

GAMIFICATION

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Aziza Jabborova Jobirovna

The lecturer of History and Philology Department

Asia International University

Bukhara, Uzbekistan

E-mail: jabborovaazizajobirovna@oxu.uz

Abstract

This article focuses on the importance of the game during the lesson and how it can contribute to the development of education quality. Gamification of education helps to instill interest in learning in both children and adults. This is a universal method that is suitable for all ages. At the same time, game-based learning achieves its goal: with the right approach, it helps to gain knowledge and learn to apply it in practice.

Key words

gamification, game designers, Duolingo, Minecraft Education Edition, Classcraft, leaderboards, online learning, endorphin, serotonin, oxytocin.

INTRODUCTION

Gamification in training can be used both in school lessons, in additional courses, and in corporate training. According to Natalya Koshlyakova, literally any training can be gamified. Any process, from teaching mathematics at school to training staff in management skills, can turn into a gaming world or a gaming legend. There are no limits to the gamification of learning.

Training can take place both using a system of rewards and ratings, and with the help of third-party programs. For example, children are instilled with a love of reading through smartphones and interactivity, and VR technologies help them explore the world through traveling around the world right in the classroom. Game designers are involved in the development and concept of such games. The only disadvantage of this approach is that it cannot completely replace all training and should only occupy part of the program, especially when it comes to school education. Even the most active children will get tired of constant games during lessons.

In our modern world, technology is naturally the driving force behind learning and curriculum development. To achieve better results from students,

modern educators are increasingly using advanced digital tools and strategies in their teaching methods. Gamification for learning is one such strategy that is increasingly being used by teachers around the world. The use of game elements can have a positive impact on student engagement and collaboration, resulting in them learning more effectively.

Methods

It is also necessary to look at some successful examples of gamification.

1. Duolingo. This language learning app is a great example of gamification used for learning. With over 500 million users worldwide, they are clearly good at using gamification techniques.

Duolingo successfully uses several gamification methods to keep users interested; with levels, streaks, badges and leaderboards. All these features make the gaming experience very game-like and keep users hungry for progress. This is a great example of using a virtual scenario to create effective training.

While there are many apps that use some of these tactics, Duolingo manages to use them all to help users feel motivated. Apart from successfully implementing these gamification techniques, the app is very vibrant with fun colors which adds to the gaming feel.

2. Minecraft Education Edition was created specifically for teachers and students. The platform allows students and teachers to work together in a synchronous environment. This is a fantastic example of using child-friendly methods as a learning tool.

In the educational version of Minecraft, students can enhance their creativity and also explore various topics. The game is especially good for teaching students how to code, but can also help in other areas of learning. They even offer game-based learning that offers local and traditional knowledge.

3. Classcraft. It is an extremely unique learning platform that is entirely focused on gamifying learning to drive motivation. Classcraft allows students to create their own customizable in-game avatar with different abilities.

Collaboration is key for this platform; students are encouraged to work together to achieve their goals. The game has its own currency, and students can be given rewards for good behavior.

Points can be spent on unlocking new outfits for avatars or even unlocking trainable pets. Classcraft makes learning fun and brings a real video game into the classroom. As if this platform couldn't get any better, it can be accessed both at home and in the classroom, making it ideal for blended learning.

Thus, gamification is a great way to help students in the process of acquiring knowledge and motivate them to actively learn new things.

Online Learning

Gamification also goes hand in hand with eLearning. Online learning platforms are a great way to provide game-based learning. E-learning has grown dramatically in recent years, especially due to the pandemic and the need for online learning alternatives. Apps and websites are great for gamification techniques because they often seamlessly incorporate things like leaderboards and scoring systems.

Online learning is not always as fun as physical classrooms and comes with its own challenges. Online lectures and classes can be challenging for young students as they are harder to engage and there are many distractions around. Gamification is a great way to make e-learning just as exciting as face-to-face learning.

Gamification Principles

In most cases, gamification of lessons is individualized because it must take into account the specifics of a specific audience. But there are basic principles on which the gaming approach as such is built.

Motivation. We have already said this; in terms of motivation, gamification inherits the concept of traditional games, board games, computer games, whatever. In the game, the child faces a specific goal, the achievement of which is possible only through solving a chain of sequential tasks. It is the achievement of the goal that motivates the child.

Status. In games, the character constantly grows in level, becomes stronger, and gains new skills. Gamification of lessons also inherits this principle - the knowledge gained during a quest lesson should not be abstract, otherwise the child will not realize its value. It is necessary that he immediately apply this knowledge to achieve the goal. This will be a clear increase in his status.

Reward. The teacher understands that the child's main reward is knowledge. But the child wants something tangible for his efforts. There are several types of rewards, for example - bonus coins or crystals, which reflect the child's status in comparison with other children. Assessment can also be a reward; it all depends on the approach implemented by the teacher.

Sometimes competition is included as a separate principle of gamification. In fact, competition will be present in any case. For the sake of coins, grades, conditional levels, children will always compete with each other for championship. In this aspect, the teacher's task comes down to additional motivation for obvious outsiders.

Results

Gamification research has identified several factors that can increase task motivation. These include pleasure, fantasy and sensory stimulation, positive feedback, the opportunity to improve one's own performance and enter a state that is achieved by performing an optimally challenging activity that gives pleasure and arouses the interest of the participant in the process. The ingredients that enhance motivation are specific goals, clear and intuitive rules, feedback systems, and features that are attractive enough to block out distractions.

Gamification (or gamification) is the integration of a game form into a non-game process, for example, an educational process. In the field of education, gamification helps children and adolescents learn better. In business, it allows you to retain customers and increase sales. In this article we will look at the principles of gamification in learning using specific examples.

Game-based learning is the acquisition of knowledge and skills through a specific game. Gamification is not the introduction of games into the learning process, but the use of game mechanics in learning. For example, teaching a lesson in Half-Life: Alyx is game-based learning. And introducing a magical character into the context of the lesson who will explain difficult moments to the child is gamification.

The purpose of gamification in education is to increase the child's motivation, not to provide knowledge. He gains knowledge from the material provided by the teacher. Game mechanics only simplify this process, increase involvement, and make the lesson interesting. This is what gamification is in simple words. Adults also use gamification in their work - this is team building and its derivatives. It is easier to introduce gaming practices with children because it is easier to interest them.

There are no statistics for Russian schools, since gamification is used mainly locally, teachers themselves come up with some kind of quests for children and no one systematizes their developments. But there are detailed statistics for the USA and Europe for 2020.

According to ScienceDirect, implementing gamification principles increases academic performance by 34.75%. On average, high school students who attended gamified classes performed 89.45% better than those who attended only regular classes.

This statistics shows more clearly than any theory that gamification of lessons is truly effective. It simplifies the perception of the material and promotes its better

assimilation. But we must not forget about the risks that we outlined above. You need to gamify lessons wisely.

Discussion

Introducing fun and useful elements into education can completely change the educational process. Many of us are accustomed to instant gratification from social media, apps and games. This is especially true for younger generations, who tend to spend more time online. In fact, studies have shown that 55% of the younger generation use their smartphones more than 5 hours a day. Using a game-based learning approach, you can overcome bad addictive habits and teach students and students to enjoy learning.

A recent study found that those who learn through game-based learning methods achieve higher grades than those who do not. Other research shows that while gamification improves learning outcomes, there is no evidence that gamification drives engagement. Introducing progress indicators can be extremely motivating for students. Pushing yourself can be much easier if you have an achievable goal. Instead of having one set goal to work towards (which can be daunting), gamification rewards small wins that help motivate students.

Gamification in education is also great for social learning, which in itself can be a huge motivator. There are apps and websites that give you the opportunity to connect with friends and compete with their scores, encouraging you to learn as much as possible. Gamification brings an element of play to learning, which ultimately makes the process fun. If you have a goal to work toward or a new level to reach, it can motivate you to study harder. With the proliferation of video games, the challenge of reaching a new level or goal can be incredibly exciting. Gamification can change the perception of learning as a chore and turn it into something enjoyable that students look forward to.

Game-based learning materials can help students and students feel more in control of their education. With motivators such as point systems and levels, students have the means to achieve their goals in a way they understand and enjoy. Game-based learning not only encourages students to feel like they are in control of their destiny, but also encourages them to try again after failure. In classical educational models, students can become severely demotivated if they fail to complete a task or achieve a desired grade. Rather than having an expected grade or outcome that a student might fail, scores encourage progression. This is a much more positive approach and creates a more supportive classroom culture. The fun nature of the gamification model can help students visualize a way to try again and achieve their goals.

Advantages of Using Games

Gamification is the process of using game elements in a non-game context. It has many advantages over traditional learning approaches, including:

- increasing the level of student motivation;
- improving knowledge retention;
- effectively involving students in the educational process through social mechanisms such as badges, scores or leaderboards.

Today, technology is the driving force behind learning and curriculum development. To achieve better results from students, today's educators are increasingly incorporating advanced digital tools and strategies into their teaching methods. Gamification for learning is one such strategy that is increasingly being used by teachers around the world.

The use of game elements can have a positive impact on student engagement and collaboration, resulting in students learning more effectively .

Versatility. You can gamify lessons for children of all ages – from primary school to preparation for the Unified State Exam.

Adaptability. Gamification has principles, but no specific framework; the method is suitable for any discipline.

Productivity. If organized correctly, the child will not even understand that this was a lesson, but will gain knowledge.

Motivation. The main principle of gamification in education is its main advantage - children want to go to quest lessons.

Activating the Production of Various Hormones in the Brain

Dopamine is the achievement hormone. When is it developed in training? For example, a person sees on the progress bar that there is only 10% left to complete the course. The student looks at his progress and realizes that he has done a lot of work and is close to the goal of completing the course.

Endorphin is a hormone of joy or relief from pain. This is the main reason why a person becomes attached to games. For example, a student rejoices at achieving a goal when he received points for a completed task or passed the next level.

Serotonin is a hormone of social status. For example, it is generated when a person takes a leading position in the overall ranking or receives a badge for studying for 10 days in a row.

Oxytocin is the social bonding hormone. For example, an employee sees that all colleagues and managers are undergoing training on the platform, so he becomes motivated to learn in order to feel involved in this group. You can

enhance social connection among students using online chat. It allows you to share learning information directly on the learning platform.

Most gamification tools are based on external motivation, when a person is influenced from the outside - with the help of incentives and reinforcements.

Disadvantages of Gamification

Gamification is a promising learning tool, but it also comes with some challenges. Gamification methods often involve applications and websites that require the use of technology. There is already a digital divide, and by making technology such an important part of learning, we risk ostracizing some students.

Another risk of introducing gamification may be the decrease in students' attention span. Young people today are accustomed to instant gratification, and making learning a game can encourage this. We could combat this by mixing gamification with traditional teaching methods. In this way, we can ensure that students can study and work in more challenging environments .

If you overdo it with the introduction of game techniques, children's perception of traditional forms of education deteriorates. Therefore, there is no need to gamify every lesson or only a certain part of it should be presented in a game form. The teacher is required to exercise increased discipline control (although this can also be done in a playful way). Gamification improves children's mood and makes the atmosphere in the classroom less formalized; it is also important not to overdo it.

The main factor is time. In most schools, the lesson lasts 45 minutes, this is the standard. Therefore, all game moments should be simplified as much as possible so as not to waste a lot of time on organization. Otherwise, there is a danger of wasting precious minutes.

CONCLUSION

Above, we have already focused on the fact that gamification in education is always individualized. There are no games that are appropriate in any classroom for any lesson. This is both an advantage and a disadvantage of gamification. It allows you to motivate every child to learn, but the legend itself and the algorithm for introducing game mechanics require careful scrupulous study. Gamification in education uses people's natural competitive and achievement tendencies to improve productivity.

For educational institutions implementing gamification principles in the classroom, it is important to understand that it is more difficult than it seems. The technique is effective, but careful theoretical preparation and preliminary practical experiments are required. There are examples when, having become accustomed to

receiving rewards for their achievements, children refused to learn for nothing and lost the motivation to gain knowledge for themselves.

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