



THE ROLE OF GAMIFICATION IN THE MODERN EDUCATIONAL PROCESS

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ABSTRACT

This article talks about modern education, the use of gamification, the practice of introducing game elements into education in different countries of the world. Also, the issues of organizing the educational process with the help of gamification, using gamification as an educational innovation, the versatile possibilities of gamification are studied, including programs and platforms that partially or fully use gamification elements in the process of creating educational resources. opinions are also given. The experiences of foreign scientists on the use of gamification in the educational process are analyzed.

Keywords: game technologies, gamification, history, game creation, game.

Introduction

It is known that in today's modern world, the field of education continues to develop and it is important to be able to meet the requirements of the time. One of the modern educational technologies is gamification of education, which is widely used in the world's leading international educational institutions. It is of urgent importance to study, develop and apply this approach in the conditions of Uzbek education. According to well-known researchers, the use of gamification in the educational process has a positive effect on the motivation of students and, as a result, increases their knowledge.

But despite the accumulated experience worldwide, the conflicts between the realities of modern education in this field, in particular, the need to theoretically develop and implement the conditions for creating the gamification methodology of primary education, have intensified. And this became the basis for determining the topic of our research.

Literature Review

According to Kevin Werbach, a professor at the Wharton School of Business at the University of Pennsylvania who runs an open course on gamification on the online learning project Coursera, gamification is the creation of game elements and games





in non-game contextual elements. is the use of technologies [3]. Werbach distinguishes three components of this definition:

- 1) Game elements. Game elements are a set of tools that create the feeling and enjoyment of the game, usually they include: points, levels, badges, rankings, avatars, rewards, tasks, etc.
- 2) Technologies for creating games, or in other words, game design. Game technology is the form, methods and tools that regulate all elements of the game, structure and require the practical skills of the game designer.
- 3) Non-game context. A non-game context refers to an activity that is not played for the sake of the game itself or for enjoyment. Usually these are activities with goals outside of the game. For example, getting a job, achieving company goals, or training. At the same time, you can move towards a goal that is outside the scope of the game. Werbach gives several reasons why gamification is necessary:
gamification is now a growing practice. There are many examples of gamification being used by companies, especially large companies;
games have the "power" of attraction, they can attract gamers;
gamification can teach us knowledge in other fields of knowledge.

Analysis and Discussion of the Results

Naturally, there is a desire to know where or by whom the practice of gamification of education has been successfully implemented. Therefore, below is a list of well-known services and communities that use gamification for education:

- World of Classcraft (WoC) is a classroom-based game designed to solve the dilemma of school students choosing between classroom and computer games. World of Classcraft is similar to traditional MMORPGs like World of Warcraft: when students successfully complete a task (for example, answering a question correctly or helping their classmates), they receive experience points and they can raise their scores or special abilities. In WoC, creatures are homework, boss battles are quizzes and tests, and the classroom is a playground that inspires motivation to learn and the desire to be the "top fighter" in the class [1].
- MinecraftEdu - Minecraft is an online simulator where gamers can build anything they want out of blocks and interact with gamers from other worlds. MinecraftEdu is a community of educators using Minecraft in their teaching. To date, this game is included in the curriculum of about 1,000 schools in the United States and schools in Sweden [1];
- Code School - programming training courses [5];
- Motion Math Games – mobile games on mathematics [8];





- Zombie-Based Learning [1] - using the theme of zombies and game elements to build a training course. The traditional textbook proposed by David Hunter, a school teacher who teaches geography to his students, is replaced by zombie graphics with game elements;
- Mathletics is a program aimed at engaging children in mathematics through games and competitions for schools [6];
- LinguaLeo.ru is an interesting and effective way of learning English [7];
- Foldit is an online puzzle game developed by the Center for Game Science at the University of Washington. The essence of the game is focused on the identification of proteins [2];
- Radix is an educational game created with teachers at the Massachusetts Institute of Technology [4].

Conclusions and Suggestions

1. As a result of the study of foreign literature and materials, Kevin Werbach, Sebastian Dering, Jesse Shell, Eric Klopfer, Donald Clark, Michael Barber, Lee Sheldon contributed to the study of the use of game technologies in education.
2. The approaches of foreign authors in the application of gamification are more practical and aimed at making a positive impact, as well as the main foreign literature is related to the emergence of gamification and the observation of its transition to education. The use of gamification is not limited to school and pre-school education, but also in university settings.

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