## **REFERENCES**

- Aarts, H & Dijksterhuist, Ap. (2000). *Habit as Knowledge Structures: Automaticity in Goal-Directed Behavior*, Journal of Personality and Social Psychology Vol. 78, No. 1.
- Aebersold, J. A & Field, M. L. (1997) From Reader to Reading Teacher, Cambridge: Cambridge University Press.
- Arikunto, S. (2002). *Prosedur Penelitian Suatu Pendekatan Praktek*. Jakarta: Rineka Cipta.
- Arnesen, A. A. (2010). Video Game Addiction among Young Adults in Norway: Prevalence and Health. University of Bergen.
- Bargh, J. A. 1994, *The Four Horsemen of Automaticity: Awareness, Intention, Efficiency, and Control in Social Cognition*, Available: www.uni-saarland.de/fak5/.../four\_horsemen\_of\_automaticity.pdf
- Barret, O, G. (2006). On The Automaticity of Emotion, Social Psychology and The Unconscious, New York, Psychology Press.
- Brown, H.D. (2004). *Language Asssessment: Principles and Classroom Practices*. New York: Pearson Education.
- Brockmyer, J.H., Fox, C.M., Curtiss, K.A., McBroom, E., Burkhart, K.M., Pidruzny, J.N. (2009). *The Development of The Game Engagement Questionnaire: A Measure of Engagement in Video Game-Playing*. Toledo: University of Toledo.
- Cameron, L. (2001). *Teaching Languages to Young Learners*. Cambridge: Cambridge University Press.
- Crystal, D. (1995). *The Cambridge Encyclopedia of The English Language*. Cambridge: Cambridge University Press.
- Cumming, H. M, M., & Vandewater, E. A. P. (2007). Relation Of Adolescent Video Game Play Time Spent In Other Activities.

- Eagly, A.H., & Chaiken,S. (2005). Attitude Research in the Century 21st Century: The Current State of Knowledge. Mahwah, Nj, US: Lawrence Erlbaum Associates publishers.
- Fries, C. C. (1985). *Teaching and Learning English as A Foreign Language*. New York: The University of Michigan.
- Gardner, B. (2012). *Habit as Automaticity, not Frequency*, The European Health Psychologist.
- Grace, L. (2005). Game Type And Game Genre.
- Hadfield, J. (1996). *Elementary Vocabulary Games*. England: Longman.
- Haris, D. P. (1969). Testing English As Second Language. New york: McGraw-Hill.
- Harmer, Jeremy. (1998). How to Teach English. Harlow: Longman.
- Hatch, E., & Brown, C. (1995). *Vocabulary, Semantics, and Language Education*. New York: Cambridge.
- Hornby, A.S. (1995). Oxford Advanced Learner"s Dictionary of Current English. Oxford: Ox University Press.
- Huyen, N.T.T and Nga, K.T.T. *The Effectiveness of Learning Vocabulary Through Games*. ASIAN EFL JOURNAL.
- Jacoby, L. (1991). A Process Dissociation Framework: Separating Automatic From Intentional Uses Of Memory. McMaster University.
- Kenny, D. A. (2004). Correlation and Causality. Storrs, Connecticut.
- LaBarge, D. (1997). Attention, Awareness, and tThe Triangular Circuit. Irvine: University of California.
- Milczynski, K,A. (N.D). *Literature Review: Effectiveness of Gaming in The Classroom*. Michigan State University.
- Mujakkir, A. (2015). The Comparative Between Students Who Play And Who Do Not Play Clash Of Clans Game On Students' Vocabulary Mastery At The Eight Grade Students Of Mts Kelayan Academic Year 2015/2016. Banjarmasin:

- Department of English Education, Faculty of Tarbiyah and Teacher's Training IAIN Antasari Banjarmasin.
- Murcia, C. M. (2001). *Teaching English As A Second Or Foreign Language*. Los Angeles: University of California.
- Nation, I.S.P. (2008). *Teaching Vocabulary: Strategies and Techniques*. Boston: Heinle Cengage Learning.
- Nilsen, P., et al. (2012). Creature of Habit: Accounting for the Role of Habit in Implementation Research on Clinical Behavior Change, Implementation Science Journal.
- Prot, S., Anderson, C.A., Gentile, D.A., Brown, S.C., & Swing E. L. (2014). *The Possitive And Negative Effects of Video Game Play*. New York: Oxford University Press.
- Rini, A. (2011). *Menanggulangi Kecanduan Game On-Line Pada Anak.* Jakarta: Pustaka Mina.
- Rohani, M., & Pourgharib. (2013). *The Effect of Games on Learning Vocabulary*. Iran: International Research Journal of Applied and Basic Sciences.
- Savignon, S. J. and Margie. (1998). *Initiatives in Communicative Language Teaching II*. United States: Addison-Wesley Publishing.
- Shihab, M. Q. (2002). *Tafsir Al-Mishbah: pesan, kesan dan keserasian Al-Qur'an*. Jakarta: Lentera Hati.
- Sudjiono, A. (2011). Pengantar Statistik Pendidikan, Jakarta: Raja Grafindo Persada.
- Sugiyono, (2010). Metode Penelitian Pendidikan, Pendekatan Kuantitatif, Kualitatif, dan R&D. Bandung: Alfabeta.
- Syaifuddin, (2016). The Correlation Between Students Reading Habit in English And Vocabulary Mastery On The Second Semester Students of English Department In IAIN Antasari Banjarmasin. Banjarmasin: Department of English Education, Faculty of Tarbiyah and Teacher's Training IAIN Antasari Banjarmasin.
- Thornbury, S. (2002). How To Teach Vocabulary. Pearson Education Limited.
- Ur, P. (1996). *A Course in Language Teaching: Practice and Theory*. Cambridge: Cambridge University Press.

- Verplanken, B and Orbel, S., (2003). *Reflection on Past Behavior: A Self-Report of Habit Index Strength*, Journal of Applied Social Psychology.
- https://en.wikipedia.org/wiki/Subway\_Surfers (Online) accessed on September 5, 2016.