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USING GAMIFICATION TO ENHANCE FOREIGN LANGUAGE LEARNING

Development of modern technology, acceleration of the pace of life necessitate the introduction of interesting, interactive teaching methods. In the modern technological world, educators need to expand their methodological tools with modern findings to update the classic model of practical training. The latest trends in education like distance learning, personalization, gamification can make a real difference and enhance foreign language learning [1].

For this reason, the purpose of the study is to analyze the possibilities of gamification for teaching a foreign language.

The concept of gamification is relatively new, and is the use of game elements and game design techniques in non-game contexts. The goal of any game is to create an environment where players need to complete a variety of tasks to achieve their goal. Elements of the game are points, bonuses, rewards, leaderboards, progress bars/progression charts, immediate feedback, avatars, and social elements among other things. This creates in the users a sense of empowerment and engagement in the way they work through the processes and achieve their goals. These components form the basis of gamification and each game element enhances automatically the teaching and learning process. Gamification can be used at nearly all ages and language levels – from those acquiring literacy skills, practicing listening and speaking skills, to enhancing critical thinking and problem-solving skills, as well as developing digital literacy skills.

Many educators see the potential of gamification in complementing and empowering traditional learning, or see it as a replacement for the educational paradigm where social interactive learning prevails, with the teacher acting as moderator and consultant [2]. Gamification is built on the idea of implementing a game approach to make learning more fun. At the same time, such a training organization has other important opportunities, such as providing interest in the learning process, high level of motivation, autonomy and profile content of the training.

The game is an ideal learning environment with built-in error-tolerance that encourages thinking outside the box and developing self-control. Gamification is a way of influencing students: in e-learning, games can replace annoyingly typical tasks, and in traditional learning, diversify the sustainable structure of classes. The great value of gamification is that the game principle helps to create a meaningful learning experience. The key factors here are game thinking, which promotes a sense of competition, teamwork, dialogues, exploration, curiosity, player capture, etc.

The use of elements of gamification can improve a foreign language course and help to increase interest in it. Gamification as a tool for learning a foreign language can promote the development of a gaming reflex, which in turn will improve student activity in the classroom. In our view, one of the effective methods of learning a foreign language can be quests with elements of gamification when using badges, points, rating of participants, levels, avatars or representation of characters of films or series, as well as social elements and a reward system.

REFERENCES

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