmer, J. (2008). *How to teach English* (Vol. 62, No. 3, pp. 313-316). Oxford University Press. <https://academic.oup.com/eltj/articleabstract/62/3/313/384919>
- Harmer, J. (2003). Popular Culture, Methods, and Context. *ELT journal*, 57(3), 288-94. <https://eric.ed.gov/?id=EJ669764>
- Khowatim, L. K., Farid, A., & Saifuddin, M. (2022). The Effectiveness Of Using Communicative Language Teaching (Clt) Techniques On Students' speaking Skill. *Journal of Research in Foreign Language Teaching (JR)*, 3(2), 39-48. <http://journal.unipdu.ac.id/index.php/jr/article/view/3310>
- Kurniawati, L. S. M. W., Marta, R. F., & Amanda, M. (2020). Utilization of COVID-19 Digital Media Literacy Through The New Habit Marble Online Game in Early Children. *Journal Communication Spectrum: Capturing New Perspectives in Communication*, 10(2), 106-116.

[https://journal.bakrie.ac.id/index.php/Journal\\_Communication\\_spectrum/article/view/2142](https://journal.bakrie.ac.id/index.php/Journal_Communication_spectrum/article/view/2142)

Kaur, D., & Aziz, A. A. (2020). The use of language game in enhancing students' speaking skills. *International Journal of Academic Research in Business and Social Sciences*, 10(12), 687-706.

[https://www.researchgate.net/profile/Azlina-AbdulAziz/publication/351421938\\_The\\_Use\\_of\\_Language\\_Game\\_in\\_Enhancing\\_Students'\\_Speaking\\_Skills/links/60c82a0a92851c8e6395da82/.pdf](https://www.researchgate.net/profile/Azlina-AbdulAziz/publication/351421938_The_Use_of_Language_Game_in_Enhancing_Students'_Speaking_Skills/links/60c82a0a92851c8e6395da82/.pdf)

Kismullah, K., Burhansyah, B., Fitriani, S. S., Fairuz, G., & Shing, S. R. (2019). The use of guessing game in teaching speaking to EFL junior high school students. *Proceedings of EEIC*, 2, 231-235.

<https://jurnal.usk.ac.id/EEIC/article/view/15649>

Kemala, J. S. R. H. M. (2022). The Use Of Guessing Game To Improve Students Speaking Ability At Smp N 1 Talamau. *Inovasi Pendidikan*, 9(1).

<https://www.jurnal.umsb.ac.id/index.php/inovasipendidikan/article/view/3274>

Leong, L. M., & Ahmadi, S. M. (2017). An Analysis Of Factors Influencing Learners' english Speaking Skill. <https://www.sid.ir/Paper/349619/>

Mauranen, A. (2018). Second language acquisition, world Englishes, and English as a lingua franca (ELF). *World Englishes*, 37(1), 106-119.

<https://onlinelibrary.wiley.com/doi/abs/10.1111/weng.12306>

Marzuki, M. (2022). An Analysis Of Students Anxiety In Speaking English Of The Second Grade Students Of Ma Ddi Lakatan. *Jurnal Madako Education*, 8(1).

<https://ojs.umada.ac.id/index..php/jme/article/view//197>

Mahripah, S. (2014). Exploring factors affecting EFL learners' speaking performance: from theories into practices. In *Proceedings of the 3rd UAD TEFL International Conference* (pp. 1037-1046).

- Mahdjouba, (2020). *Enhancing EFL Secondary School Learners' Listening and Speaking Skills through Classroom Games* (Doctoral dissertation, Doctoral dissertation, University of Mostaganem). <http://e-biblio.univmosta.dz/bitstream/handle/123456789/17275/zbalah%20final%20dissertation.pdf?sequence=1>
- Purba, H. S. R. (2024). Improving Students' speaking Ability Through Guessing Games At Grade X Of Sma Negeri 1 Hutabargot. *Jurnal Pendidikan dan Pengajaran (JUPEJA)*, 2(1), 1-6.  
<https://merwinspy.org/journal/index.php/jupeja/article/view/96>
- Puspitasari, P. T. (2021). The Implementation of Guessing Game to Improve The Speaking Ability of EFL Students in Excellent Course, Kampung Inggris, Pare, Kediri. *EDUCAFL: Journal of Education of English as Foreign Language*, 4(2), 78-84.  
<https://educافل.ub.ac.id/index.php/educافل/article/view/198>
- Ramadhani, P. (2019). The Effect Of Fun Learning By Using Guessing Word Method On Students' vocabulary In Private English Course.  
<https://core.ac.uk/download/pdf/225825457.pdf>
- Rustam, U., & Amir, H. S. (2022). Guessing Game: an Implementation in Speaking Class of High School Students. *Jurnal Ilmiah Multidisiplin Amsir*, 1(1), 123-130.  
<http://journal.stieamsir.ac.id/index.php/abrj/article/view/200>
- Safari, M. U. K. (2021, November). Increasing Student's Speaking Ability Through Guessing Game Techniques For the Eighth Graders of MTs NW 02 Rensing. In *ICoIS: International Conference on Islamic Studies* (Vol. 2, No. 1, pp. 74-85).  
<https://ejournal.iaforis.or.id/index.php/icois/article/view/17>
- Siagian, E. S. (2015). The Effect Of Jigsaw Technique In Students Speaking Ability. <https://repository.uhn.ac.id/handle/123456789/813>

Supriyati, I. (2020). Penerapan metode diskusi dalam pembelajaran keterampilan berbicara pada siswa kelas viii mtsn 4 palu. *Jurnal Bahasa dan Sastra*, 5(1),104-116.  
<https://core.ac.uk/download/pdf/289713771.pdf>