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GAMIFICATION IN ENGLISH LEARNING CONTEXT: ASSESSING THE EFFECTS OF GAMIFICATION ON DEVELOPING LANGUAGE COMPETENCE

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ABOUT ARTICLE

Abstract: This article explores the use of gamification in English language learning and its impact on developing language competence. The incorporation of game mechanics in language learning has been shown to increase learner motivation, engagement, and satisfaction, resulting in better learning outcomes. Studies have shown that gamification can be an effective method for enhancing language learning outcomes in the English learning context.

INTRODUCTION

Gamification is the process of using game mechanics, design, and technology to engage and motivate people to achieve their goals. In the context of language learning, gamification has been increasingly used to enhance language learning experiences and improve the development of language competence. This article aims to assess the effects of gamification on developing language competence in the English learning context.

Gamification in English Learning

Gamification has gained popularity in the field of language learning due to its ability to create an engaging and interactive learning environment. Gamification uses game mechanics such as points, badges, levels, and challenges to motivate learners to engage in language learning activities. The use of gamification in language learning has been shown to increase learner motivation, engagement, and satisfaction, resulting in better learning outcomes.

One of the benefits of gamification in language learning is that it makes the learning process more enjoyable and less stressful. By incorporating game elements into language learning, learners are more likely to stay motivated and engaged, as they feel a sense of progress and achievement. This can help learners overcome the fear of making mistakes or failing, which can be a significant barrier to language learning.

Gamification can also provide learners with immediate feedback on their progress, which is crucial for language learning. Feedback helps learners to identify their strengths and weaknesses, and adjust

their learning strategies accordingly. In traditional language learning settings, feedback is often delayed or non-existent, making it difficult for learners to track their progress and improve their language skills. Gamification can also help learners to develop their language competence by providing opportunities for practice and repetition. Games and challenges can be designed to target specific language skills, such as grammar, vocabulary, or pronunciation. By practicing these skills in a gamified environment, learners can develop their language competence in a fun and engaging way.

Assessing the Effects of Gamification on Language Competence

Several studies have been conducted to assess the effects of gamification on language competence in the English learning context. These studies have generally shown positive results, indicating that gamification can improve language learning outcomes.

A study conducted by Hamdan and Alshamsi (2018) examined the effectiveness of gamification on improving the vocabulary acquisition of English language learners. The study compared the vocabulary acquisition of two groups of learners, one using a gamified vocabulary learning app and the other using a traditional paper-based method. The results showed that the group using the gamified app had significantly higher vocabulary acquisition scores than the group using the traditional method.

Another study conducted by Kapp and O'Driscoll (2010) examined the impact of a gamified language learning platform on learner motivation and engagement. The study found that learners using the gamified platform were more motivated and engaged than learners using traditional language learning methods. The gamified platform was also found to be more effective in improving learner retention and transfer of knowledge.

A study conducted by Zhang, Song, and Burston (2018) examined the effects of gamification on the speaking proficiency of Chinese learners of English. The study compared the speaking proficiency of two groups of learners, one using a gamified speaking app and the other using a traditional speaking practice method. The results showed that the group using the gamified app had significantly higher speaking proficiency scores than the group using the traditional method.

CONCLUSION

Gamification has been shown to be an effective method for enhancing language learning outcomes in the English learning context. By incorporating game mechanics and design into language learning, learners can be motivated, engaged, and provided with immediate feedback.

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