GAMIFIED E-LEARNING IN TEACHING ENGLISH

Dorota Sylwia Majewicz[1], D.B. Akynova[2], Sh. Taubaldy[3]

angdm@ug.edu.pl[1], Akynova.d@yandex.kz[2], shapagat.taubaldy@bk.ru[3]

University of Gdansk, Gdansk[1], L.N. Gumilyov Eurasian National University, Nur-Sultan[2,3]

In today's digital generation, gamification has become a popular tactic to encourage specific behaviors and increase motivation and participation. In many educational programs, it helps teachers find a balance between achieving their goals and meeting the growing needs of students. For many

teachers, the main issue of including gamification in the learning process is the question of which games to use. There are plenty of already developed, complex educational games applicable to various disciplines.And these educational games not only dedicated for relaxation but also for learning a foreign language. All games have their own difficulties and intended for all levels of students from beginners to advanced levels.

E-learning games for learning English can be divided into 3 groups:

The first group includes online e-learning programs for learning English with elements of gamification.

One of the most well-known native project with the element of gamification called **Daryn.Online** training project [1].

The online resource will become a new guide to e-learning for future specialists, who will be able to integrate into the country and integrate social networks through socialization of young people without increasing the target profile of young people.

Mission of this project is to provide quality education for young people in the country, regardless of social status and distance.

Factors affecting the project

1. Creating a competitive world-class youth education using youth resources in the regions of the Republic;

2. Promote the formation of regional research centers by encouraging the creation of new research projects and start-UPS among young students;

3. Using the youth potential of the Republic of Kazakhstan in the Central hub and CIS, where the capital of education can serve the entire Turkic world;

4. Formation of flows of socialist, educated and technocratic youth with positive thinking in society and in the information space.

Their preferred solution is to provide with a high-quality online profile at the highest level, available everywhere in the city and in the countryside. From 2020 to 2021, the Internet will be available in all rural areas of Kazakhstan. The project, Daryn.Online covers secondary school students across the country. Methodology in the online project "Daryn" English language training is divided into five levels: beginner • elementary • pre-intermediate level • intermediate level • upper-intermediate level. Each lesson covers four aspects of learning: listening, speaking, writing, reading, lexical and grammar skill.The process of studying given through video lessons and lectures. The user performs tasks to understand the lesson and practice. One topic consists of three sections: Lecture. 5-minute video tutorial. 10 tests and tasks A, B, C [1].

The next example of such a programis a **LinguaLeo**. The program is based on the once fashionable hobby of young boy Tamagotchi. The player required to "feed" the lion cub in time, earning experience points. The lion cub becomes an escort for the player. It is obligatory to pass a test and fill out questionnaire before starting the lesson. Then students can get a task according to his level of language proficiency and biographical data. The program automatically determines tasks for each day and distributes the training load.With the help of this program, the teacher can create a thematic dictionary for students, give listening tasks of various levels of complexity, train grammar skills and set ready-made ones, as well as check the completion of tasks and receive detailed reports on students ' efforts and progress, including error statistics and identification of problem areas. The ability to use this platform on various devices gives students the opportunity to study daily, as soon

as they have the opportunity to study in free time. After registering on the site, each student can pass a grammar and lexical test. The service will show the student's level of knowledge in grammar and vocabulary based on the results of the test. In the student's journal, you can view the results of the grammar and lexical test. In the "Materials" section, you can select materials for students of any level, from video to audio and text, you can also use the Dictionary section to help the student learn words and phrases. To develop your speaking skills, you can use small videos and encourage students to repeat the task. This resource also contains a large number of writing exercises to train auditory perception [2].

Class Dojo is a visual and easy-to-use reward system that contains various roles and access levels. You can register as a teacher who creates badges, collects statistics, and makes group mailings; as a student, and as a parent who controls the child's profile. This online application provides the following gamification mechanisms:

– Development and achievement: the ability to track each student's progress and assign or subtract points;

– Ownership and control: each student has their own avatar, they can change and improve it;

– Social influence and relationship: the teacher can communicate not only with students, but also with their parents. In addition, the app has a rating that can cause competition.

One of the most popular distance learning systems is the **Moodle system**. This program has a large number of advantages. Here all the educational material necessary for the study of the discipline is collected into a single whole. The teacher can adjust the information in accordance with changes in the curriculum, take into account possible changes in the rules and features of the language, in order to get students up-to-date knowledge. At the same time, students get access to this resource via the Internet, that is, they can study the material at any time convenient for them and at a pace that is convenient for them. Accordingly, students are also not tied to the place of study and can get knowledge from any part of the world. in addition, in this distance learning system, not only the text of textbooks can be used as educational resources, but also tools such as presentations, videos, articles, i.e. interactive resources of any format.

Moodle allows you to communicate and exchange information between the teacher and the student, as well as between students with each other. The teacher can organize online lectures and seminars, which can be especially relevant when learning languages, since it is necessary to have periodic live communication with the teacher for the final verification and consolidation of pronunciation skills. Communication with the teacher can also take place through forums where you can communicate in groups, that is, it is possible to perform group tasks in a foreign language, for example, joint discussion of texts in the form of dialogues, and there is a function of attaching files of any format. Each student can discuss the problem with the teacher one - on-one via personal messages in real time. There is also an opportunity to evaluate the work done over the entire training period using the portfolio that is created in Moodle. The portfolio contains reports on all work done, grades received, and messages in chat rooms and forums.

The main form of knowledge control in distance learning is testing and, of course, this system is no exception. The advantage of computer testing is the exclusion of the influence of the human factor and the objectivity of the assessment of knowledge. Moodle has an extensive set of tools for creating tests, as well as for conducting intermediate and final testing. Several types of questions can

be used in test tasks – short answers, multiple choice, right/wrong, and others.In Moodle, the teacher can independently set many test parameters: the time allowed for passing the test, the number of attempts to perform this test, and the group or individual nature of testing [3].

The **Edmodo** online app is only available in English. You can also register as a teacher, student, or parent. The app allows you to divide students into groups, set homework, and record the progress of each student. The online application provides the following gamification mechanisms:

– Creativity and feedback: the teacher and students can post different notes;

– Social influence and relationship: the teacher can communicate not only with students, but also with their parents.

The second group includes games designed for learning English. For the formation of lexical and grammatical skills are the most effective vocabulary games. An example of such a game is **Hangman**, where you need to collect a word from the letters. As well as, "**Crosswords**", "**Walks**". All these games function are available in free form. Also have unusual English language portal called **"ESL Games World"**. This portal is dedicated to the educational game.

One of the popular application which was known as the best in 2014 is called "**Word**". There are given 10 various topics with the 20 lesson each. Each lesson includes 30 words. Every training in the lesson dedicated to specific skills: grammar, phonetics, memorizing words, developing memory. If children use this portal just 20-25 minutes a day, so in a month the level of vocabulary will increase systematically [3, p. 380].

One program called **"Enjoy Listening and Playing"** suitable for all ages. Such program was created as a multimedia application for the "Enjoy English" textbook. This portal dedicated to the formation of listening skills, facilitate the memory activities and development of plenty of vocabulary. It is suitable for individual as well as collective work of the teacher in the classroom using a projector, interactive board and computers.

For older students the portal **Dualingo** is come to help. This platform offers plenty of written lessons, dictations, but the main attention is paid to the speaking skills. There are in this course, learners can learn 2000 new words [4, 339].

Kahoot.it is an online platform that allows you to play in the direction of assimilation and humanitarian knowledge in the format of test, survey, and discussion methods individually and in groups. The game platform Encounter is an Internet application that allows you to implement games in various formats: from quests in any city to solving mobile problems in online mode [5].

At a time when the phenomenon of game learning had not yet been studied, teachers already noticed that students showed the best results in the control, if the material was presented in a non-standard format: with the help of a quiz, cards, funny pictures. Scientists have confirmed this data. Games use more channels of information (vision, hearing and motor skills), and therefore knowledge is better stored in long-term memory - up to 90% of the material is absorbed, and when learning "by book" - no more than 20%. Below will be a selection of the most interesting games for learning English.

The number of questions, their complexity and sequence of presentation, as well as the stage of the lesson for the survey (at the beginning or at the end), the teacher can choose independently, depending on the educational tasks, the level of training of students, the actual situation in the lesson, etc. In the presented experience, the teacher conducts an express survey at the end of the practical lesson in order to determine and evaluate the general level of understanding of the material covered.

To conduct a survey in the audience, the teacher must perform the following steps:

1.Go to https://getkahoot.com and start the survey. A survey site will appear on the projector's screen, showing the web address and PIN for the students who are responding.

2. Students enter from mobile devices (smartphones, tablets connected to the Internet) to the specified address, enter the PIN code and their name.

3. When all students are logged in, the teacher starts the survey using the Start button.

4. On the computer and on the screens of students' smartphones, quiz questions with answer options appear alternatel. Students must choose by touching the touch screen of a mobile device.

5. The diagram of the distribution of votes by answer options is immediately displayed on the common screen. In addition, each student can see personal results and scores on the screen of a mobile device.

Benefits of using the Kahoot app for a teacher:

1. The app is available to learn and use, and can be effectively used by the teacher as a formative assessment tool when it is necessary to determine the overall level of understanding of the question or topic being studied by students.

2. Created surveys are always available for editing and addition. Several teachers can work with them at the same time.

3. In the Kahoot app, you can create your own collection of tests for a discipline. In addition, the teacher can use thousands of tests created by other teachers.

4. The survey report can be saved as a table on your PC for detailed analysis and summarizing at any time after the survey.

Benefits of working with the Kahoot app for students:

Anonymous surveys have a number of positive properties for students, in particular:

– anonymity allows the voter to avoid stereotypical thinking and Express an openly personal opinion;

– the absence of criticism or negative evaluation from others makes it easier for respondents to Express themselves;

– results will be more accurate, since participants are not subject to pressure from others;

– anonymity allows you to avoid negative dominance of the opinion of one or more voting participants [5].

The third group includes various games in English languages that are not educational. One of the variants of such games is **quests**. There are a number of series quests: **Dark Tales, Grim Tales, Immortal Love, The Puppet Show, Mystery Case Files, Punished Talents.**

As a rule, the quest contains dialogs in a foreign language in a text format and audio version, instructions for completing tasks, which allows you to learn grammar structures during the game. Often in quests there are search scenes where you need to search for items in the list that allows you to improve your vocabulary.

A wide selection of games of this type allows you to select the theme, country actions, historical era, and thus the player gets not only linguistic, but also country-specific socio -cultural knowledge.

A key aspect of language learning is the impact of language in its natural form, in the context of real life. So the popular video sharing site **YouTube**, where users can upload, view and share video clips, means that it can be a great tool for learning. On the other hand, every month more than one

billion people, or almost every second Internet user, go to YouTube to find out, answer questions, or spend some free time.

For example, everyone understands that learning in a classroom or from a book is one thing, but when students are among people who use language in a natural conversation, they often can't understand the essence of the conversation and feel frustrated. An online video available on YouTube shows real situations in the natural environment. The advantage here is that you can watch this video again and again without asking the other person to repeat what they don't understand. Students find this learning of a foreign language using the YouTube channel more enjoyable and active.

Recently, we have started creating small videos ourselves, which increases the interest of students and gives them the opportunity to learn a grammar of English language more actively. So the video consist of English grammar rule and some tasks related to the theme. In each lesson we actively use these videos to explain English grammar.

The use of authentic and modern highly specialized materials like YouTube in situations close to real professional communication creates a natural environment for improving a wide range of communication skills of students and increases their confidence in the use of a English language. Also, YouTube channels allow you to increase the effectiveness and provide high motivation for the learning process, make the lesson dynamic, and create a favorable psychological atmosphere.

Thus, we have determined that the structure of the gamification method in foreign language classes is distinguished primarily by interactive games using multimedia tools, first of all, ICT tools, multimedia whiteboard and the Internet. Such didactic games allow students to organize interactive interaction with the information and educational environment, to immerse themselves in the virtual world of the game, which is already familiar and well-known to them, and at the same time to consolidate the studied language phenomena in an unconventional, attractive form. The use of an innovative approach to organizing didactic games meets the needs of the information and educational environment, as well as significantly increases the motivational interest of students in learning a foreign language.

So, we can say that there are a large number of gamified e-learning applications with which a teacher can not only gamify the educational process at school, but also bring some variety, for example, by creating their own video lesson.

Taking into account the above, it can be said that gamification in the educational context of game elements, game technologies and game design into the learning process, which contributes to a qualitative change in the way the educational process is organized and leads to an increase in the level of motivation, involvement students, increasing their attention and concentration in solving educational problems.

Actually, it is fact that game method doesn't totally replace traditional teaching methods, the efficiency of traditional teaching method already has been proven with the many years of experience, but teachers go on to look for the best ways to achieve learning goals including non-traditional ones like gamification, game based teaching methods. The best side of using game elements in learning process is to create the great atmosphere and psychological, emotional background on which the learning process is built.

The teacher should see well where the usual tasks can be replaced by games and what benefits this will bring to the educational process. The indisputable advantage of the game method is to

increase students' interest in the subject, the development of learning motivation and their cognitive activity. All this enables students in a natural form for them to learn new things and show good learning outcomes. For this reason, the use of game-based teaching methods is necessary when students learn a foreign language.

References

1. Daryn.online XXI ғасырдың білім беру платформасы. [Электронный ресурс] -URL: https://daryn.online/

2. Орлова О. В, Титова В. Н. Геймификация как способ организации обучения в школе // Вестник ТГПУ, 2015. №9. С.60-64.

3. Ляховицкий, М.В. Технические средства в обучении иностранным языкам в образовательном процессе / М.В. Ляховицкий, И.М. Кошман. –2006. – 380 с.

4. Kapp K. M. The Gamification of Learning and Instruction: Game-based Methods and Strategies for Training and Education. -The USA, 2012, 336 p.

5. The best practice in e-learning. -Томскийполитехническийуниверситет URL: https://portal.tpu.ru/eL/img/Tab4/Kazmina.pdf