

SECTION 10. EUROPEAN DIMENSIONS OF PHILOLOGICAL EDUCATION

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THE EFFECTIVENESS OF GAMIFICATION FOR IMPROVING FOREIGN LANGUAGE LEARNING IN HIGHER EDUCATIONAL INSTITUTIONS

ЕФЕКТИВНІСТЬ ВИКОРИСТАННЯ ГЕЙМИФІКАЦІЇ ДЛЯ ПОКРАЩЕННЯ ВИВЧЕННЯ ІНОЗЕМНИХ МОВ У ВИЩИХ НАВЧАЛЬНИХ ЗАКЛАДАХ

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In today's world, where innovation and technological progress determine the pace of development, higher education institutions are constantly looking for new approaches to improving the learning process. One of the most effective and exciting strategies is the implementation of gamification in foreign language teaching. Gamification is the use of game elements in non-

game contexts to motivate and engage students. In higher education institutions, where foreign language learning is an important part of cultural and academic development, gamification is proving to be an extremely effective strategy for engaging students and improving their learning.

Gamification in foreign language teaching is defined by a unique approach that takes into account the individual characteristics of each student. This method allows each participant to choose his or her own learning path, in particular, taking into account their level of language proficiency and individual approaches to learning.

The player can choose the level of difficulty of the tasks, adapting them to their skills and abilities. This approach helps to avoid situations of overloading or, conversely, underestimating students. Everyone has the opportunity to choose their own pace of learning and concentrate on those aspects of the language that are most important and interesting to them.

Gamification also allows students to choose their own task formats. These can be interactive exercises, dialogues in the form of a game, crossword puzzles, or even creative tasks that highlight cultural aspects. This individualized approach allows each participant to find the most effective way to learn the language. In addition, games implementation in a learning process encourages students to actively participate in it. They become "players" in their own learning environment, feeling responsible for their success. This approach to foreign language learning generates more interest and enthusiasm, contributing not only to improving language skills but also to students' cultural expansion.

Furthermore gamification creates an atmosphere of competition and challenge, which becomes an incentive for students. Participants experience emotional immersion as they interact with the material using game elements. This increases the overall level of interest and stimulates the desire to achieve new goals in learning a foreign language. As a mechanism of incentive, it has in its arsenal innovative approaches and competitive spirit that help to increase the motivation and interest of students. The use of techniques that imitate game elements leads to the creation of exciting scenarios that arouse curiosity and desire to learn a language.

The innovation of gamification lies in the use of modern technologies, such as mobile applications or virtual reality, to create unique visual and interactive experiences. Students engaged in a gaming environment are able to interact with the learning content in an interesting and non-standard way.

The competitive spirit that gamification brings into learning stimulates students to achieve and exceed their own capabilities. Celebrating achievements, raising levels, and competing with other students make the learning process fun and inspire a desire to reach new heights.

In particular the increased motivation and interest created by gamification helps to evoke positive emotions in students related to learning

a foreign language. This approach not only contributes to the successful mastery of the material, but also creates a lasting interest in language learning, creating the basis for further development of students' language competence.

Gamification contributes to the development of communication skills, as many games are based on communication and problem solving in groups. Students learn new expressions and language constructions in the context of interacting with other players, which increases their ability to communicate effectively in real-life situations.

As for the personal approach to learning it is undoubtedly that the use of game material allows teachers to create individualized tasks and assignments, taking into account different levels of language proficiency. Each student can choose a game-based learning path based on their personal goals and needs. This encourages independence and responsibility for their own learning process.

Moreover gamification in foreign language learning contributes not only to the development of language skills but also to personal growth. The player receives rewards for achievements, which increases his or her self-esteem and encourages further efforts. Given the psychological aspect, using games promotes a positive attitude towards learning and develops students' curiosity and self-motivation. Gamification in foreign language teaching not only contributes to the formation of language skills, but also actively influences the personal development of students. This approach stimulates participants to create personal method-centered strategies and achievement plans, which helps them grow not only in their language skills but also in their personal identity. Overcoming different game levels and tasks allows students to determine their own pace of learning, solve challenges, and achieve goals based on their own abilities. Each success in the game, whether it is unlocking a new level or winning a virtual award, strengthens self-confidence and a sense of competence.

Gamification also helps to develop leadership skills and teamwork. Participants learn how to work effectively in groups, develop planning and strategic skills, which are key aspects not only in language learning but also in their future professional activities.

Gamification, in particular, supports increased self-promotion and intrinsic motivation. When students feel that their participation in a game is their own choice, they are more likely to invest emotional and cognitive energy in learning. This leads to a deeper immersion in the learning experience.

Using games in the learning process can create an atmosphere in which students feel less tense and stressed. It allows teachers and students to enjoy the learning process, reducing the weight of traditional methods and making classes more interesting and dynamic.

It also integrates modern technologies and innovative approaches into the learning process. The use of mobile applications, virtual reality, and other technologies helps to create engaging and interactive scenarios that help to learn a language in an effective and modern way.

In addition, using games and quests contributes to the formation of a learning community where students can share experiences, support each other, and interact. Creating a community fosters mutual support and helps solve common challenges.

The method of games implementation is proving to be an effective and engaging tool for improving foreign language learning in higher education. This approach stimulates motivation, develops communication skills, promotes personal growth, and inspires a positive attitude towards the learning process. With gamification, foreign language learning can become an exciting adventure that helps students reach new heights in their learning and development.

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STRATEGIES FOR TEACHING GRAMMAR

СТРАТЕГІЇ ВИКЛАДАННЯ ГРАМАТИКИ

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Grammar teaching has always been one of the most controversial and least understood aspects of language teaching. There are several aspects to learning a foreign language. One of these aspects is grammar. In teaching foreign language speaking, grammar plays an important role; it is a kind of framework on which vocabulary is based. Learning grammar and the correct formatting of a sentence, as well as recognizing grammatical forms in speech and writing, is done through the development of grammar skills. Grammar is of great importance in learning and developing practical skills in a foreign language. Perhaps no other aspect of language teaching has been the subject of so much discussion and debate over the years.