

## GAMIFICATION METHOD IN TEACHING

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### ABSTRACT

This article discusses the application of gamification method in the instruction of foreign languages. The employment of this approach in teaching process by using educational materials such as songs, poems, and art photographs, fosters a positive psychological environment for students and boosts their enthusiasm.

**Keywords:** gamification in education, interactive games, students' engagement, effective teaching, motivation, digital games, modern technology.

**Annotatsiya:** Ushbu maqolada chet tillarini o'qitishda gamifikatsiya usulini qo'llash muhokama qilinadi. Ushbu yondashuvni qo'shiqlar, she'rlar va badiiy fotosuratlar kabi o'quv materiallaridan foydalangan holda o'qitish jarayonida qo'llash talabalar uchun ijobiy psixologik muhitni yaratadi va ularning ishtiyoqini oshiradi.

**Kalit so'zlar:** ta'limdagi gamifikatsiya, interfaol o'yinlar, talabalarni jalb qilish, samarali o'qitish, motivatsiya, raqamli o'yinlar, zamonaviy texnologiyalar.

### INTRODUCTION

Today, all over the world, teaching foreign languages, particularly English, has become an essential part of education in all of its forms. As results show traditional teaching methods are mostly based on recitation and memorisation techniques. Because traditional teaching methods are centered on the teacher, students exhibit a lack of collaboration and group learning. However, in the modern era, teachers all over the world tend to use modern methodology all of the time. According to the observations, students' cognitive, problem-solving, creative, and critical thinking skills, as well as their ability to express themselves, enhance as a consequence of the use of non-traditional innovative teaching methods. Modern teaching methods are an

excellent way to engage students and develop their social interactions. Aside from that, modern teaching methods encourage students to work in pairs or groups, exchange ideas, collaborate with other students, and broaden their viewpoints by listening to their peers' perspectives. A clear example of modern teaching techniques can be a gamification approach. Nowadays, this method is widely applied by teachers whose aim is to conduct the lesson in an informative and engaging way by enhancing students' motivation and engagement in their learning process. Due to the growing popularity of gamification and the mixed results of its implementation in educational contexts, the current study aims to cast a more realistic light of the research in this subject by concentrating on gamification's benefits and the creative ways to implement it in the classroom.

#### The study

The term 'gamification' first became widespread in 2010. It was invented by a British computer programmer Nick Pelling. Before diving into the research, let's get introduced with the simple definition of the term itself. The originator of the approach Nick Pelling, defined the term 'gamification' as: "Applying game-like accelerated user interface design to make electronic transactions both enjoyable and fast." [1] Gamification approach refers to the usage of game elements in the process of teaching to make learning more engaging for students. While games teach abilities that are useful for life, such as problem-solving, critical thinking, social awareness, cooperation and collaboration, gamification for learning might be advantageous. Games can also raise students' interest in a subject, improve grades and develop their cognitive abilities. After the investigation of this approach, a throng of experts have started contributing to its development in most sphere of life, including the educational sphere. Yu-kai Chou works as a business consultant, lecturer and entrepreneur. He defines gamification as: "The craft of deriving all the fun and addicting elements found in games and applying them to real-world or productive activities". He established himself as one of the earliest proponents and pioneers of gamification.

#### Benefits of gamified lessons.

Lessons that are conducted by implementing gamification approach have a lot of notable benefits. Gamification in the classroom creates learning opportunities that thoroughly fully immerse the students. Given that they are trying to do anything, gamification keeps their interest and inspires them. Students start to become active participants instead of passive spectators when they feel good about their learning process and are confident they will be rewarded for their efforts. A student's engagement, intrinsic motivation, and eagerness to learn in the classroom have all been demonstrated to increase when game components like earning badges and prizes for

completing challenges successfully are present. This allows them to successfully process the information and store it in their long-term memory.

Gamified education also aids in learning retention for kids. Gamification boosts knowledge retention by about 40%, according to studies of workers who took e-learning courses to improve their abilities.[3] In order to ensure that students retain what they learn long after their classes are over, gamification is a very successful method.

#### How to gamify the lesson

Nowadays multiple ways of gamifying the lesson exist that can be applied by any instructor during the process of teaching. The first way is taking the advantage of digital games and platforms. Kahoot!, Quizizz, Quizlet Live, Gimkit, and the newest online quiz and game, Blooket, are all favorites among students. Teachers can develop multiple-choice tests that students can complete on their own devices using these free platforms. Teachers can also develop their own content-specific questions to serve as pre-assessments, quizzes, or exit tickets in addition to selecting from the tens of thousands of quizzes already posted on these websites. Additionally, Breakout EDU has a selection of online learning-friendly digital games and puzzles. Giving points, creating a range of unique rewards and prizes, using levels, checkpoints and other methods of 'progression' are also another preferable examples of gamification in the classroom. Nobody can deny the fact that nearly anyone loves being recognised by a teacher and other students in the class and rewarded for their effort. Such kind of attitude of a teacher towards the students always encourages them to stay motivated and inspired the whole lesson and actively engage in the learning process [4].

#### CONCLUSION

Gamification in education is a strategy for raising motivation and engagement among students by integrating game design elements into the classroom. A long-standing difficulty in education has been maintaining pupils' motivation. This explains why gamification has received so much attention in the educational context—its ability to inspire students. The process of incorporating game design ideas into other educational experiences, however, seems difficult, and there aren't any concrete instructions on how to accomplish it in a way that's cogent and effective at the moment. The description of the gamification method, contributions from experts to its development, widespread adoption among educators, and strategies for using it in the classroom have all been taken into consideration when structuring the topic in this study. The study was limited by presenting practical experience of implementing a gamification approach in the teaching process and its effectiveness in students' engagement.

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