REFERENCES


Chantisa Chanprasert. 1998. "Using Communication Games to Promote Students’ Grammatical competence", Master of Arts in Applied Linguistics (English for Science and Technology), Department of Applied Linguistics School of Liberal Arts, King Mongkut’s University of Technology. (Unpublished)


Kunlaya Saetan. 1991. “The Effect of Role-Play on Students Self-Confidence in Using English for Communication” Master of Arts in Applied Linguistics (English for Science and Technology), Department of Language and Social Studies Faculty of Industrial Education. King Mongkut’s Institute of Technology Thonburi. (Unpublished)


