

25. GAMIFICATION AND EDTECH IN ELT

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In this fast pacing scenario, indians lead a prominent role in the world platform. Being in the fast developing country, it is necessary to stamp one's indentity through their performance in education. Since English is the backbone of all the subjects, it is crucial that the students must aware of communication etiquette. Comparing other languages in the world, English has minimum number of letters but with the complex grammatical structures which baffle everyone and everywhere. To simply solve this puzzlements, there comes Gamification in english language learning. It's a kind of a magic wand in the hands of a teacher to teach grammar effectively and positively. Here, the teacher acts as a designer, facilitator, and guide, setting clear objectives, choosing game mechanics to align with those goals and creating a supportive environment for exploration and progress. The following write up clearly pictures how Gamification become a part and parcel of learning English in a better way to get elevation in one's span of life.

Gamification allows you to supercharge your e-learning experience. It is the strategic use of game elements to enhance the learning experience. It involves integrating features like points, badges, and leaderboards into online courses to motivate and engage learners. Gamification in education is the application of game-design elements to learning environments to increase student engagement and motivation. It's not about turning education into a game, but rather about incorporating elements like points, badges, leaderboards, and challenges into traditional learning activities to make them more interactive and fun. This approach aims to leverage the inherent appeal of games to encourage active participation and improve learning outcomes.

The features and mechanics of games that are applied to non-game contexts, such as learning or tasks, to increase engagement and motivation. Common examples include progress tracking, immediate feedback, meaningful stories, avatars and opportunities for competition and collaboration. These elements tap into natural human desires for achievement and fun, making potentially tedious activities more participation-driven and productive.

Student-centered learning is an educational approach that shifts the focus from the teacher to the students, empowering them to be active participants in their own education by promoting independence, critical thinking and collaboration. In a student-centered classroom, teachers act as facilitators rather than the primary source of information, students engage in higher-order thinking through inquiry and problem-solving, work at their own pace and contribute to decision-making regarding their learning. This approach helps students develop essential 21st-century skills and fosters a deeper, more meaningful connection to the material by aligning lessons with their interests and needs.

Game-based learning (GBL) in English uses games as an educational tool to teach language skills and concepts, fostering engagement and retention through interactive, motivating experiences like video games or classroom activities. This method differs from gamification by having the core learning experience be the game itself, which allows for repeated practice, immediate feedback and collaborative learn-

ing that can improve vocabulary, grammar and overall English proficiency. GBL can be applied in various settings, including classrooms and online platforms, offering an immersive way to learn without needing to travel, particularly beneficial for language acquisition. Examples include earning points for completing assignments, receiving badges for achieving milestones and using leaderboards to track progress.

By satisfying psychological needs such as *Motivation and Engagement*, gamification significantly boosts a learner's internal drive rather than external pressure, leads to a more positive attitude toward learning English. This will directly contribute *to improved learning outcomes and faster language proficiency*.

Game elements make the learning process more dynamic, interactive and enjoyable. This creates a learning environment where learners are proactively engaged and willing to seek challenges in their pursuit of English. It also satisfies basic needs identified in Self-Determination Theory, promoting enjoyment by allowing for choice (autonomy) demonstrating skill (competence) and fostering social connection (relatedness).

The Creation of Sense of Achievement for instance, earning points, unlocking levels and receiving badges provides tangible markers of progress and accomplishment, stimulating pleasure and a desire to continue. Progress bars and direct feedback on performance show users how they are doing and what they need to do, making complex tasks feel more manageable and less daunting. By transforming passive activities into active, interactive experiences, gamification makes learning and tasks more engaging, preventing boredom and increasing motivation. Leaderboards and collaborative challenges introduce friendly competition and social interaction, enhancing community and engagement through shared experiences and success. The brain responds positively to rewards and surprise elements, such as bonus rounds or secret prizes, add an element of fun and excitement. Providing different options and variety within the gamified experience allows users to personalize their journey, increasing their sense of control and enjoyment.

To put in a nutshell, gamification in education seeks to harness the power of games to make learning more engaging, effective and enjoyable for students. Gamification has revolutionized the way we approach learning, engagement and motivation. By incorporating game design elements and mechanics into non-game contexts, organizations can create immersive and interactive experiences that drive behavior change and improve outcomes. As technology continues to evolve, the potential applications of gamification will only continue to grow, offering new opportunities for innovation and growth. By harnessing the power of gamification, we can unlock new levels of engagement, motivation and achievement and create a more interactive and dynamic world.

Reference

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