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THE IMPACT OF GAMIFICATION AS A BRIDGE TO EFFECTIVE LANGUAGE LEARNING.

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Annotatsiya. Ilgari yangi tillarni o‘rganish o‘quvchilar uchun ancha murakkab jarayon edi. Talabalarni darsga qiziqtirish va ularning faolligini oshirish ham o‘qituvchilar uchun oson bo‘lmagan. Buning asosiy sababi, ularda yetarli bilim va resurslar mavjud bo‘lsa-da, samarali yondashuvlar, metodlar va usullar yetishmas edi. Yaxshiyamki, XX va XXI asrlarda olimlar hamda dasturchilar tomonidan tillarni o‘rganishni yanada samarali tashkil etishga qaratilgan innovatsion metodlar va gamifikatsiya yondashuvlari ishlab chiqildi. O‘quvchilarni rag‘batlantirish uchun beriladigan mukofotlar ularni til o‘rganishni davom ettirishga va taslim bo‘lmaslikka undaydi. Ushbu maqolada bugungi kunda millionlab insonlarning bir nechta tillarni oson va muvaffaqiyatli o‘rganayotganligi yoritiladi. Shuningdek, maqolada gamifikatsiyaning samarali til o‘rganishdagi ahamiyati hamda o‘quvchilar dars jarayonida foydalanadigan platformalar haqidagi fikrlarini aniqlash maqsadida o‘tkazilgan so‘rovnoma natijalari ham taqdim etiladi.

Kalit so‘zlar: gamifikatsiya, yondashuv, metodlar, platformalar, mukofotga asoslangan gamifikatsiya, raqobatga asoslangan gamifikatsiya, hamkorlikka asoslangan gamifikatsiya, narrativ gamifikatsiya, samarali ta'lim, ichki va tashqi motivatsiya, qiziqarli darslar, kommunikativ ko‘nikmalar.

Abstract In the earlier times, it was challenging to learn new languages for learners. Making students interested and engaged to the class was also a hard thing for teachers as well. Because they did not have enough approaches, methods and techniques even though they have a good knowledge and resources. Thankfully, in 20th and 21st centuries some innovations have done by great scientists and programmers to learn the languages through different methods and some gamification approaches. The rewards that students are getting can also push students forward to keep going on and never give up learning language. This article presents, how millions of people know several languages easily and successfully nowadays. This paper also shows the results of a survey taken by people about their viewpoints of the importance of gamification as a bridge to effective language learning and the platforms they know and used during their lesson learning process.

Key words: gamification, approach, methods, platforms, reward-based, competition-based, collaboration-based and narrative-based gamification, effective learning, intrinsic and extrinsic motivation, enjoyable classes and communicational skills.

АннотацияВ прошлом изучение иностранных языков было сложной задачей для учащихся. Учителям также было нелегко заинтересовать студентов и поддерживать их активное участие на занятиях. Несмотря на наличие необходимых знаний и учебных

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ресурсов, им не хватало эффективных подходов, методов и приёмов обучения. К счастью, в XX и XXI веках учёные и разработчики создали инновационные методы и подходы геймификации, которые сделали процесс изучения языков более эффективным. Система поощрений, используемая в геймификации, мотивирует учащихся продолжать обучение и не терять интерес к изучению языка. В данной статье рассматривается, как в настоящее время миллионы людей успешно и легко овладевают несколькими иностранными языками. Кроме того, представлены результаты опроса, отражающие мнение участников о значении геймификации как эффективного средства обучения иностранным языкам, а также о платформах, которые они используют в процессе обучения.

Ключевые слова: геймификация, подход, методы, платформы, геймификация, основанная на вознаграждении, геймификация, основанная на соревновании, геймификация, основанная на сотрудничестве, нарративная геймификация, эффективное обучение, внутренняя и внешняя мотивация, увлекательные занятия, коммуникативные навыки.

1. Introduction

Learning a language is not easy, and it requires a lot of effort, especially working with young learners. An effective teaching is not only about knowing the subject, but also it is about having good pedagogical skills, using gamification, visual adds, some handout materials, honest assessment, patience and empathy, building a supportive community, classroom management, having reliable materials and resources, positive atmosphere, and communicational skills. So, combining them all in classes can make the lessons easier, understandable, and effective. Learners also love learning with various games, especially children. When teaching a new language teachers should follow Three-Level Model created by American Linguist Edward Anthony in classes: Approach, Method, and Technique. Gamification is a method that helps teachers to assess and students to get the topic in an interesting way. According to Roseni and Muho (2024), interactive language learning platforms leverage technology to offer users personalized and engaging learning experiences. These platforms offer a range of tools to support language learning and skill development, including collaborative features, instant feedback mechanisms, and multimedia resources. By offering students chances to use language skills in practical, real-life situations interact with teachers and peers, and receive feedback on their progress interactive platforms simulate language use and communication scenarios. There are many techniques of how to use gamification properly and effectively in the classes with the help of different types of online platforms and offline games, such as: “Simon says”, some circle games for offline ones, Kahoot, Wordplay, Duolingo and Quizlet for online games. This article presents the importance of gamification in language learning, and which platforms can help teachers to provide while teaching the Target Language (TL) efficiently and productively.

2. Methods

In this article, descriptive analysis, mixed-method, and comparative analysis methods are used. In addition, to collect data, an online questionnaire was organized among students whose

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majors are the practice of translation and theory and Applied languages: methods of teaching in different age groups.

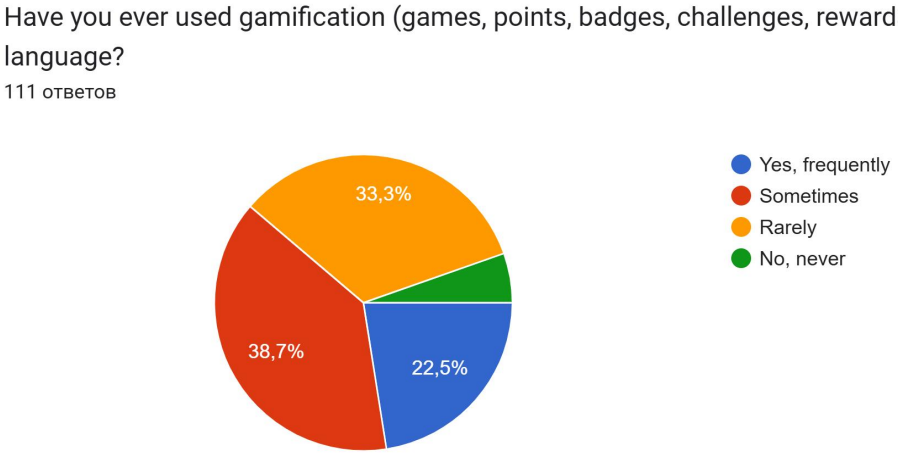
Based on textual analysis, gamification, in language teaching especially, is often divided into 4 subgroups like: reward-based, competition-based, collaboration-based and narrative-based gamification.

3. Results

Gamification is a popular concept that has spread to many areas of human activity, including information and communications technology, medicine, marketing, education, and business. (Huseinović, 2023). Comparing with the past, today people have many opportunities to get the knowledge easier, quicker and more comfortable. In order to understand the viewpoints of the people about the role of the gamification as a bridge in effective language learning, online questionnaire was organized among students of "Silk Road" International University of Tourism and Cultural Heritage whose majors are the practice of translation and theory and Applied languages: methods of teaching in different age groups. In these questionnaires, 111students participated most of them are in intermediate level in their 2nd language at the University and most of them answered positively

Figure 1

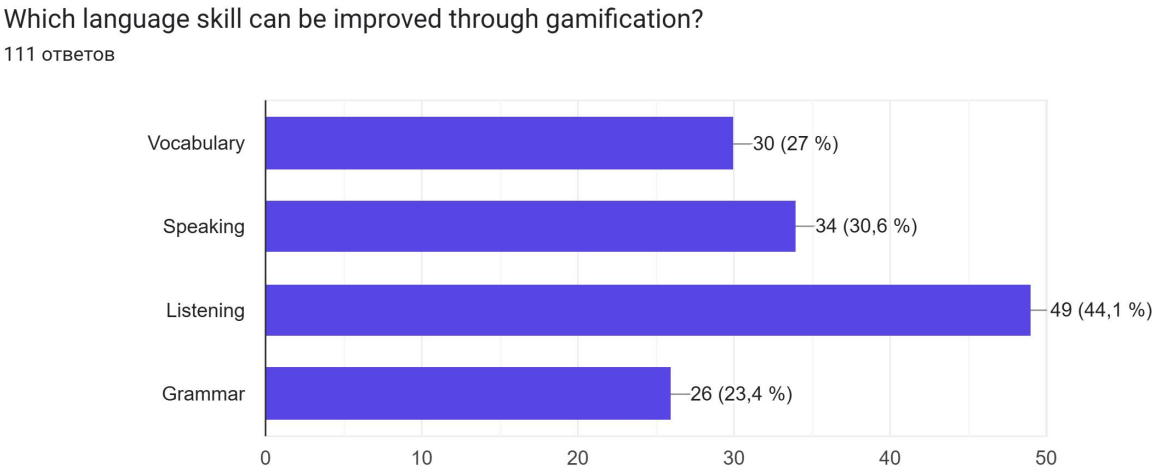
In the first question, we wanted to know whether learners are aware of gamification or not.



According to the survey, 38.7% of students frequently use gamification; 33.3% of them sometimes use it while 5.4% of the students never used gamification before. It is clear that most students use gamification frequently in language learning.

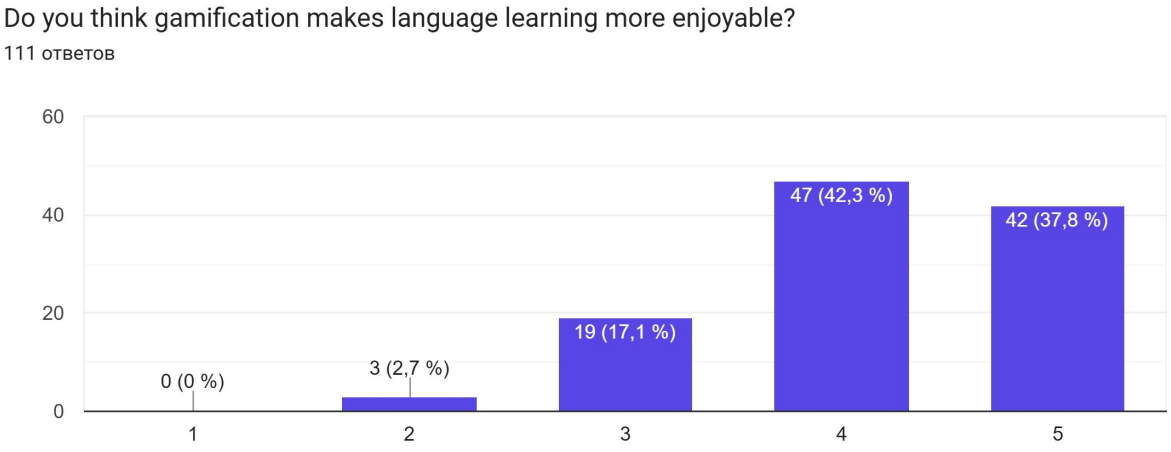
Figure 2

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Most students think that Listening and Speaking can be improved through gamification, while only 23.4% students said that grammar can be improved.

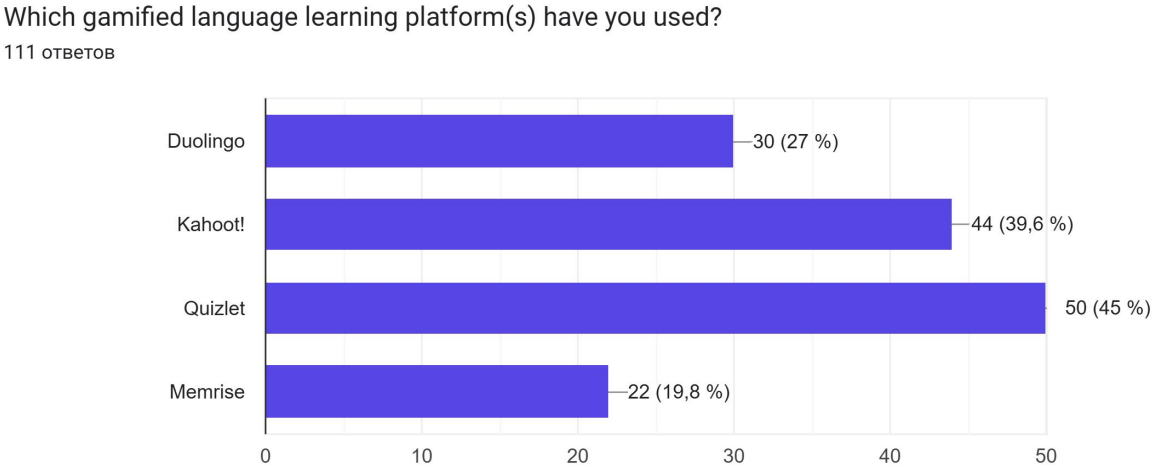
Figure 3



Many students answered that they enjoy learning language through games.

Figure 4

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Students were also asked about the gamified platforms that they use, and it is clear from the bar chart that 45% of the students use Quizlet; 39.6% use Kahoot and only 19.8% students use Memrise in learning.

Reward-based gamification

Reward-based gamification in language learning is the use of game which often rewards students for their correct answers and participation. In this type of gamification teachers prepare some handout materials, badges, coins, money, certificates and awards. The main purpose is to reduce the pressure from students and instead providing the lessons more enjoyable, and it increases motivation and leads to daily practice without boredom. in order to be often rewarded by the teacher, learners complete a task like learning new vocabulary, grammar tasks, gap filling, learning the rules, doing speaking and participating in debates and so on. If they keep such streaks daily, they get rewards from their teacher and it really helps to do the tasks on time with a healthy competition. There are some online platforms which help students keep their streaks and do self-study with rewards: Duolingo, LingoDeer, and Ibrat Academy. They are really helpful for self-study and there are many languages accessible, and they have rewards as well to keep the learners motivated and enjoyed.

Competition-based gamification

Competition-based gamification is one of the good approaches of teaching. It focuses on group growth not individual growth. In order to make an effective lesson, teachers should make friendly and healthy competition not a cruel one. Competition based gamification often motivates students and they try their best to reach their goal. They really try to be at the top of the leaderboard and it leads learners to study more and more daily to do not be on the bottom of the leaderboard. Students get motivated and they do all the activities and tasks on time to collect scores. This type of gamification is full of excitement and challenges, learners stay focused, ambiguous and disciplined.

Collaboration-based gamification

Collaboration-based gamification is also a productive language learning approach which leads students work together, building a good teamwork and moving forward to their goals. In this approach learners do not compete with one another, contrary they help and navigate each other to achieve success. Collaboration based gamification is really interesting and enjoyable method especially for learners of languages, because they do speaking, listening, gap filling

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tasks, grammar, writing, some debates and other creative task together through games. And this leads students to study not with pressure but with cozy and motivational atmosphere. There are some online platforms which help students work together in a good team, like: HelloTalk and Tandem.

Narrative-based gamification

Narrative-based gamification is (also called story-based gamification) one of the interesting, meaningful and engaging approaches. In this approach teachers and students work with different types of stories. According to those stories, students do some tasks like role playing, gap filling of the story, working with vocabulary and most importantly it helps students to be engaged in the classes and feel the vibe of the stories. It is helpful for their emotional involvement as well. With narrative-based gamification learners can easily learn real life communication in the target language because of role plays. Because role plays can be in various topics according to the story, like: ordering meals at the restaurant, travelling, job interviews, journalists, debates, doctor's appointment, hotel check ins and etc. And these role play topics can help them improve their speaking and cognitive skills in the target language.

There are some online gamified platforms for teaching a new language successfully and interestingly: Kahoot, Quizizz, Wordwall, Padlet, Bamboozle, Blooket, and etc. Teacher should use these online platforms if they want to provide the lessons effectively and interestingly.

4. Discussion

Gamification provides opportunities for learners to practice and reinforce language skills, to include vocabulary, grammar, pronunciation, and communication skills, in a playful and enjoyable manner. Games also often require problem-solving and critical thinking skills, fostering intellectual development and encouraging students to think analytically and strategically when using language. Additionally, games also help promote cooperation, collaboration and meaningful communication, with many involving collaborative elements, encouraging students to work together, share knowledge and communicate in the target language, which mirrors real-word language use scenarios. And do not forget teamwork as multiplayer or team-based gamification activities help learners develop effective interpersonal communication skills (Smith, 2024). Teachers can mix all of these approaches together in order to make engaging lessons. Besides that teachers can mix these approaches with some teaching methods like: Total Physical Response (TPR), Direct Method, Grammar Translation Method (GTM), Audio-Lingual Method (ALM), Community Language Learning (CLL), Suggestopedia, and Communicative Language Teaching (CLT).

5. Conclusion

Gamification can impact EFL students' reading comprehension. This impact can occur when using game elements such as challenges, points, levels, badges, rankings, or feedback in teaching reading comprehension. This gamification can be applied in elementary school, junior high school, senior high school, and even undergraduate students. However, the use of these gamification elements must be adapted to the needs and conditions of students. Because of that, the teachers can use gamification to teach in the EFL classroom especially for reading comprehension (Julita, 2023). Gamification requires immediate feedback and it helps students to analyze their strengths and weakness. It also improves intrinsic and extrinsic motivation of learners. Gamification also boosts important language skills: Listening, reading, speaking, writing, grammar and vocabulary. In conclusion, 21st century helps students to learn language easily and successfully through online and offline gamification.

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