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The Positive Impact of Gamification in the Classroom on the Level of Students' Engagement Relying on their Personality Traits

Mustafoeva Durdona Ilyosovna
The Teacher of History and Philology Department Asia International University
Bukhara, Uzbekistan

A B S T R A C T
Gamification can be defined as an integration of various games in the teaching. The gamification utilized in the classroom contributes to increasing students' interest towards the subject, consequently engaging them in the learning process effectively. It makes its own contribution to both intrinsic and extrinsic motivation of the learners.

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Introduction. Till the recent years games and education were considered to be two different concepts. The former was related with something being addicted, while the latter was conscious process of learning. However, today game-based learning is gaining popularity. Michael and Chen (2006) mention that the first idea of including games in the teaching and learning process was proposed by Serious Games Initiatives by the Woodrow Wilson Center for International Scholars. According to Strickland and Kaylor (2016) a game can be defined as "any activity involving a precise set of rules in which players compete using knowledge and skills in attempts to reach a specified goal". Differentiating characteristics of "serious games" from others is that its primary goal is educational, rather than focusing on entertainment. A research conducted by Royse and Newton (2007) concluded that games in education promote critical thinking, active learning, lifts the level of fun and excitement during the class, in the same time allowing teachers to cover large volumes of content topics without being troubled much.

The engagement of gaming in the process of learning and teaching serves for the increase of students' being active participants in the educational process. Even though planning of game involved in the classes may require more time from the teacher it reinforces not only cognitive but also affective engagement of the students'. When it comes to the drawbacks it can be highlighted that such kind of teaching approach may not be suitable for all intelligent types, however, it allows students to be free from sitting on a chair during the whole lesson. This very advantage serves for the benefit of especially students whose learning style is kinesthetic. Even though the involvement of games in the lesson directs students' attention more on winning rather than on learning sometimes, Davidson and Candy (2016) state that students' being satisfied with the lesson, their inspiration are all guaranteed by the implementation of game-based approach. One more drawback of game-based learning may be the point of being easily distracted. Furthermore, the teachers who mainly criticize the usage of games support the idea that teachers' dominant, authoritarian role always should be kept in its place. Moreover, not all teachers are able to

successfully integrate games in the curricula. Elkins (2015) pointed out that gaming facilitates abilities such as storytelling and creative writing. It is undeniable fact that the technology is becoming an integral part of not only adults' life, but also that of children which brings the next questions: What can we do to make the technology to serve for the benefit of our children? The answer is very simple: by engaging them in the learning process by gamification through those technologies.

Gamification is defined as using games in non-game cases by Deterding, Khaled, Lennart and Dixon (2011). Nowadays, technologies are the best sources of teaching-learning process as they foster students' motivation (Gómez-Gallardo & Macedo-Buleje, 2010). If the aspect of motivation is analyzed, it can be mentioned that there are several types of it, one of which is intrinsic motivation. This very type can be driven by the stimulation of learners' curiosity, self-dependence and critical-thinking skills. Examples for gaming platforms can be the followings: Classcraft, Wheel of Destiny, The Riders of Vay, Battle of Champions, Abundance of Energy and many others. Furthermore, gamification catalyzes the efficacy of flipped classroom as it inspires students to read the information for the next class beforehand and come to class being already familiar with the topic and ready to contribute for the efficient development of the lesson.

Conclusion. All in all, in today's technology based era, teachers should be very much creative and should adapt for the needs as well as interests of the students with the main purpose of actively engaging all students in the learning process. This is easily achieved by game-based teaching approach which bears many advantageous sides for the benefit of both instructors and learners if organized appropriately meeting the content and standards of the curriculum in the same time.

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