

Exploring the transformative power of gamification in enhancing motivation and engagement in English language learning.



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Hanna
Podosynnikova

INTRODUCTION: BRIDGING WORLDS

In today's educational landscape, the joy of learning is often overshadowed by the necessity of curriculum demands. While traditional English language classes may feel obligatory, students are immersed in vibrant, interactive worlds outside school that foster engagement and creativity. As educators, our mission is to connect these two realms, transforming English learning into an exciting adventure that resonates with students' innate curiosity and eagerness to explore.

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Level 4

GAMIFICATION AS A PEDAGOGICAL REALITY

Gamification has evolved into an essential pedagogical strategy that resonates with today's learners, who are accustomed to engaging, interactive environments in their everyday lives. By incorporating game mechanics into educational contexts, we can meet their expectations for immediate feedback and visible progress.



SHIFT TOWARDS COMPETENCE DEVELOPMENT

Curriculum reforms worldwide emphasize competence development over mere knowledge transmission. Students now need to develop skills such as critical thinking, creativity, and collaboration, which gamification naturally supports by encouraging active participation and problem-solving.



IDEAL CONTEXT FOR GAMIFICATION IN ENGLISH TEACHING

English language teaching inherently focuses on communication and cultural awareness, making it an ideal candidate for gamification. By integrating game elements, teachers can enhance engagement and make learning more relatable and enjoyable.



RATIONALE AND BACKGROUND: THE NEED FOR GAMIFICATION

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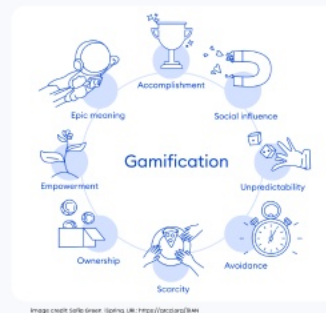
MOTIVATION THROUGH MECHANICS

Gamification harnesses game mechanics such as points, levels, and badges not just as rewards but as vital indicators of a learner's progress and mastery. This principle helps students visualize their journey and encourages them to strive for higher achievements.



AUTONOMY AND CHOICE

Offering learners autonomy and choice within the gamified structure empowers them to take control of their learning paths. When students feel they have a say in their actions and decisions, their engagement levels significantly increase, leading to a more personalized learning experience.



FEEDBACK AND VISIBILITY

Providing constant and meaningful feedback is essential in a gamified context. This transparent feedback loop transforms mere effort into a sense of satisfaction and achievement, allowing students to understand their progress and areas for improvement in real-time.



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THEORETICAL FRAMEWORK: KEY PRINCIPLES OF GAMIFICATION



GAMIFICATION CONCEPT



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7 Powerful Strategies to Implement Gamification in Education

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CORE RESEARCH QUESTION

Our research focused on how gamified design principles can be effectively embedded into the 7th-grade English curriculum to create a more engaging learning environment. We aimed to not just introduce games, but to fundamentally transform the learning experience itself.

REDESIGN CURRICULUM UNITS

We redesigned selected curriculum units to incorporate gamification principles, focusing on creating tasks that motivate students through game mechanics while still meeting educational objectives.



OBSERVE STUDENT MOTIVATION AND PARTICIPATION

We observed changes in student motivation and participation levels throughout the implementation of gamification, seeking to understand how these elements interact with learners' engagement in the classroom.

EVALUATE ICT INTERACTION

The study also evaluated how gamification interacts with ICT-based learning tools, assessing the effectiveness of digital platforms in enhancing the gamified learning experience.



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RESEARCH FOCUS AND OBJECTIVES: ENHANCING ENGAGEMENT

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The 5 elements of gamification



Progressive
Milestones

Real-Time
Leaderboards

Immersive
Experiences

Digital Badges
& Certifications

Social Community
Engagement

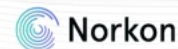


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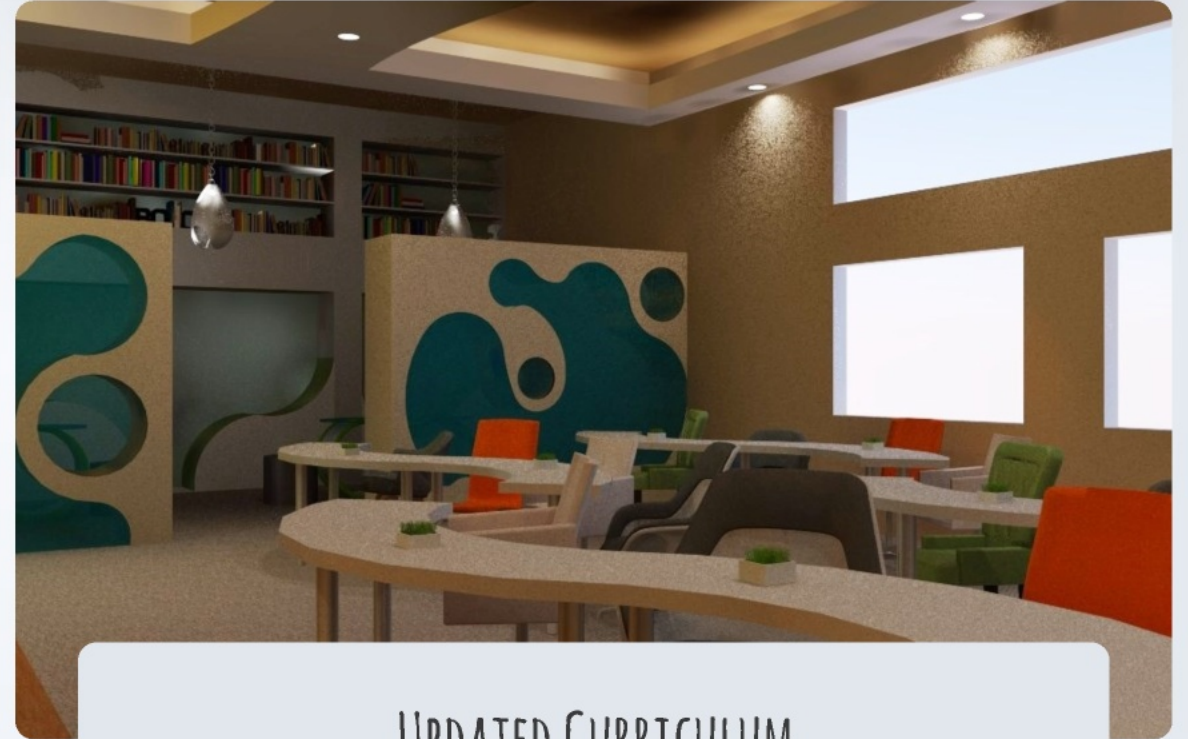
EARLIER CURRICULUM

The earlier curriculum for English language teaching primarily concentrated on vocabulary acquisition and adherence to grammatical rules. Instruction was predominantly teacher-centred, where the educator played the central role in delivering content. Assessment methods were linear, often relying on standardized tests to gauge student understanding, which limited opportunities for personalized learning and feedback.



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CURRICULUM CONTEXT: SHIFTING PARADIGMS IN EDUCATION



UPDATED CURRICULUM

In contrast, the updated curriculum embraces a more holistic approach, focusing on developing communicative skills and enhancing digital literacy. It encourages student-centred interaction, allowing learners to take an active role in their education. Formative assessment practices replace traditional testing, facilitating ongoing reflection and feedback to foster deeper understanding and engagement.

RESEARCH DESIGN: IMPLEMENTING GAMIFICATION IN THE CLASSROOM

A structured approach to integrating gamification principles within a 7th-grade English curriculum.

Academic Term

The project was implemented across an entire academic term in a 7th-grade English classroom, engaging students in a transformative learning journey.

Motivation Phase

Students began their journey as 'language explorers,' where the challenge of the game world was introduced, sparking curiosity and excitement.

Engagement Phase

Students completed quests that involved linguistic tasks of increasing complexity, earning points and badges for their achievements.

Reflection Phase

At the end of the term, students reviewed their progress and discussed strategies, linking their learning experiences to real-world communication.

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EXTRINSIC MOTIVATORS

Extrinsic motivators are visible and tangible rewards that encourage participation and completion of tasks. In our model, students earn points for task completion, receive badges for creative or collaborative efforts, and progress through levels that represent their linguistic advancement. Leaderboards showcase cumulative results, fostering a sense of competition and achievement among learners.



INTRINSIC MOTIVATORS

Intrinsic motivators are embedded within the gamified context, enhancing personal connection to the material. In our model, the narrative tied to environmental themes not only engages students but also fosters a sense of responsibility and purpose. This approach encourages learners to see English not just as a subject, but as a tool for real-world impact, making their learning experience more meaningful and connected to their lives.



GAMIFICATION MODEL: BALANCING MOTIVATION TYPES

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CASE EXAMPLE: DESIGNING YOUR DREAM NATIONAL PARK



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Group collaboration enhances learning



Research fosters critical thinking



Creative writing empowers expression



Digital posters showcase innovation



English skills boost confidence

OBSERVATIONS AND FINDINGS: KEY OUTCOMES

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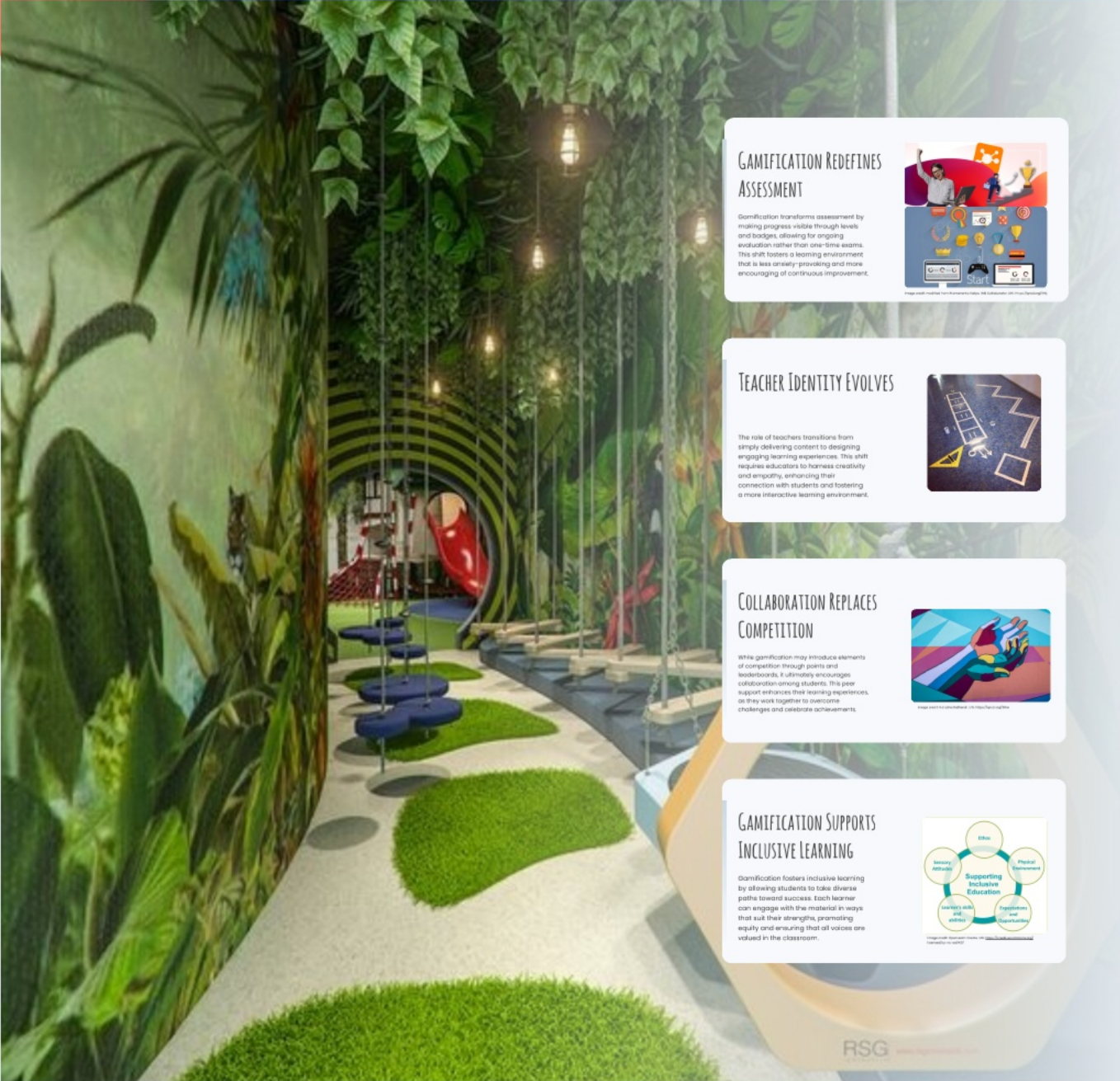
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Shift in student motivation towards intrinsic goals by the end of the term

100%

Utilization of ICT tools for real-time progress tracking among students



GAMIFICATION REDEFINES ASSESSMENT

Gamification transforms assessment by making progress visible through levels and badges, allowing for ongoing evaluation rather than one-time exams. This shift fosters a learning environment that is less anxiety-provoking and more encouraging of continuous improvement.



TEACHER IDENTITY EVOLVES

The role of teachers transitions from simply delivering content to designing engaging learning experiences. This shift requires educators to harness creativity and empathy, enhancing their connection with students and fostering a more interactive learning environment.



COLLABORATION REPLACES COMPETITION

While gamification may introduce elements of competition through points and leaderboards, it ultimately encourages collaboration among students. This peer support enhances their learning experiences, as they work together to overcome challenges and celebrate achievements.



GAMIFICATION SUPPORTS INCLUSIVE LEARNING

Gamification fosters inclusive learning by allowing students to take diverse paths toward success. Each learner can engage with the material in ways that suit their strengths, promoting equity and ensuring that all voices are valued in the classroom.



PEDAGOGICAL IMPLICATIONS: REDEFINING LEARNING

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NAVIGATING THE CHALLENGES OF GAMIFICATION IN EDUCATION



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Integrating gamification into English language learning brings both opportunities and challenges. While it fosters engagement and motivation, it also requires careful consideration of time, technical readiness, and the balance between extrinsic and intrinsic rewards. Ensuring that game elements support rather than detract from learning goals is crucial for long-term success.

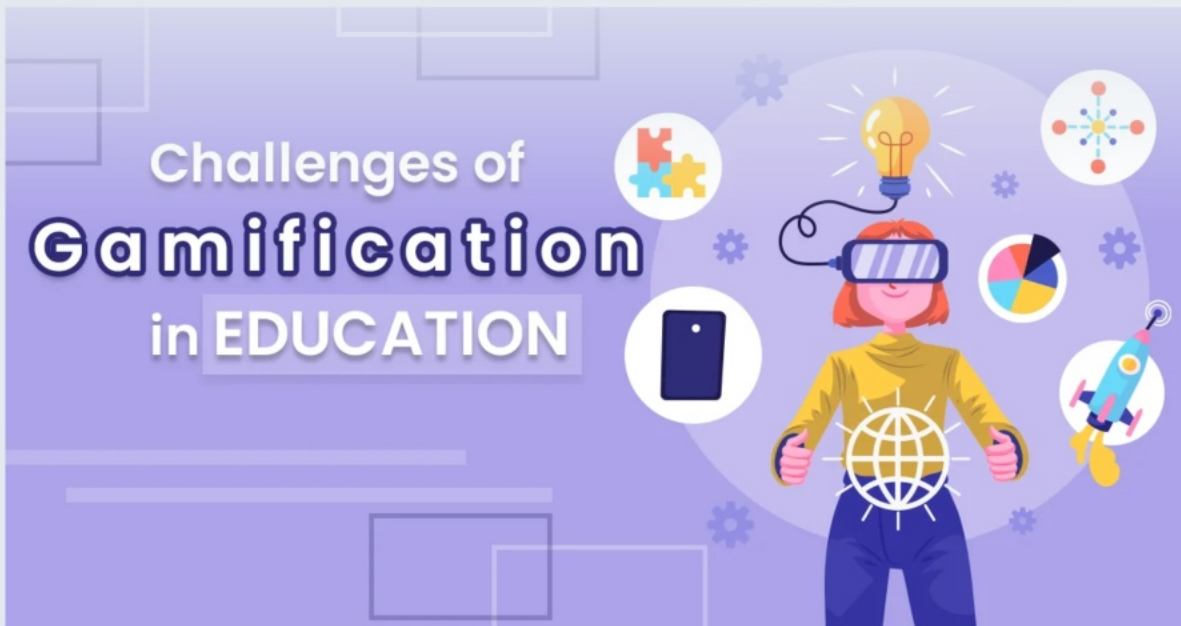


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Challenges in Gamification Implementation



Problem		Solution	
1	Financial Constraints		Start with flexible, basic pricing
2	Infrastructure & Tech		Use low-tech or cloud-based tools
3	Educator Training		Provide hands-on teacher training
4	Curriculum Alignment		Use custom platforms aligned to standards

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BROADER CONTEXT: EDUCATION TRANSFORMATION

Integrating gamification into curriculum development signifies a fundamental shift in educational paradigms. We are transitioning from traditional content delivery to a focus on experience design, which is essential for cultivating 21st-century competencies such as collaboration, critical thinking, creativity, and communication.

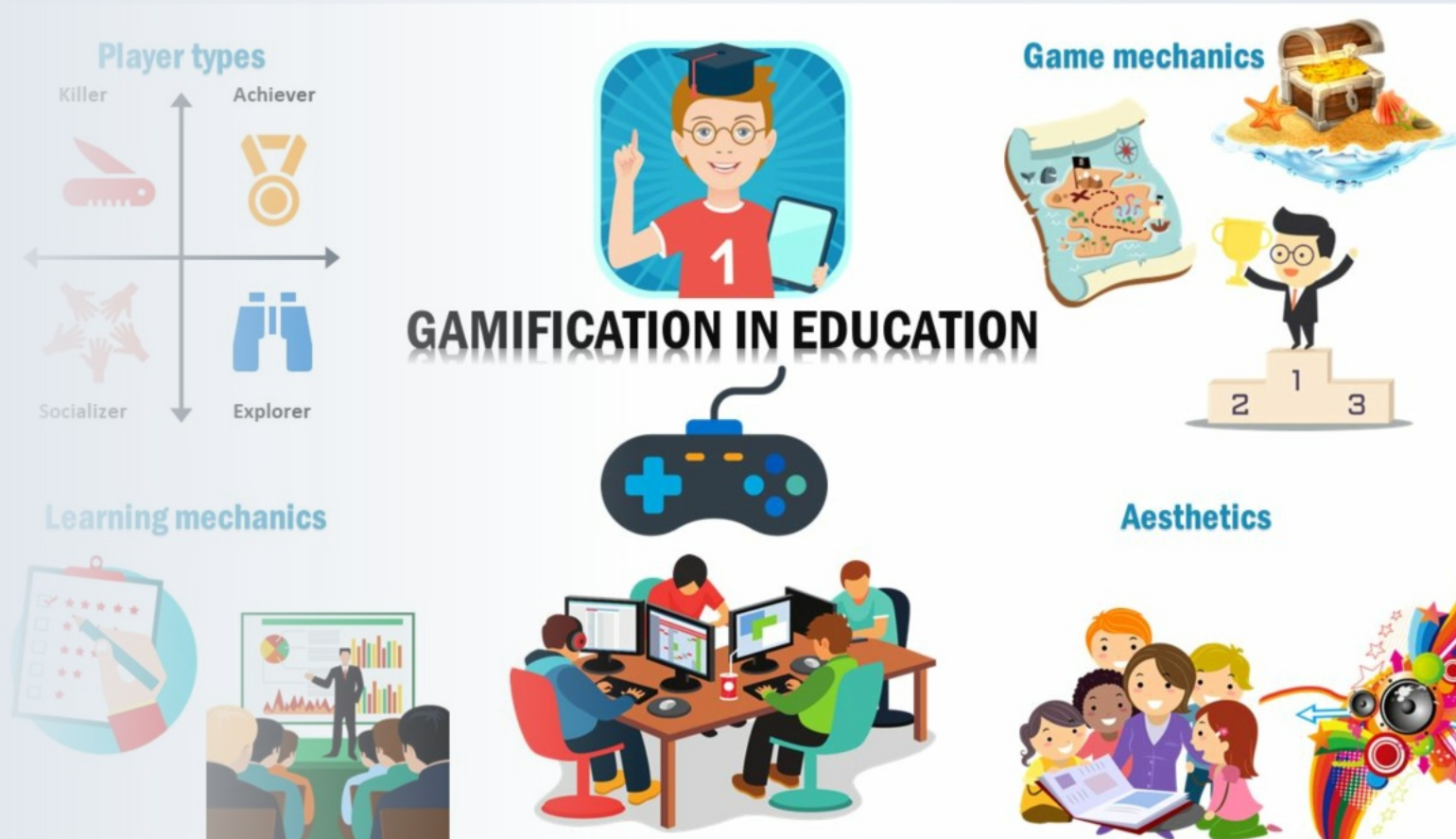


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GAMIFICATION REMINDS US THAT JOY AND RIGOUR ARE NOT OPPOSITES. THE MECHANICS OF PLAY CAN COEXIST WITH THE DISCIPLINE OF LEARNING. WHEN INTEGRATED THOUGHTFULLY, THEY TRANSFORM THE CLASSROOM INTO A LIVING SYSTEM OF CHALLENGE AND REWARD.

Ostap Bodyk

**MANY THANKS
FOR YOUR LISTENING!**

INTEGRATING GAMIFICATION INTO ENGLISH LANGUAGE LEARNING: FROM MOTIVATION TO MEANING

Exploring the transformative power of gamification in enhancing motivation and engagement in English language learning.



Ostap Bodyk



Olga Morgunova



Hanna
Podosynnikova

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