

THE ROLE OF GAMIFICATION IN LANGUAGE TEACHING PROCESS

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Анотація

Сучасні тенденції в освіті, визначені переходом до дистанційного навчання під час пандемії Covid-19, посилюють проблему мотивації та залучення студентів в онлайн-середовищі. Зростаюча важливість використання інноваційних стратегій і адаптованих методів, зокрема гейміфікації, набуває першочергового значення у вивченні мови. Впроваджена в 2002 році Ніком Пеллінгом, гейміфікація включає ігрові елементи в навчальний процес для поліпшення участі та створення приємного досвіду. Навчання, засноване на іграх, розглядається як ефективний підхід, що сприяє активному залученню студентів та підвищенню їхньої кваліфікації. Роль технологій, представленої на прикладі платформи Kahoot! розглядається як засіб сприяння гейміфікації через електронні інструменти та хмарні сервіси. Гейміфікація, інтегрована з традиційними принципами навчання, виступає як передова та захоплююча освітня стратегія, яка приносить істотні переваги як викладачам, так і студентам.

Ключові слова: вивчення мови, гейміфікація, Kahoot!, тренди освіти, дистанційне навчання, COVID19, освітня технологія, мотивація студентів, інформаційно-комунікаційні технології (ІКТ)

Abstract

Current educational trends, shaped by the shift to remote learning amid the Covid-19 pandemic, heighten the issue of student motivation and engagement in the online environment. The increasing emphasis on employing innovative strategies and customized methods, with a specific focus on gamification, holds paramount significance. Coined by Nick Pelling in 2002, gamification integrates game elements into the educational framework to enhance engagement and cultivate an enjoyable learning experience. Game-based learning, exemplified by platforms like Kahoot!, is recognized as an effective method for actively involving students and enhancing their skills. The role of technology, demonstrated through Kahoot!, serves as a tool for streamlining gamification, utilizing electronic resources and cloud services. The integration of gamification with traditional educational principles establishes itself as a progressive and captivating strategy, offering substantial advantages to both educators and students.

Keywords: language learning, gamification, Kahoot!, education trends, remote learning, Covid-19, educational technology, information and communications technology (ICT)

Contemporary paradigms and trends in the field of education, driven by the compelled transition to remote learning due to Covid-19, establish the conditions for adopting innovative strategies and adaptable methods to integrate active learning into the educational process. Gamification stands out as one of these trends.

Educators need to employ diverse teaching strategies and methods to captivate students, who may often feel demotivated by online instruction, fostering their active participation and instilling strong motivation for productive studies. Furthermore, the COVID-19 pandemic has ushered in significant changes across various aspects of our lives, including higher education. Sustaining students' focus, motivation, and engagement throughout a lecture has become a formidable challenge in the current landscape. Nick Pelling, a British computer programmer and inventor, coined the term "gamification" in 2002, describing the application of game mechanics to non-game contexts turning routine tasks into more interactive and engaging experiences.

Gamification involves incorporating game-like elements and principles into non-game contexts to engage and motivate individuals. Gamification strategically utilizes psychological aspects of human behavior associated with gaming, such as competition, achievement, and rewards to enhance user participation and create a more enjoyable experience. Games serve as powerful behavioristic motivators, impacting students' behavior, commitment, and dedication. Despite not directly aligning with skills and knowledge, gamification wields influence over students, fostering skill development and improvement in the subject matter under study.

Game-based learning involves applying the principles and essential elements of gaming to fulfill designated learning aims and objectives. An effective gamified approach empowers students to become active and engaged learners, providing an immersive educational experience within a supportive competitive environment among peers, resulting in elevated completion rates. This approach additionally

contributes to enhanced recall and retention, facilitating upskilling among students. Paired or group game formats help students who have difficulty establishing social connections to adapt more easily in a team. Collective gamified formats prioritize cooperation over competition, thereby enhancing collective spirit.

Using games in lessons provides instant feedback, allowing students to quickly grasp whether a topic requires further review or has already been sufficiently understood. This immediate feedback enhances the learning process by enabling students to address any areas of difficulty promptly, fostering a more efficient and effective learning experience.

An additional benefit manifests in fostering positive changes in students' behavior and attitudes toward learning, instigating a transformation in cognition and conduct. Furthermore, it serves to unveil students' creative abilities, motivating them towards achieving success.

Information and communications technology provides a range of electronic tools designed for gamification. These tools, accessible through web-based platforms and cloud services with a multitude of plugins, offer ease of access from any location at any time. Notable examples of platforms devoted to game-based learning include Kahoot!, Quizlet, Socrative, and Wordwall, Learning chocolate.

In this document, Kahoot! is presented as an illustrative example demonstrating how to design engaging learning experiences through the application of gamification to meet diverse educational requirements. Founded in Norway in 2012 by Johan Brand, Morten Versvik, and Jamie Brooker, Kahoot! has transformed traditional teaching methods by incorporating gamification elements into the learning process. Kahoot! allows educators to create and customize quizzes, surveys, and interactive games, turning lessons into exciting challenges. Students can participate using smartphones or computers, fostering active engagement and collaboration in the classroom. The platform's user-friendly interface, coupled with its versatility and adaptability to various subjects, has contributed to its widespread adoption worldwide.

Kahoot! supports team-based activities, fostering collaboration among students. This social aspect enhances peer learning and communication skills. The competitive and rewarding nature of Kahoot! motivates students to actively participate in lessons, making the learning experience enjoyable and encouraging a positive attitude toward education.

The game offers real-time feedback to both educators and students. This instant feedback helps assess understanding, identify areas for improvement, and celebrate achievements. Educators can analyze performance data from Kahoot! sessions to gain insights into individual and overall class understanding. This information informs instructional decisions and allows for targeted interventions.

Kahoot! has a vast community of educators who share and contribute to a library of pre-made quizzes. This resource-sharing aspect saves time for teachers and promotes collaboration in the educational community.

Gamification stands out as a highly captivating educational strategy, delivering substantial advantages to both educators and students. Integrated with conventional teaching principles, gamification asserts itself as a leading approach in facilitating effective and dynamic language learning experiences.

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