

## THE POWER OF GAMIFICATION IN EDUCATION

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### Annotation

These days the world is losing its color and traditional methods of doing a task are becoming dull. Although there are several options to make activities and tasks more interesting, gamification is the most effective one. The term gamification is an act of adding typical games to the process of an activity including business, education and so on. Furthermore, the power of gamification in education is incomparable. Gaming is the best way to enhance student engagement, motivation and interest towards new information and learning. By integrating elements like points, levels, challenges and rewards into educational contexts, it creates interactive and immersive learning experiences.

**Key words:** Learning through play, student engagement, puzzle games, digital learning games, ‘Kahoot!’, ‘Quizizz’.

### Introduction

Over the past two decades, game-based learning has grown increasingly into a popular instructional approach due to its power to motivate and engage students in complex learning, such as problem-solving, decision-making, and metacognitive thinking. Gaming increases student’s inspiration for the lesson. It does not matter whether it is online games or practical games. For example, in everyday school life, the teacher comes to the class and asks the homework traditionally like checking students whether they learn new words by heart or they repeat the previous information. I think that it would be better if they use some game elements like competition and reward instead of traditional and boring methods. This article delves into how gamification influences the productivity of the lesson and some methods we can use to revise the previous lesson or to make pupils interested in class.

### Main body

One of the benefits of gamification in education is its ability to significantly enhance student engagement. By incorporating elements such as badges, points, leaderboards, and challenges, teachers can create a sense of competition, progress and achievement which motivates students to participate actively in educational activities.

According to Zippia, one math teacher at an elementary school discovered that gamification had a huge effect on his students' performance. The case study revealed that average test scores saw a 34% increase from 49% to 83% after four months of using math games. Because of these results, it's no wonder that around 75% of all elementary school teachers in the U.S. alone use gamification in their curricula.

Students also prefer gamification in their learning experiences, with about 67% of students turning to gamification over other more conventional teaching methods. They specifically find engagement and motivation to be the factors that make them interested in it. So, it can raise the efficiency of the lesson. Additionally, in our class, the majority of teachers divide our group into several subgroups and they give us a task and a reward to the students who win in the contest. So, we dedicate our energy and time to win the prize and we do not have time for boredom or other distractors like social media or unnecessary stuff.



Moreover, learning through play contributes to developing some essential skills, including collaboration, creativity, and communication, and through game-based challenges, learners sharpen their problem-solving skills which prepare them for success in the modern world. For example, playing puzzle games can enhance our problem-solving skills. Because we will need to think strategically to solve the puzzles and also we will need to use logic. In this way, we would train our brains to become better at solving problems. And it can increase student's creativity by making them think outside the box. There are several games which require some creativity. One of them is a game called 'DICTIONARY'.

A ‘Dictionary’ is a vocabulary-based game that requires some creativity. To play, all your students will need is a dictionary and a piece of paper. This game will take about 15 to 20 minutes to complete, making it great for active warmups!

Separate students into groups of three or four. Give each group a word and have them use the dictionary to define it. Have them write the definition in their words on a piece of paper. Along with the real definition, have students come up with two fake ones.

Once all groups have finished, invite one at a time to share their word. The presenting group should list all three definitions and have the others try to guess the right definition. The group that can trick others into guessing the wrong definitions win.

Playing Dictionary is excellent when introducing new vocabulary or reviewing vocabulary from the last class.

There are some online games called ‘Kahoot!’(<https://kahoot.it/>), ‘Learn English words with Fixiki’, ‘Quizizz’(<https://quizizz.com/>), etc.

The first one, ‘Kahoot!’, is a Norwegian online game-based learning platform.[3] It has learning games, also known as "Kahoots", which are user-generated multiple-choice quizzes that can be accessed via a web browser or the Kahoot! app. This game is best to check the attention of students and to identify whether they have learnt something new or not. For this, we all are welcome to use multiple-choice quizzes.

The second one(‘Learn English words with Fixiki’) is best for learning new words, grammar and pronunciation without the help of an educator. Pupils can study for free online or without the internet. Fun activities can make it easy to learn a new language for schoolchildren.



The third one is also interesting and challenging. teachers may use this game to check whether their students have learnt new words by heart or not. it is suitable for everything.

### Conclusion

In conclusion, by using gamification principles in education, teachers can establish vibrant and engaging learning environments that boost students' involvement, drive motivation, and encourage academic success. This allows students to cultivate crucial skills, and enhance their comprehension and problem-solving skills.

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