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## **TRANSFORMING SHAPE OF GAMIFICATION TREND IN LANGUAGE TEACHING AS AN EFFECTIVE TOOL**

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### **Abstract**

Gamification has been a growing trend in language teaching, and its impact as an effective teaching tool has been significant. This article examines the evolution of gamification in language teaching and its increasing influence in the field. The article explores how gamification has transformed the shape of language teaching, providing new and innovative ways for students to engage with and learn the language. The article discusses the various forms of gamification that have emerged, including mobile applications, online games, and virtual reality, and their benefits for language learners. The study also highlights the key principles of gamification, such as motivation, engagement, and participation, and their role in improving the learning experience. The conclusion stresses the importance of integrating gamification into language teaching strategies to enhance the effectiveness of language learning and meet the needs of today's learners.

Key words: gamification, language teaching, effective tool, evolution, transformation, mobile *applications*

### **Introduction**

Gamification has become an increasingly popular trend in the field of language education. This approach to teaching involves incorporating game elements, such as points, rewards, and competition, into traditional language learning activities, in order to make the learning experience more engaging and interactive. The use of gamification in language teaching has been shown to increase motivation, engagement, and participation among language learners, leading to improved language skills and greater learning outcomes [1].

However, despite its popularity, there is still much to be understood about the impact and potential limitations of gamification in language teaching. Some studies have raised questions about the effectiveness of gamification for all students, and there is ongoing debate about the best approaches to incorporating game elements into language learning. The purpose of this article is to review the existing literature on gamification in language teaching and to provide a comprehensive overview of the current state of the field [2].

The article will begin by exploring the background of gamification in language teaching and its growing popularity as a teaching tool. This will be followed by a systematic review of the existing research on the impact of gamification in language teaching, including its benefits for language learners, as well as its limitations. The article will also discuss the various forms of gamification that have emerged in language teaching, such as mobile applications, online games, and virtual reality, and will consider their respective benefits and challenges [3].

Finally, the article will offer insights into the future of gamification in language teaching and its continued development as an innovative tool for language learners and teachers alike. Whether you are a language teacher, a language learner, or simply interested in the field of education, this article will provide you with a comprehensive understanding of the transforming shape of the gamification trend in language teaching and its potential as an effective tool [4].

The purpose of this article about the transformation of the gamification trend in language teaching as an effective tool could be to provide an in-depth analysis of the impact of gamification on language teaching and its role as a teaching tool. The article aims to:

- 1. Discuss the evolution of gamification in language teaching and its increasing influence in the field.*
- 2. Explore the various forms of gamification that have emerged, such as mobile applications, online games, and virtual reality, and their benefits for language learners.*
- 3. Highlight the key principles of gamification, such as motivation, engagement, and participation, and their role in improving the learning experience.*
- 4. Provide insights and recommendations for integrating gamification into language teaching strategies to enhance the effectiveness of language learning.*
- 5. Address the needs of today's language learners and the role that gamification can play in meeting those needs.*

Overall, the aim of the article is to provide a comprehensive understanding of the transformation of the gamification trend in language teaching and its potential as an effective tool for language learning.

#### Methodology

The methodology of the article about the transformation of the gamification trend in language teaching as an effective tool involves conducting a comprehensive review of existing research and literature on the topic of gamification in language teaching to gather information and provide a background for the study [5].

#### Results

A comprehensive literature review was conducted to gather information on the impact of gamification in language teaching. The review revealed a growing

body of research supporting the use of gamification as an effective teaching tool. Several studies have shown that gamification can increase motivation, engagement, and participation among language learners (Gee, 2003; Zhao & Frank, 2014). This, in turn, leads to improved language skills and greater learning outcomes (Zhang & Chen, 2010). The review also highlighted the various forms of gamification that have emerged in language teaching, including mobile applications (Kirschner & Kester, 2011), online games (Squire, 2004), and virtual reality (Loh & Bower, 2016), and their benefits for language learners. The findings suggest that gamification has the potential to transform the traditional classroom into an engaging and interactive learning environment, providing new and innovative ways for students to practice and develop language skills (Yang & Chen, 2014).

*Gamification in Teaching and Learning Languages: A Systematic Literature Review*, by authors Karwan Al-Dosakee and Fezile Ozdamli from the University of Duhok and Near East University, respectively, showed that gamification can increase intrinsic motivation, leading to enhanced learning outcomes in language education. The study was published in the August 2021 issue of *Revista Romaneasca pentru Educatie Multidimensionala* (13(2): 559-577, DOI:10.18662/rrem/13.2/436).

In conclusion, the literature review shows that there is a growing body of research supporting the use of gamification in language teaching, and that various forms of gamification, such as mobile applications, online games, and virtual reality, have been used with success in language teaching. The review highlights the benefits of gamification for language learners, including increased motivation, engagement, and participation, leading to improved language skills and greater learning outcomes [6].

#### Discussion

The literature review results reveal a growing body of research supporting the use of gamification in language teaching. Studies conducted by several authors, including Gee (2003), Zhao and Frank (2014), Zhang and Chen (2010), Kirschner and Kester (2011), Squire (2004), Loh and Bower (2016), and Yang and Chen (2014), among others, have shown that gamification can increase motivation, engagement, and participation among language learners, leading to improved language skills and greater learning outcomes. The review highlights the various forms of gamification that have emerged in language teaching, including mobile applications, online games, and virtual reality, and the benefits they bring to language learners [7].

The results of the literature review suggest that gamification has the potential to revolutionize traditional language teaching by creating a more engaging and interactive learning environment. However, the design of the gamification elements and the suitability of gamification for all students are important considerations. Some students may not find game-like activities engaging, and the design of the gamification elements may not be effective for all

learners. This highlights the need for further research to fully understand the impact and limitations of gamification in language teaching.

### Conclusion

The systematic literature review conducted by authors Karwan Al-Dosakee and Fezile Ozdamli, from the University of Duhok and Near East University, respectively, along with other researchers in the field, has shown that gamification in language teaching holds great promise. The use of gamification can increase motivation, engagement, and participation among language learners, leading to improved language skills and greater learning outcomes. The literature review highlights the various forms of gamification, including mobile applications, online games, and virtual reality, that have been used in language teaching and their benefits

In conclusion, the growing body of research supports the use of gamification as a promising tool in language teaching. However, further research is necessary to fully understand its impact and limitations, particularly regarding the design of the gamification elements and their suitability for all students. Nevertheless, the use of gamification in language teaching is an ongoing trend and has the potential to transform traditional language teaching into a more engaging and interactive learning environment, providing new and innovative ways for students to practice and develop language skills.

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