INNOVATIVE TEACHING METHOD: GAMIFICATION

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Abstract: The practices that are appropriate at this time, which increase motivation and involve students in learning a second language, are widely known to current educators. Gamification is a tactic that consistently encourages motivation out of all those that are available. Also, it covers the two motivational clusters—intrinsic and extrinsic—that are crucial to the learning process.

Key words: second language, gamification, teaching, learning, game.

Describe gamification. Werbach and Hunter (2012) define gamification as the application of game mechanics and game design principles in situations other than those of actual games. It is supported by decades of study on human psychology, the growth of the video game industry, and social media. Fundamentally, gamification may be applied to any activity, assignment, procedure, or theoretical setting.

The primary goals are on boosting a person's participation—who is sometimes referred to or described as a "user"—and motivating him or her by combining game features and tactics, such leaderboards and instant feedback. Users feel empowered and more engaged as a result, which encourages them to follow processes and complete tasks. Also, while defining and utilizing gamification as a strategy, having a fundamental grasp of game mechanics is crucial. But even before considering the motivating benefits that this notion offers, it is essential to go over the four definitional parts again: games, elements, design, and non-game situations. According to the dictionary, "the term game is typically understood to imply the following situational components: a goal, which has to be achieved; limiting rules, which determine how to reach the goal; a feedback system, which provides information about progress towards the goal; and the fact that participation is voluntary." The word "element" aids in separating the idea of "gamification" from "serious games," which refers to complete games played for non-entertainment purposes. On the other side, gamification describes the deliberate usage of certain game components in situations other than gaming.

Instead of using game-based technologies or techniques from the larger game ecology, the term "design" refers to the usage of game design. Gamification may be used in a wide variety of contexts, as was previously mentioned. The range of applicability is simply indicated by the phrase "non-game-scenarios" to account for this

and avoid restricting the definition to particular contexts. These elements, which must each be comprehended separately, are explained in a foreign language. On the other hand, the notion of gamification assumes a new viewpoint when the aspects that are considered to be crucial play a crucial role in its creation and implementation. The notion will incorporate ideas like game components, game design, and non-game background, for instance. Gamification is multifaceted and has a variety of applications.

1. Game components

Game components are the typical design patterns used in game development. These components, commonly referred to as elements, may be found in the majority of games nowadays and include things like leaderboards, quests, levels, avatars, progress bars and charts, performance graphs, and awards. All of these components serve various functions and may be used to essentially any workplace, commercial setting, or educational setting. In the table below, each constituent is given a brief definition.

Points	Numeric accumulation based on certain activities.
Badges	Visual representation of achievements for the use shown online
Leaderboards	How the players are ranked based on success.
Progress bars/Progression	Shows the status of a player
Performance graph	Shows player performance.
Quests	Some of the tasks players have to fulfill in a game.
Levels	A section or part of the game
Avatars	Visual representation of a player or alter ego.
Social elements	Relationships with other user through the game.
Rewards/reward system	System to motivate players that accomplish a quest

Table 1. Game elements and definitions

The teaching and learning of L2 are naturally improved by each game element employed in gamification. These components are present in the majority of games nowadays, yet they all adhere to a set strategy. Every game incorporates the three fundamental components of growth, rewards, and meta-centered activities (Dickey, 2005). This is in line with what Smith-Robbins (2011) stated, who claimed that all game activities are meta-centered and contain such activities because they are geared toward a particular goal that ultimately focuses on winning by overcoming challenges and other constraints in order to achieve or complete a quest. Each game also uses a reward system or method for the player to obtain prizes, based on the situation. There are three main groups, which are leaders, rewards or honors, and accomplishments.

Image 1. Principal categories of game elements.

Users are ranked according on how well they perform in games to become leaders. The same idea is applied in sports, and it frequently includes a leaderboard, which may be a powerful motivation.

Used literature

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