

มหาวิทยาลัยราชภัฏสุราษฎร์ธานี
Buriram Rajabhat University

BIBLIOGRAPHY

BIBLIOGRAPHY

Alemi, M. (2010). **Educational Games as a Vehicle to Teaching Vocabulary.**

Retrieved 12 January 2012, from <http://www.mjal.org/Journal/Educational%20Games%20as%20a%20Vehicle%20to%20Teaching%20Vocabulary.pdf>.

Amato, P. A. (1996). **Make It Happy.** New York: Addison-Wesley.

Amornrit, P. (2006). **The Development of Computer Multimedia Instruction on Language Games in English Substance for Level 2 Students.** Master's Thesis. Bangkok: Srinakharinwirot University.

Amphaiphan, R. (2002). **100 Language Games.** Bangkok: Thai Wattapanich.

Applewhite, P. B. (1965). **Organization Behavior.** New York: Prentice-Hall.

Arunsornsri, K. (2003). **Satisfaction of the Operation of Chaiprakarn Agricultural Cooperatives Limited.** Master's Thesis. Chiang Mai: Chiang Mai University.

Attapan, K. (2002). **The Effects of Using Games on the Enhancement of Grammatical Competence of M.4 Students in Science Program at Nawaminthrachuthit Taksin School, Songkhla.** Master's Thesis. Songkhla: Prince of Songkhla University.

Buasap, S. (2002). **Effects of Pictures and Gestures on Vocabulary Retention.** Master's Independent Study. Ubon Ratchathanee: Ubon Ratchathanee University.

Byrne, D. (1995). **Games. Teaching Oral English.** Harlow: Longman Group UK Limited.

Calisle, R. (2002). Fostering Vocabulary Development in Element Classroom:

Importance of Vocabulary Instruction. 29(8) : 27-30.

Carrier, M. (1990). **Take 5 : Games and Activities for the Language Learner.**

London: Harrap.

Chai-anan, S. (1997). **Satisfaction of the Farmers on the Project to Promote the Planting of Tomatoes, a Binding Contract in Lampang Province.** Master's Thesis. Chiang Mai: Graduate School of Chiang Mai University.

Chaiphap, S. (2002). **Improving Students' Vocabulary Through Games.**

Master's Independent Study. Khon Kaen: Khon Kaen University.

Chansri, Y. (2002). **The Effects of Using Games in English Vocabulary Teaching on Learning Vocabulary Ability and Retention of Mathomsuksa 2**

Students. Master's Thesis. Nakhonsawan: Rajabhat Institute Nakhonsawan.

Chanprecharat, C. (2000). **Students' Satisfaction toward Instruction**

Management of Northeast Technology School, Khon Khaen. Master's Thesis. Mahasarakham: Mahasarakham University.

Chanthiam, M. (2009). **The Use of Picture Books to Improve Students'**

Vocabulary Learning. Master's Independent Study. Mahasarakham: Mahasarakham University.

Cole, M., Cole, S. R. & Lightfoot, C. (2005). **The Development of Children.**

New York: Worth Publishers.

Cynthia & Johnson, D. (2002). **The Importance of Vocabulary Development.**

Educators Publishing Service.

Deesri, A. (2002). Games in the ESL and EFL Class. **The Internet TESL Journal.**

Retrieved 5 May 2011, from <http://iteslj.org/Techniques/Deesri-Games.html>.

- Duangsin, S. (2008). **Using Picture to Expand English Vocabulary Achievement of Phrathomsuksa 2 Students at Burapha Ubon Municipality, Thailand.** Master's Independent Study. Ubon Ratchathanee: Ubon Ratchathanee Rajabhat University.
- Edwards, L. (2009). **How to Teach Vocabulary.** Retrieved 8 May 2011, from: <http://www.pearsonlongman.com/.../downloads/.../How-to-Teach-Vocabulary.pdf>.
- Harris, P. (1969). **Reading Improvement Exercise for Students of English as a Second Language.** New Jersey: Prentice Hal.
- Hadfield, J. (1990). An Collocation of Games and Activities for Low to Mid-Intermediate Students of English. **Intermediate Communication Games.** Hong Kong: Thomus and Nelson and Nelson and Sons Ltd.
- _____. (1999). **Intermediate Vocabulary Games.** Harlow, Essex: Longman.
- Hewitt, P. (1997). Games in instruction leading to environmentally responsible behavior. **Journal of Environmental Education.** 28(3) : 35-37.
- Holmes, B. (2008). Teaching Vocabulary-a Short Introduction. **Word Wide Words.** Retrieved 10 July 2011, from <http://worldwidewords.org>.
- Hong, L. (2002). Using Games in Teaching English to Young Learners. **The Internet TESL Journal.** Retrieved 5 May 2011, from <http://iteslj.org/Lesson/Lin-UsingGames.html>.
- Hornsombut, S. (1991). **The Comparative Study on Vocabulary Learning Achievement and Retention between Using Game Supplemented Exercises and Teacher's Manual.** Master's Thesis. Khon Kaen: Khon Kaen University.

- Huyen, N. T. T. & Nga, K. T. T. (2003). Learning Vocabulary Through Game. The Effectiveness of Learning Vocabulary Through Games. **Asian EFL Journal**. Retrieved 5 May 2011, from http://www.asianefljournal.com/dec_03_vn.pdf.
- Issarapreeda, P. (2003). **Educational Psychology**. Kalasin: Prasankarnpim.
- Jager, D. N. (2009). **Games and Fun Activities**. Retrieved 24 June 2011, from <http://4kidsesl.com/games.html>.
- Jamjanta, R. (2006). **A Comparison of Learning Achievement and Retention in English Vocabulary of Pratomsuksa 6 Students when Using Games in Contrast to not Using Games**. Master's Thesis. Chiang Mai: Chiang Mai Rajabhat University.
- Jung, I. C. (2005). Using Games to Promote Communicative Skills in Language Learning. **The Internet TESL Journal**. Retrieved 24 June 2011, from <http://iteslj.org/Techniques/Chen-Games.html>.
- Kelly, P. (1990). Guessing: No Substitute for Systematic Learning of Lexis. **System**, 18(2) : 199-207.
- Khaemmanee, T. (2001). **14 Methods for Good Teachers**. Bangkok: Chulalongkorn University.
- Khan, J. (1996). Using games in teaching English to young learners' in (eds) Brumfit, C, **Teaching English to Children**. From Practice to Principle England: Longman.
- Khinna, K. (2003). **The Development of Math Achievement in Matthayomsuksa 3 Students through Learning Packages and Cooperative Instruction**. Master's Thesis. Ubon Ratchathanee: Rajabhat Institute Ubon Ratchathanee.

Kim, L. S. (1995). Create Games for the Language Class. **Forum**. 33(1) : 35.

Retrieved 5 May 2011, from

<http://exchanges.state.gov/forum/vols/vol33/no1/P35.htm>.

Kitrakarn, P. (2001). **Efficiency Analyzing of Educational Materials and Technology (E₁/ E₂), Educational Measurement**. Mahasarakham:

Mahasarakham University. 7: 46-51.

Khongtha-worn, W. (1996). English Games. In P. Surassawadee (Eds.), **Activities and Teaching Media for Primary School English Class**. (pp. 83-107).

Bangkok: Chulalongkorn University.

Kopecky, A. (2009). **Using Games to Motivate Your Adult ESL Students**.

Retrieved 15 June 2011, from http://www.eslfocus.com/articles/using_games_to_motivate_your_adult_400.html.

Kramer, W. (2000). What is a game? Retrieved 24 June 2011, from

<http://www.thegamesjournal.com/articles/WhatIsaGame.shtml>.

Kulkittiyanon, B. (2011). **Effects of Using Songs to Enhance English Vocabulary Achievement of Prathomsuksa 5 Students**. Master's Thesis. Buriram:

Buriram Rajabhat University.

Kullaya, N. (2009). **The Development of Teaching and Learning Activities English Vocabulary for Prathomsuksa 3 students Using Games**.

Master's Thesis. Khon Kaen: Khon Kaen University.

Langran, J. & Purcell, S. (1994). Language Games and Activities.

Network 2. Teaching Languages to Adults. London: Center for

Information on Language Teaching and Research. Retrieved 6 August 2011,

from <http://www.eric.ed.gov>.

- Lee, W. R. (1979). **Language Teaching Games and Contests**. Oxford: Oxford University Press.
- Lewis, M. (1993). **The Lexical Approach**. Hove: Language Teaching Publications.
- Lewis, G. & Bedson, G. (1999). **Games for Children**. Oxford : Oxford University Press.
- Manivanman, G. (2006). **The English and Its Importance**. Retrieved 27 June 2011, from <http://www.usingenglish.com/articles/importance-english-language.html>.
- Manmart, P. (2007). **The Use of Situational Tasks to Improve Students' Vocabulary Learning in EFL Classroom**. Master's Independent Study. Mahasakham: Mahasarakham University.
- Marzano, R. J. (2004). **Building Background Knowledge for Academic Achievement**. Alexandria, VA: Association for Supervision and Curriculum Development.
- Masheded, M. (1989). **Let's Play Together**. London : Green Print.
- McCallum, G. P. (1980). **101 Word Games: For Students of English as a Second or Foreign Language**. Oxford : Oxford University Press.
- Mei, Y. Y. & Yu-jing, J. (2000). **Using Games in EFL Class for Children**. Daejin University ELT Research Paper, Autumn, 2000.
- Misirli, S. (2007). Three "Co" Games: Collocation, Cooperation and Communication in EFL Classes. **The Internet TESL Journal**. 8(8). Retrieved 24 June 2011, from <http://iteslj.org/Lessons/Misirli-ThreeGames.html>.

- Muadmanee, U. (1997). **Teaching English through Songs and Games**. Bangkok: Samnakpimnamfon.
- Narmratch, N. (2011). **The Development of Instructional Packages in English Grammar on Conditional Sentences for 10th Grade Students**. Master's Thesis. Buriram: Buriram Rajabhat University.
- Nation, I. S. P. (2001). **Learning English in Another Language**. Cambridge : Cambridge University Press.
- Nation, P. (2008). "Teaching Vocabulary." [Electronic Version]. **The Asian EFL Journal**. 7(3) : 4
- Na-Udom, D. (2008). **Development of Activities for Practicing English Skills through Total Physical Response Method, Songs and Games for Prathomsuksa 5 Students with Learning Disabilities in Sakon Nakhon Welfare School**. Master's Thesis. Sakon Nakhon: Sakon Nakhon Rajabhat University.
- Oxford Advanced Learner's Dictionary**. (2005). Oxford: Oxford University Press.
- Oxford, R. & Scarcella, R. C. (1994). Second Language Vocabulary Learning among Adults: State of the Art in Vocabulary Instruction. **System**. 22(2) : 231-243.
- Phanyachawat, J. (2004). **The Effect of Teaching by Using Games towards Communicative Speaking Abilities and Attitudes in English Subject for Mathayomsuksa 3 Students**. Master's Thesis. Nakhonsawan: Nakhonsawan Rajabhat University.
- Phattiyathanee, S. (2003). **Educational Measurement**. (4th ed). Kalasin: Prasankarpim.

- Phumilak, N. (2005). **Enhancement of Sentence Structuring Ability Using Word Sequencing Games**. Master's Independent Study. Khon Kaen: Khon Kaen University.
- Pongtongcharoen, S. (1982). **Teaching English for Beginners**. Bangkok : Pramujasin.
- Pressley, M., Levin, J. R., & Miller, G. E. (1982). The Keyword Method Compared to Alternative Vocabulary Learning Strategies. **Contemporary Educational Psychology**. 7 : 50-60.
- Phromwong, C. (1978). **Teaching Material System**. Bangkok: Chulalongkorn University.
- _____. (1980). English as an International University Language. **Burapha University Journal**. 1(7) ; 23-26.
- _____. (1987). **Teaching Material Course 213211 Material for Primary School**. Nontaburi: Sukhothaithammatiratch University.
- _____. (2001). **The Communication Process and the Teaching System in Technology and Communicative Education**. Nontaburi: Sukhothaithammatiratch University.
- Puntavee, W. (1999). **Satisfaction of the Public on the Services of the Ministry of Interior, Maung District, Maehongsorn Province**. Master's Thesis. Chiang Mai: Chiang Mai University.
- Resnick, L. B. (1989). **Knowing, Learning, and Instruction**. Hillsdale, N.J.: Lawrence Erlbaum.
- Richard-Amato, P. (1988). **Making It Happen : Interaction in the Second Language Classroom-From Theory to Practice**. New York: Longman.

Richards, J. C. (1976). The Role of Vocabulary Teaching. **TESOL Quarterly**.
10(1) : 77-89.

Richard, J. C. and Rodgers, T. S. (1995). **Approaches and Methods in Language Teaching**. Cambridge : Cambridge University Press.

Rungrojnimitchai, P. (2005). **A study on Retention in Learning English Vocabulary Using Vocabulary Games for Children with Hearing Impairment at PrathomSuksa VI**. Master's Thesis. Bangkok: Srinakharinwirot University.

Sai-yot, L. & Sai-yot, A. (1995). **Research Methodology Techniques and Education**. 5th ed. Bangkok: Srinakarinwirot University Press.

Sanchez, M. M. M., Morfin, A. P. & Campos, V. E. P. (2007). **Interactive Games in the Teaching-Learning Process of a Foreign Language**. Teoria Y Praxis.

Saengchai, W. (2000). **The Satisfaction toward Performance of F.M. Radio Station Staffs in South Esarn**. Master's Thesis. Ubon Ratchathanee: Rajabhat Institute Ubon Ratchathanee.

Saricoban, A. & Metin, E. (2000). "Songs, Verse and Games for Teaching Grammar." [Electronic Version]. **The Internet TESL Journal**. 6(10).

Schultz, M. & Fisher, A. (1988). Interacting in the language classroom. **Games for All Reasons**. Massachusetts: Addison-Wesley Publishing Company.

Seelakun, C. (2008). **The Effects of Mnemonic Strategies on Vocabulary Retention: Total Physical Response and Keyword**. Master's Independent Study. Ubon Ratchathanee: Ubon Ratchathanee Rajabhat University.

Siguridurdugg, S.D. (2010). **The Use of Games in the Language Classroom.**

Retrieved 25 October 2011, from <http://skemman.is/is/stream/get/1946/6467/13457/1/Sigridurdogg2010.pdf>.

Sokmen, A. J. (1997). Current Trends in Teaching Second Language Vocabulary. In N. Scmitt, & M. McCarthy (Eds.), **Vocabulary : Description, Acquisition and Pedagogy.** (pp. 237-257). Cambridge: Cambridge University Press,

Srakaew, W. (2006). **Using Pictures to Improve Vocabulary Learning for Prathomsuksa 4 Students.** Master's Independent Study. Mahasarakham: Mahasarakham University.

Sriphakdee, B. (2009). **The Use of a Peer Assistance Technique to Improve Poor Learners' Vocabulary Learning.** Master's Independent Study. Mahasarakham: Mahasarakham University.

Sripramong, S. (2004). **The Study of the Effect of Using Vocabulary Games on the Retention in Learning Vocabulary of Prathomsuksa Five Students.** Master's Thesis. Bangkok: Srinakharinwirot University.

Srirat, T. (2000). **The Development of Instructional Multimedia Computer on "English Vocabulary Games" for Prathomsuksa V Students.** Master's Thesis. Bangkok: Srinakharinwirot University.

Srisa-ard, B. (2002). **Basic of Research** (Revised Version 7th ed). Bangkok: Suweeriyasan.

_____. (2003). **Educational Measurement and Evaluation.** Bangkok: Suweeriyasan.

Stoel, C. (2005). **Target Word Selection Based on JW's Vocabulary Level.**

Retrieved 5 May 2011, from http://www.asha.org/2005/handouts/293_

Berman_S: n.p.

Supakaew, J. (2007). **Using Games as a Supplementary Activities to Enhance**

English Vocabulary Learning of Grade 4 Hill Tribe Students in

Suksanaree Anusorn 1 Baan Mae Muang Noi School, Mae Ai District,

Chiang Mai Province. Master's Thesis. Uttaradit: Uttaradit Rajabhat

University.

Suwanbenjakul, B. (2002). **The Development of Web-based Instruction on**

Relative Clauses for Matthayomsuksa V Students at Kham-sakaesaeng

School, Nakhon Ratchasima. Master's Thesis. Nakhon Ratchasima:

Suranaree University of Technology.

Suwannasri, N. (1997). **Songs and Games for English Learning.** Bangkok:

Compact Print.

Talak-Kiryk, A. (2010). **Using Games in a Foreign Language Classroom.**

Retrieved 5 May 2011, from http://digitalcollections.sit.edu/ipp_

collection/484.

Thaweerat, P. (2000). **Behaviorism and Social Science.** Bangkok: Chulalongkorn

University.

The Ministry of Education, Thailand. (1996). **Teaching Games in English Curriculum**

for the Primary Students. Bangkok: Gurusabha Ladprao.

_____. (2008). **The Basic Education Core Curriculum B.E. 2551 (A.D.**

2008). Bangkok: A Cooperative of Agriculture Assembly of Thailand Press.

- The Royal Institute Dictionary, Thailand.** (1999). Bangkok: Nanmee Book Publication.
- Thornbury, S. (2002). **How to Teach Vocabulary.** London: Bluestone Press.
- Tongpao, S. (2007). **The Use of a Group Assistance Model to Develop Students' Vocabulary Learning.** Master's Independent Study. Mahasarakham: Mahasarakham University.
- Toth, M. (1995). **Children's Games.** Oxford: Heinemann Publishers.
- Tyson, R. E. (2000). **"Serious" Fun: Using Games, Jokes, and Stories in the Language Classroom.** Retrieved 14 June 2011, from <http://english.daejin.ac.kr/~rtyson/fall2000/elt/games.html>.
- Uberman, A. (1998, January-March). The Use of Games For Vocabulary Presentation and Revision Forum. **English Teaching Forum.** 36(1): 20.
- Uttrarachai, A. (2000). **The Effects of Self-Access Learning Materials on Students' Listening Comprehension Development.** Master's Independent Study. Mahasarakham: Mahasarakham University.
- Watcyn-Jones, P. (2001). **Vocabulary Games and Activities 1.** Harlow: Penguin Books.
- Williams, D.H. & Herd, C. (1990). **Word Games with English 1.** Oxford: Heinemann.
- Wongsothorn, A. (1995). **English Teaching and Testing.** Bangkok: Chulalongkorn University.
- Yolageldili, G. & Arikan, A. (2011). **Effectiveness of Using Games in Teaching Grammar to Young Learners.** Retrieved 12 January 2012, from <http://ilkogretim-online.org.tr>.

- Youxin, Z. (2010). **Using Games to Motivate Chinese College Students' Interest in Learning English**. Retrieved 14 January 2012, from <http://minds.wisconsin.edu/handle/1793/43715?show=full>.
- Youdee, W. (2009). **Use of Multisensory Approach to Promote Vocabulary Knowledge and Creative English Writing Ability of Partially Sighted Students**. Master's Thesis. Chiang Mai: Chiang Mai University.
- Zhihong, Y. (2000). **Contextual Way of Vocabulary Teaching and Learning. English Teaching Forum**. Retrieved 14 June 2011, from <http://exchanges.state.gov/forum/vols/vol38/no3/p18.htm>>2004.
- Zimmermann, B. (1997). Do Reading and Interactive Vocabulary Instruction Make a Difference? An Empirical Study. **TESOL Quarterly**. 31 : 121-140.