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2. [www.nh-technology.de](http://www.nh-technology.de)
3. [www.wissenschaft.de](http://www.wissenschaft.de)
4. [www.computerbild.de](http://www.computerbild.de)

## **GAMIFICATION IN TEACHING FOREIGN LANGUAGES**

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The gamification of teaching is an educational approach to motivate students to learn by using video game design and game elements in learning environments. The main goal of gamification in education is to maximize enjoyment and engagement through capturing the interest of learners and inspiring them to continue learning.

Actually, schools and universities have been implementing some game-like elements. Students get points for completing assignments correctly. These points are then translated into “badges”, commonly known as grades. Students are also rewarded for expected behaviors and punished if doing otherwise. If they perform well, students “level up” at the end of every academic year. However, the default school environment often results in undesirable outcomes such as disengagement, cheating, learned helplessness, and dropping out. Most students would not describe in-class activities as playful experiences.

The concept of gamification can be implemented in formal educational environment be it school or university via the following features:

- progress bar—a visual representation of students’ progress;
- levels—expanding and opening up access to content;
- achievements—badges awarded for the work completion;
- teamwork—acting together to achieve the goals set;
- bonuses—getting unexpected rewards and “skills”;

- countdown– performing tasks within a limited time period;
- integrative tasks –performing assignments that focus on simultaneous development of several skills.

To illustrate the efficiency of the method under consideration, we would like to give some examples of the most famous projects based on gamification principles.

*Classcraft* is a web application allowing teachers to direct a role-play in which students embody different characters. It is designed to promote teamwork, increase the motivation of the participants and to encourage better behavior in the classroom. *Classcraft* acts like a layer of augmented reality. It uses a system of real-life rewards and risks. Students are divided into teams and choose the characters with different abilities. Good performance in the classroom nets experience points (XP) that students can use to get new skills, but negative behavior leads to consequences such as less time to finish an exam or even detention. Students have to work together to win.

*Edmodo* is a free educational platform, which is used by more than 20 million people. It is a social network like Facebook or VKontakte, but there are no advertising or entertainment features. An instructor is able to put users into groups for them to accomplish various educational projects. Functionally *Edmodo* implements gamification principles via individual elements, such as avatars, badges, grades, etc.

As to online foreign language teaching/learning projects, built on gamification principles, one can think of a few popular resources, among them being Duolingo and LinguaLeo.

*DuoLingo* is a gamified application that helps people learn a new language while translating the website content. The service is designed so that users simultaneously help to translate websites and documents as they progress through the lessons. *Duolingo* features a gamified skill progress tree and a vocabulary section where words and word groups to be learned can be practiced.

*LinguaLeo* is a freemium online platform offering an English language learning service for Russian, Brazilian Portuguese, and Turkish speakers. Over 9.5 million people worldwide have used the online service to learn English. *LinguaLeo* personalizes each user's learning program to make learning English more efficient. First, *LinguaLeo* offers a placement test to determine the user's language skill level. The service then develops a personal training program that takes into account the user's skills, goals, and preferences. Leo the Lion is the main character of the service and a personal guide to the language jungle. The lion eats meatballs, received by the user reading texts, watching videos, completing language quests, and consolidating their knowledge while training.

To crown it all up, it is vital to note, that gamification is a powerful tool, which can facilitate education by increasing the involvement of students as well as their motivation, encouragement and competition between them.

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## **INFORMATION AND COMMUNICATION TECHNOLOGIES FOR EDUCATION**

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Information and Communication technologies (ICTs) have changed our society. Not only they provided us with new techniques and tools; they are also changing many core concepts and values. The relationship people have with technology is changing, and new social behaviors are appearing: we collaborate with peers in new ways; we network with others. Knowledge is changing; access to and acquisition of knowledge are changing; the ways in which we work with others are changing [1].

ICT is both a driver and a facilitator of this increasing globalization of education.

It is a driver because educators realize that the combination of digitally based ICTs gives more powerful possibilities for extending and improving learning, teaching and training than all previous educational technologies from the blackboard to television. Much of teaching and learning is about the manipulation of symbols, whether those symbols are words, numbers, formulae or images. ICTs are qualitatively different from previous instructional ‘aids’ in their power to help manipulate symbols.

It is a facilitator because the Internet is an extraordinary means for the wide, low-cost distribution of educational material. As the Internet has also become a vehicle for interaction, its potential for teaching and learning has become even more significant.

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