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ПРИМЕНЕНИЕ ГЕЙМИФИКАЦИИ НА УРОКАХ АНГЛИЙСКОГО ЯЗЫКА

USING GAMIFICATION IN ENGLISH LESSONS

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Annotatsiya

Bugungi kunda maktablar o‘quvchilarning motivatsiyasi va faolligi nuqtai nazaridan jiddiy muammolarga duch kelmoqda. Ta’limda o‘yin elementlaridan foydalanishning asosiy maqsadlaridan biri tashqi omillar ta’sirida o‘rganish uchun motivatsiya darajasini oshirishdir. Ta’kidlanishicha, ta’limda o‘yinlashtirishdan foydalanish o‘quvchilarda o‘yinga xos elementlar yordamida ta’lim maqsadlariga erishishga qiziqishni shakllantirish orqali ularning o‘quv motivatsiyasini oshiradi. Maqolada o‘quv faoliyatida o‘yinlashtirishni qo‘llash darajalari, ta’lim sifatini oshirishga hissa qo‘shadigan ta’lim jarayonida o‘yinlashtirishning afzalliklari yoritilgan. Pedagogik amaliyotda ta’lim ehtiyojiga qarab o‘yinlashtirishning kerakli darajasini tanlash mumkin.Gamifikatsiya yoki o‘yindan tashqari sharoitlarga o‘yin elementlarini kiritish maktablarga ushbu muammolarni hal qilishda yordam berish imkoniyatini beradi. Biroq, agar gamifikatsiya maktablar uchun foydali bo‘lishi kerak bo‘lsa, biz o‘yin nima ekanligini, uning qanday ishlashini va nima uchun foydali bo‘lishi mumkinligini yaxshiroq tushunishimiz kerak.

Аннотация

Современные школы сталкиваются с серьезными проблемами, связанными с мотивацией и вовлеченностью учащихся. Одной из основных целей применения игровых элементов в обучении является повышение уровня мотивации к обучению за счет внешних факторов. Отмечается, что использование геймификации в обучении повышает учебную мотивацию студентов за счет создания у них интереса к достижению образовательных целей с помощью элементов, характерных для игр. В статье выделяются уровни применения геймификации в учебной деятельности, преимущества геймификации в обучении, способствующие повышению качества обучения.

В педагогической практике можно выбрать необходимый уровень геймификации в зависимости от образовательной потребности Геймификация, или включение игровых элементов в неигровые настройки дает возможность помочь школам решить эти проблемы. Однако, если геймификация должна быть полезной для школ, мы должны лучше понять, что геймификация, как она работает и почему она может быть полезна.

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Schools today face significant challenges in terms of student motivation and engagement. One of the main goals of using game elements in education is to increase the level of motivation for learning due to external factors. It is noted that the use of gamification in education increases the learning motivation of students by creating their interest in achieving educational goals with the help of game-specific elements. The article highlights the levels of application of gamification in learning activities, the benefits of gamification in learning, which contribute to improving the quality of learning. In pedagogical practice, one can choose the required level of gamification depending on the educational need. Gamification, or the inclusion of game elements in non-game settings, provides an opportunity to help schools solve these problems. However, if gamification is to be useful for schools, we need to better understand what gamification is, how it works, and why it can be useful.

Kalit so‘zlar: *o‘yinlashtirish, o‘yin elementlari, turli ko‘nikmalarni o‘rganish, ta’limda o‘yinlashtirish, onlayn o‘yin, o‘quv platformasi, chet tilini o‘rganish, o‘yin o‘rganish.*

Ключевые слова: *геймификация, игровые элементы, обучение различным навыкам, геймификация в образование, онлайн игра, платформа обучения,* обучение иностранному языку, игровое обучение

Key words: *gamification, game elements, learning various skills, gamification in education, online game, learning platform, foreign language learning, game learning, evaluation, purpose of education.*

INTRODUCTION

The term "gamification" (from the English "gamification") has become widespread in pedagogy after the publication of the works of the American teacher K. Kapp in 2012. According to K. Kapp, gamification in education is the use of game elements and mechanisms to increase motivation and learning efficiency. [4] At the heart of gamification is the idea that games can be an effective tool for learning, as they encourage student participation and engagement. Gamification can be applied in various areas of education, from elementary school to higher education.

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Various aspects of the use of gamification in educational activities in recent years have been studied in the scientific works of M.V. Vasilizhenko, E.A. Korotkova, V.S. Muharkina [7], I.V. Gavrilova [8], E.V.armanova [9], O.V.Orlova, V.N.Titova [10], S.V.Titova, K.V.Chikrizova [11], Yu.M.Khokhryakova [12], E.A.Nikolaeva, Yu.Yu.Kotlyarenko [13], U.A.vezova, M.L.Wagner [14], T.M.Labusheva [15], I.V.Stavtseva[16] and others.

One of the main principles of gamification is the creation of a certain system of rewards and rewards that motivate students to achieve goals and complete tasks. This can be in the form of points, badges, levels, achievements, etc. Also, gamification can include contests, teamwork, puzzle solving, etc. Gamification can improve learning because it allows:

- Make learning more interesting and fun for students. — Increase the motivation of students to achieve goals and complete tasks. — Improve learning outcomes as students become more involved and interested in the learning process.

- Increase the social activity of students, since gamification can include collective tasks and competitions. However, gamification is not a universal solution for all educational problems. It should be used in conjunction with other teaching methods and adapted to the specific needs of the students and learning objectives.

MATERIALS AND METHODS

The modern lesson within the requirements is very dynamic, full of various content, but nevertheless the main goal is to achieve an increase in motivation to study the subject, in particular the English language. Whatever form of lesson we choose, the result should be the same — it is necessary to maintain the interest of students from the very first minute of the lesson until its end, avoiding overwork and fatigue. Many students do not see the practical value of learning English and have little interest in the subject. Here, game technologies come to the aid of the teacher, which, on the one hand, help to activate students, and on the other hand, allow them to relieve tension and create a favorable environment. With regard to teaching English, to form a steady interest and motivate to achieve results, gaming educational technologies allow. Thus, one of the topical areas is the gamification of the educational process.

Using gamification can help solve this problem by creating more interesting and engaging activities, for example, a teacher may design a game system in which students receive points for completing certain English language tasks. Points can be associated with various rewards, such as extra points for an exam, the ability to choose a topic for research, or watching a movie in English. By playing games such as crossword puzzles, card games and word games, students can improve their vocabulary, grammar and pronunciation. Such systems can encourage students to complete tasks and increase their level of knowledge. Gamifications can be designed to improve various skills such as writing, reading or speaking, as well as develop the ability to think critically and solve language problems. In addition, they allow learners to practice the language in a safe and supportive environment, and they can be adapted to different levels of language proficiency. Students can play as a team or individually, using their English skills to win the game. Competitions can also be organized for students to increase their motivation and improve their performance. For example, you can hold an essay writing competition in English, where the winner will receive an award. Such competitions can encourage students to achieve better results and improve their skills. Games provide a platform for learners to practice the language without fear of making mistakes as the focus is on having fun. In addition, they give students the opportunity to practice their oral communication skills without class pressure. For instance, role play can help students practice their listening and speaking skills in a natural and enjoyable way. Games also offer cultural insight, allowing learners to gain insight into other countries and cultures, allowing them to practice language in a natural and meaningful way.

Before utilizing gamification,a teacher should take into account the following structures

- Choose a game or activity that is appropriate for the age and skill level of your students.
- Introduce the game or activity to your students and explain how it relates to the English language learning goals.
- Provide clear instructions and demonstrate how to play the game or complete the activity.

- Encourage active participation from all students by providing opportunities for them to speak, listen, read, and write in English.
- Use rewards and incentives to keep students motivated and engaged throughout the lesson.
- Review and reflect on the learning outcomes of the game or activity with your students.

Overall, using gamification in English lessons can be a fun and effective way to engage students and enhance their English language skills. By providing a variety of games, digital tools, and rewards, you can create a dynamic learning environment that supports student success.

Basic principles of Gamification:

In order for the games in the lesson to bring results, they must comply with three basic principles:

1. Fast feedback

The student should immediately understand whether he completed the task correctly or incorrectly so that he can evaluate his progress, compare it with the results of other players. For example, when a player performs a "correct" action, he wins or increases his place in the ranking of students.

Such a feedback system also helps the teacher to quickly understand how well the student has learned the material and what topics need to be repeated.

2. Moving from simple to complex

With this approach, students are not afraid, but rather motivated by the prospect of completing more complex tasks. For example, when a student copes with a simple game, the teacher assigns him a new level, where more complex tasks are available.

In addition, intuitive learning (“scientific poke method”) works well, when the student player starts with a simple and intuitive one and learns during the game without first learning the rules.

3. Use of storyline, legend

A captivating plot or likable characters involve students even more in the game, create a sense of belonging, and help to avoid boredom and routine.

Technology can also be used for gamification in teaching English. As emphasized in the study [3], the virtual environment and computer games create a familiar, comfortable environment for students, which is important for the effective organization of educational activities. For example, apps and online games can be used to improve students’ English language skills. Such applications and games can be individual or team-based and can help students develop in various areas such as reading, writing, speaking and listening. In play, students feel they are in control of the situation. Teachers do not need to force students: children and adults play for their own pleasure and to test their strength.

The main advantages of this technology can be considered:

- Gamification maintains interest throughout the lesson, making the process of learning English colorful and vibrant;
- During the process, students become more attentive and collected;
- During the game, educational material is easier to digest and remember;
- Positive emotions increase motivation.

Let’s consider one of the gaming learning technologies: Flipped Classroom "Flipped Lesson" The idea of the "flipped lesson" was pioneered by two high school teachers from Colorado, Jonathan Bergmann, Aaron Sams [5].In 2007, they figured out how to provide their lectures to students who often miss classes. Their development has become a new educational direction. Students listen or watch a video on a given question and work through the basics of the topic at home. It is important that each student, having a different speed of obtaining and processing information, works on the topic at a speed that is comfortable for him.

Useful sites for "flipped lessons"

Speaking skills

- https://www.audioenglish.org/
- http://www.bbclearningenglish.com/

Listening skills

- https://www.60secdocs.com/(Youtube)

- https://www.bbc.co.uk/learningenglish/
- https://breakingnewsenglish.com/

Reading skills

- https://breakingnewsenglish.com/
- https://www.britishcouncil.org/

RESULTS AND DISCUSSIONS

Gamification is the process of adding game-like elements to non-game contexts in order to increase engagement and motivation. When applied to English lessons, gamification can be a powerful tool to enhance language learning. There are several benefits to using gamification in English lessons. Firstly, it can make the learning process more enjoyable and engaging for students. By incorporating game-like elements such as points, badges, and leaderboards, students are incentivized to participate and compete with one another, leading to increased motivation and a more positive attitude towards learning.

Secondly, gamification can help to improve student retention of information. Games often involve repetition and reinforcement, which can aid in the memorization of vocabulary and grammar rules. Additionally, the interactive nature of games can facilitate a deeper understanding of concepts by allowing students to apply them in a practical context.

Finally, gamification can encourage collaboration and teamwork among students. Many games require players to work together to achieve a common goal, which can foster communication skills and encourage students to support one another in their learning journey.

However, it is important to note that gamification should not be viewed as a replacement for traditional teaching methods. Rather, it should be used as a supplement to existing lesson plans in order to enhance the learning experience.

In conclusion, the use of gamification in English lessons has several benefits including increased engagement, improved retention, and enhanced collaboration. By incorporating game-like elements into their teaching practices, educators can create a more dynamic and effective learning environment for their students.

CONCLUSION

Thus, a lesson built using gamification allows you to keep the attention of students, does not leave anyone indifferent in the classroom, “infects” with positive and emotionally sets in a useful way. The main principle of gamification is constant feedback from the learner. The teacher always has the opportunity to adjust the learning process, keeping the attention of the class.

Gamification elements are easily applicable for both group and individual activities suitable for all ages.

The purpose of using gamification in education is to help the student to achieve educational goals, maintain interest and motivation in him when introducing game elements into the lesson. In the process of teaching a foreign language, the use of gamification elements, game educational materials contributes to the interactivity of learning, creating conditions for the effective mastering of educational material in an interesting and accessible form, brings educational, social and motivational components. Team practices that include user relationships in the game are a good way to implement gamification. Team Collaboration in Implementing Gamified Learning Drives Engagement students in the educational process, providing effective mechanisms for interaction in the course of joint activities. It should be noted that the development of gamified lessons requires teachers to have a good command of not only the content of the taught discipline, teaching methods, but also new information technologies.

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