

THE DIFFERENCE BETWEEN GAME-BASED LEARNING AND GAMIFICATION

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Sitora Utkerovna Berdiyeva

Asia International University, English chair.

berdiyevasitorautkerovna@oxu.uz

Abstract

Living in a globalized world, one should always be in search of something new and be in trend as well. Learning languages helps people to interact and connect with each other, because knowing different languages can offer numerous benefits and widen the horizon of an individual. Besides, learning languages allows for effective communication and understanding among people from different social and linguistic background, because while learning some foreign language, we learn the culture, life-style, history and social life too. A foreign language enables people to bridge cultural gaps and build connections with others. One of the most interesting and effective ways of learning languages is using games in the lesson. The importance and difference of the game-based learning and gamification is discussed in this article.

Key words

game-based learning, gamification, language learning, approach, competition, reward, feedback.

Learning languages can greatly enhance one's career prospects. In today's global job market, being multilingual is often seen as an invaluable asset. Many multinational companies and organizations often require employees who can speak multiple languages to facilitate international communication and expand their business networks. Knowing multiple languages can provide a competitive edge and open doors to job opportunities abroad. It can also lead to increased financial benefits, as research has shown that individuals who are fluent in more than one language tend to earn higher salaries than monolingual individuals. By speaking a common language, one can connect with people on a deeper level, gain insights into their perspectives and experiences, and foster meaningful relationships. Whether for personal or professional purposes, the ability to communicate effectively in multiple languages enhances one's ability to connect and interact with a diverse range of individuals. Learning languages also promotes cognitive

development and enhances problem-solving skills. It has been scientifically proven that bilingual individuals have improved memory, attention span, and overall cognitive abilities. Language learning exercises the brain and contributes to its overall mental agility. Language learners develop strong analytical skills and become adept at deciphering patterns, developing strategies, and finding creative solutions. Furthermore, learning languages enables individuals to think more flexibly and understand different linguistic structures, which can enhance critical thinking skills and improve problem-solving abilities in various aspects of life.

Additionally, learning languages provides individuals with a deeper understanding and appreciation of different cultures, traditions, and histories. Language is not just a means of communication; it is a reflection of a community's values, customs, and beliefs. By learning a language, one gains insight into the culture and way of life of the people who speak it. This cultural understanding fosters respect, empathy, and open-mindedness towards different cultures, which is particularly important in today's diverse and interconnected society. It allows for a more comprehensive understanding of the world and promotes tolerance and appreciation for the differences that exist among people.

Gamification is the process of applying game design elements and principles to non-game contexts, such as education, marketing, and employee engagement. It involves using game-like techniques, such as competition, points, rewards, levels, and challenges, to motivate and engage individuals in previously non-gaming activities. The goal of gamification is to enhance user engagement, improve participation, and drive desired behaviors by making activities more enjoyable and motivating through elements and mechanics commonly found in games.

Game-based learning, also known as gamification, is an approach to education that incorporates game elements and mechanics into the learning process. It involves the use of games, either digital or non-digital, as a way to engage and motivate learners to acquire knowledge and skills. I mostly prefer to have digital game-based teaching approach. Firstly, the theoretical part of the theme is explained, then students will do practical part of the lesson, like doing exercises in a worksheets, or in a textbook. After having all the practical part, students can play some video games through online platforms. There are several online video games, as Kahoot.com, Baamboozle.com, Flippity.net, Quizizz.com and others. These platforms help to create friendly atmosphere in the classroom and students feel themselves less stressful. They strengthen all learned materials while playing and having fun. During the game they gain some points and it encourages them to learn more and revise learned topic. For example, in a Kahoot game students play

individually and gain points. The condition of the game is to answer correctly and firstly. At the end the places will be announced by the game itself. Another interesting game is called Baamboozle. In this game students will in groups of two, three or four. The teacher can choose the suitable mode himself. The students will choose a number and there will be a question behind the number, then in a group, they will discuss and say the right answer and get the point. The most interesting part is the bonuses of the game. If the teacher chooses a classical mode, there will be some bonuses given by the game, like awarding with 50, 20 points, or on the contrary taking the points from the team. Students will be interested mostly in this feature of the game, and of course, they will revise learned theme as well.

Game-based learning typically involves setting specific learning objectives and designing games around these objectives. The games may include elements such as challenges, competition, rewards, levels, and feedback, which are aimed at enhancing learning outcomes and making the learning experience more enjoyable and interactive.

This approach harnesses the inherent qualities of games, such as problem-solving, critical thinking, collaboration, and decision-making, to facilitate learning. It can be used in various educational settings, including schools, colleges, and training programs, across a range of subjects and disciplines.

Game-based learning has gained popularity due to its ability to increase learner engagement, motivation, and retention of knowledge. It can also foster a positive learning environment, encourage active participation, and provide immediate feedback, which helps learners track their progress and adapt their learning strategies.

Game-based learning and gamification are two approaches to incorporating game elements into the learning process. While they both aim to make learning more engaging and effective, there are some key differences between the two:

1. It has a difference in its approach, as game-based learning involves using games as the primary method for delivering educational content. The learning objectives are embedded within the game itself, and the focus is on actively playing and interacting with the game to acquire knowledge and skills.

While, gamification, involves incorporating game elements (such as points, badges, leaderboards, etc.) into non-game contexts to motivate and engage learners. It takes existing learning content or activities and adds game-like elements to them.

2. The next difference is a design, because game-based learning typically involves the development of fully-fledged educational games with specific learning objectives, storylines, levels, and challenges designed to promote learning.

Whereas, gamification involves integrating aspects of game design, such as rewards, progress tracking, competition, and social interaction, into existing learning materials or activities without necessarily developing a full-fledged game.

3. Game-based learning focuses on the intrinsic learning experience provided by the game itself. It prioritizes immersive and interactive gameplay in order to effectively teach and reinforce educational concepts, and gamification primarily focuses on motivating and engaging learners by leveraging game-like elements. The emphasis is on creating a sense of accomplishment, competition, and progression through the use of rewards and feedback.

4. The last important part is implementation: Game-based learning often requires the development or utilization of specialized educational games that align with specific learning objectives. These games may be computer-based, online, or physical games. Gamification, on the other hand, can be implemented in various ways. It can involve incorporating game elements into existing learning platforms, such as learning management systems or online courses, or creating custom badges, levels, or leaderboards for specific learning activities.

In summary, learning languages is essential in today's interconnected world. It facilitates effective communication, enhances career prospects, promotes cognitive development, and fosters cultural understanding. Whether for personal growth or professional advancement, learning languages equips individuals with the tools to navigate an increasingly diverse and globalized society. It broadens horizons, opens doors to new opportunities, and enriches one's overall life experiences. Game-based learning revolves around using games as the primary vehicle for learning, while gamification focuses on integrating game elements into non-game contexts. Both approaches have their own strengths and can be effective in different learning scenarios.

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