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**XVIII INTERNATIONAL SCIENTIFIC  
AND PRACTICAL CONFERENCE  
«Innovations in Scientific  
Research: World Experience  
and Realities»**

**April 10-12, 2024  
Riga, Latvia**

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## **GAMIFICATION IN FOREIGN LANGUAGE TEACHING PROCESS: CHALLENGES AND OPPORTUNITIES**

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In the modern world, saturated with technological tools and interactive entertainment, foreign language teachers constantly need to look for new approaches to attract students' attention and engage them in the learning process. One of the perspective directions in this context is gamification, which involves the use of the play elements and principles in education.

Gamification in the context of foreign language teaching proved to be not only an effective method of stimulating students' motivation, but also a powerful tool for improving the quality of education and learning outcomes. It makes possible to create interesting and meaningful educational scenarios in which students feel like active participants and receive rewards for their achievements.

Let's consider the expediency of gamification use in the process of foreign language teaching, analyse its effectiveness and determine the prospects for further

development of this area. Our aim is to find out how gamification can become a key tool for engaging students in learning a foreign language, motivating them to actively participate and achieve success in this process.

Why do teachers and students have to use games in the classroom? We can state that there are quite a lot of teachers who don't use games at the lessons or use them very rarely. There are a number of reasons to explain that. We will single out the most common ones, namely lack of time and difficulties with large groups. Teachers often believe that games are important, but they don't have time to use them at the lesson. We can make a conclusion, that a hidden assumption from the teachers' side stands behind this excuse, namely that students do not learn anything from games.

Teaching has changed greatly for the past few years. Teachers used to be in the center of attention and students were passive listeners, so called frontal teaching. Today, students are required to be more active in the classroom, and the teacher acts as a mentor. Moreover, we live in the digital world where both students and teachers should adapt to this rapidly growing and changing digital world. To keep pace with the new vision of teaching and digital world, teachers should adapt and find ways to engage students in active activities. Games offer excellent opportunities for this.

In addition, as research shows, games and educational entertainment have positive influence on students, who struggle with different difficulties in education, such as dyslexia and speech problems. We all learn better when we are motivated, and the use of games to facilitate students learning was introduced in order to stimulate their interest.

The use of games to enhance students learning has a lot of advantages, beginning with stimulating their interest. When students are absorbed in what they are learning, they are usually more open to new information and are ready to participate actively in the learning process. One of the key advantages of using games is their ability to create a structured environment where students can experiment, develop strategic thinking and solve problems in an interactive format. This stimulates their creativity and leads to the development of critical thinking.

In addition, games often give possibility to create such situations where students can observe the results of their actions in a safe environment. This helps them to understand the material better, to see its applicability, and retain the information in memory for a long time.

The use of games also helps to build team spirit and leads to collaboration between students. Such skills are important for further life and career. When students interact during the game, they learn to listen to each other, collaborate and solve problems as one team.

Finally, games can be very motivating because of the elements of competition and achievement. Many games offer systems of awards and recognition, which encourages students to achieve better results and move forward in their studies. According to S. Tolochko, "gamification in education involves the use of game rules of modern online games to motivate students and achieve real educational goals in learning a subject/discipline" [3, 373].