

## Gamification as a Tool for Enhancing Language

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**Annotation:** *This article discusses the global importance of learning second languages, particularly English, and highlights the growing role of gamification in language education. It explains the challenges learners face while acquiring a new language, including pronunciation, vocabulary retention, and classroom engagement. The article introduces gamification—the integration of game elements such as points, leaderboards, storytelling, and competition—as a modern teaching strategy to make language learning more interactive and enjoyable. Research examples show gamified mobile apps and classroom techniques effectively boost motivation, participation, and knowledge retention in learners of various age groups. The article concludes that gamification not only enhances the process of language acquisition but also contributes to personal development and educational success.*

**Key Words:** *gamification. language learning. second language acquisition, english as a second language (ESL), game-based learning, educational technology. motivation in education. mobile-assisted language learning (MALL), vocabulary retention. student engagement, digital tools in language education. learning outcomes*

**Introduction.** All across the globe there are many languages prevailing and every person has its mother tongue i.e., whether it is Uzbek(Uzbekistan), Hindi(India), Chinese(China). However globally there is dominance of some other languages - English, French, Spanish as are spoken in many countries however most of the scientific text is usually found in English. This global concept brings forward a system of learning a second language right from school education onwards in almost all countries of world today. However, learning of any second language is not very easy and comfortable and usually students face extreme difficulty and thus sometimes become a challenging task. The new words become easily forgettable during learning, pronunciations can become difficult and explanation of its meaning becomes challenging. There can also be many other challenges which includes finding a very suitable teacher which can translate easily in both languages, relaxing atmosphere in classroom, use of proper teaching aids etc. Thus overall a new concept in the teaching methodology coming up is the use of gamification i.e., game based elements making language teaching more easy, collaborative and enjoyable and has been widely used for teaching language in vocational and traditional training.

**Gamification for Language learning.** Gamification is a concept originally appeared in 2008 and attained its popularity during and after pandemic COVID-19. It covers the idea of utilising game mechanics in non-game situations accomplishing various goals boosting user engagement and motivation from education to business field enhancing user engagement [1]. The use of technology in language learning has given rise to number of new terms as gamification, edutainment and mobile assisted language learning (MALL)[2]. Learning language through gamification is becoming popular day by day however the publications on this are very limited although the research scholars are becoming more interested to discover and implement various types of methodology i.e., qualitative, quantitative and mixed methods, data collection i.e, interview, survey, observation to explore the potential of gamification in learning and understanding the language. It can be a common man question that how gamification can impact teaching and learning of a language? In many studies it had been noticed that

game elements were implemented to increase the learner's motivation to learn the new language. Secondly the elements were broadly categorized into self-elements as badges, points, time limit or levels and social elements as competition and leader boards [3]. These all elements were able to turn effectively the learning and teaching of new language into an enjoyable process [4]. This gamification methodology had been adopted for teaching new languages for different ages and educational levels and has not been restricted for children only. Udjaja, 2008 [5] proposed a gamification method to learn Japanese language to international students by stimulating the sensory and nervous system to motivate them to study more. In many places this gamification methodology to learn a new language has been adopted in high school, secondary schools as well as for university students also [6]. In 2019 Moreno [7] investigated about game element /game mechanic impacting teaching a foreign language using mobile gamified application. He revealed that to design a gamified mobile application was time consuming and required more efforts to develop but had a correlation between learner's perception and design usefulness.

**Gamification for learning English language.** Learning English language as a second language is becoming important as is essentially required to cross link us culturally and politically all across the globe. However, learning its vocabulary, grammar, pronunciation is challenging for a learner as well as teacher. In real life the various skills like reading, writing, listening and speaking becomes challenging. To acquire the knowledge of its vocabulary, correct form of tenses and verbs, the learner needs to be mentally and physically relaxed to attain maximum. Hence the learning of it requires a traditional shift from class room to advanced learning methods including gamification. In language learning there are many gamification elements as storytelling, feedback points, competition, leaderboards, level, avatars, time based and each of these are used by gamification to be implanted in a different form [8]. In an analysis conducted by Dehghanzadeh et al, 2019 [9], it was revealed that various digital learning environments like Duolingo, Jeopardy, Feelbot, Wordbricks, Brainscap ClassDojo, Babble have been used to gamify English learning, indicating that language learning can be easily gamified and learned using simple digital tools. Games like Hangman can be used to practice vocabulary, language and spelling corrections, Scavenger Hunts can be used to practice vocabulary, problem solving, visual recognition and communication [10]. In various publications it had been reported that most commonly used elements for gamifying to learn English were challenge, feedback, leaderboard, reward, point and level. However, the least frequently used gamifying elements were curiosity, avatars, feedback, virtual credits. These studies concluded that the use of gamification in learning English as second language was beneficial in terms of learners and the words most frequently used were interesting, interactive, attractive, fun, enjoyable. The most positive learning outcome of gamification was content language learning although it also included, grammar, pronunciations, speaking, writing, and listening. It was also reported that gamifications help and assists teachers in changing the mood of learners in the language classroom and raises the happiness level. It creates a goal oriented context, encourages students to actively part in classroom. Gamification strategies are used to increase retention of information longer than listening or reading alone in language class. Points are awarded for accurate response and completion of each lesson, thereby motivating the student. As it can be done anonymously so the student does not feel any type of pressure also [11].

**Conclusion.** Gamification concept in learning language is gaining popularity day by day as have been designed in such a manner that they help to enhance vocabulary, writing and communication. It makes learning and teaching of a new language a more enjoyable process. The game elements increase student's motivation, builds fellow competition, social interactions thereby improving learning skills as well as enhance the personality development of a learner. In near future this gamification methodology to learn any new language will be very useful and will find a place in almost every institution of world at every level.

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