GAMIFICATION AS TOOLS FOR ENHANCING LEARNING ABILITIES: THEORY AND PRACTICE

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Abstract:
Gamification is the practice of applying game mechanics and design elements to non-game contexts to increase user engagement. It appears in contexts of business, education and personal development. This article explores how gamification facilitates language learning from a learner's perspective. The objective of this is to find out how gamification can facilitate second language acquisition, if it can that is and what kind of user experiences modern game-based learning tools can offer. It is written from an individual language learner's point of view within the frame work of language learning theories and study made in the field of gamification.

Keywords: Technology, language acquisition, digital platforms, gamification, learning tools.

INTRODUCTION

Gamification is to use game elements in a non-game context to increase engagement between human and computer, on the other hand, to encourage in-demand for good behaviors in learning. This research tried to increase student engagements in learning by conducted Gamification technique especially in difficult subjects such as Programming Language courses. Student engagement refers to the degree of attention, curiosity, interest, optimism, and ardour that college students exhibit when they are getting to know or being taught, which extends to the stage of

motivation they have to study and growth in their education. There are numerous techniques that can amplify the engagement of the user.

Language learning through gamification.

Competition is another approach that can be used in corporation's gamification as an accurate characteristic. Gamification can facilitate motivation which brings about the engagement of users, resulting in higher overall performance and alternate of behavior. Consequently, elucidated that a strategy which can effortlessly amplify the engagements and applied in an exciting manner (such as games like elements) ought to be adopted in gaining knowledge of difficult subjects. Gamification refers to the use of recreation factors in a non-game context to expand engagement between human beings and computer systems and to clear up troubles correctly.

Traditional educational methods no longer work because they are designed to make learners fundamentally passive. They focus on instructing learners in specific and limited processes before testing what learners can remember from what they have been told. Often, tests do not consider the variable factors that can affect the trial's outcome: learning styles, ages, and abilities, learners' performance on a particular day, whether they have had enough sleep the night before, or whether they have eaten before taking the test. Moreover, when teachers are on their feet and teaching for 6 or 7 hours, all day, every day, it is all too easy for them to reteach literally by the book to achieve school goals. Sticking rigidly to the textbook, delivering teacher-centred lessons without considering students' learning styles and experiences, and assessing students based on what they can remember all result in inferior education. Students do not need textbooks. No number of books and no amount of class time will do any good. There is no engagement. Essentially, there is no learning. Learners need hands-on, interactive experiences that stimulate their understanding and aptitudes to help them deal with real-world concerns. As a manner of fact, learners should be actively involved in the education process. It is where play-based wisdom comes in. Gamification, game-based learning, or game based learning refers to a game with clear and defined learning outcomes. It means using well-designed digital and non-digital games to stimulate learners' language, critical thinking, and problem-solving skills. Include game elements in the learning environment to drive engagement and participation. A group of people sits while the teacher gives them a game. Not all games are the same. Teachers need to reconsider the structure of the play experience: are the learning outcomes clear, and could it leave learners frustrated or bored? Ultimately, all learning environments should encourage active and critical learning, not passive. Game-based instruction furnishes this flawless background.

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Gamification works because it taps into the natural human inclination for play and competition. Games are designed to be engaging and rewarding, which can help motivate learners to practice more frequently. By incorporating elements such as points, badges, and leaderboards, gamification creates a sense of achievement and progress, which can be particularly motivating for children.

Furthermore, games often provide immediate feedback, allowing learners to see the results of their efforts right away. This instant gratification can help maintain motivation and encourage continued practice. In contrast, traditional language learning methods often involve delayed feedback, which can be less effective in maintaining engagement.

Learning Languages with Video Games

With a huge boom in the global online gaming market in recent years, our modern day digital education industry has been leveraging online gaming for foreign language learning. With so many companies, apps, and even educators applying gamified learning to their services, products and classrooms, learning a foreign language has never been so fun and accessible! Because of this shift, parents are no longer reliant on expensive tutors or schools to teach their kids a foreign language. Gamification in education is opening the doors to new, exciting, affordable and accessible ways for kids to learn a second language!

Video games have the potential to revolutionize the way children learn foreign languages. These games provide an immersive environment where learners can practice language skills in context. By interacting with characters, solving puzzles, and following storylines, children can develop their vocabulary, grammar, and pronunciation in a fun and engaging manner. Language learning video games can incorporate comprehensible input, storytelling, and play-based learning, making them an ideal tool for young learners.

 Video games can play a significant role in language learning by providing an immersive and interactive environment. Unlike traditional methods, which often involve passive learning, video games require active participation. Learners must interact with characters, solve puzzles, and follow storylines, all of which require the use of the target language. This active participation helps reinforce language skills and makes learning more engaging. Additionally, video games often provide context for language use, which can help learners understand and remember new vocabulary and grammar structures. By seeing the language used in context, learners can develop a deeper understanding of how the language works.

In education, gamifying lessons serves to increase engagement through fun and enjoyment. Fun and enjoyment are highly influential in the process of learning because, as polyglot Alfred Mercier states:, "What we learn with pleasure, we never forget."

CONCLUSION

The gamification process is not about turning products into games. Rather, it is a mechanism by which aspects of games and their use in non-game products or services are simulated. The integration of fun elements that affects human emotions and motivation, students get more enjoyable experience. Using gamification can be especially useful when students do not want to complete them. Gamification can really help with children's learning. The more students are engaged in the learning process the better they learn new material. A person learns throughout life, but not always this process is simple. Gamification can also teach a person to solve complex learning tasks by means of the game. By adding a fun factor, you can encourage and stimulate the student by masking or even deleting the negative emotions associated with these tasks. Perhaps gamification will soon be able to replace some aspects of children's learning. But it is not always possible to present everything to the child from the game side. We must not forget that the learning process should remain pleasant for the child. Having discouraged the desire to learn in childhood, it will be even more difficult for the child in the future.

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