

# ADVANTAGES AND DISADVANTAGES OF IMPLEMENTING GAMIFICATION IN LEARNING ENGLISH LANGUAGE

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**Abstract:** *many people, especially educators believe that any kind of gamification is an effective teaching way. However not everyone considers possible drawbacks of game based -learning. That is to say, teachers may focus on fun rather than the quality of the game, as a result, students will spend the whole lesson playing some game without any purpose.*

**Keywords:** *gamification, power tools, advantages and disadvantages.*

## ПРЕИМУЩЕСТВА И НЕДОСТАТКИ ИСПОЛЬЗОВАНИЯ ГЕЙМИФИКАЦИИ В ИЗУЧЕНИИ АНГЛИЙСКОГО ЯЗЫКА

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**Аннотация:** *многие люди, особенно педагоги, считают, что любые виды геймификации являются эффективным способом обучения. Однако не все учитывают возможные недостатки игрового обучения. Иными словами, учителя могут сосредоточиться на развлечении, а не на качестве игры, в результате чего ученики проведут весь урок, играя в какую-то игру без какой-либо цели.*

**Ключевые слова:** *геймификация, электронные инструменты, преимущества и недостатки.*

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Are the games an effective way of teaching and learning?

Games have been around throughout history, and they have been proven the best teaching approach. Is it accurate for all games and purposes? Does it always work? Are there any downsides to playing games during the lessons?

Firstly, let's look at what gamification in teaching is. Gamification is the use of game elements, game-designed techniques in a non-game context. Similar to language learning, games also have some rules that learners need to memorize, steps that players need to follow, goals to be achieved, and new levels after completion of previous ones. These similarities give us a huge opportunity to teach language skills in a way that fits into a game-like framework. Everyone loves playing games, but not every game meets teaching requirements.

Most of us might agree on the ineffectiveness of traditional methods of education. Nevertheless, it doesn't mean that gamification has no drawbacks.

It is not a secret that the number of demotivated students is becoming more every year making it complicated for teachers to get their students' attention during the classes. Moreover, the post-Covid world made students less productive and lazier. This situation made educators seek new ways of making classes engaging and interesting. Although gamification is not a new concept for most of us, there are many other things we need to consider.

What are the advantages of gamification?

Firstly, game-based teaching helps create a friendly atmosphere where students do not feel the pressure of being tested or taught. It also encourages students to be involved in the learning process while teaching them other soft skills like critical thinking, collaboration, and cognition. In addition, the feedback can be provided instantly in a way that doesn't discourage learners.

On the other hand, it has some peculiarities teachers need to keep in mind before applying games in their classes. The most neglected things are the lesson objectives which may suffer from badly designed games that don't serve teaching purposes. Secondly, game-based teaching is harder than it appears, because coming up with a game that truly addresses students' individual needs requires research. Unfortunately, there isn't a cookbook that will tell us every step. Some games are just disguised quizzes that neither motivate students nor let them have fun. The last but not least one is the costly development of gamification. It is obvious that students easily get bored playing the same games over and over, which requires us to look for new ways of engagement. But

creativity is not the only limit here, planning gamified exercises can be time-consuming as well. That's why it is referred to as an expensive advancement.

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