

зво, його якість як суб'єкта праці, поєднання психічних властивостей; психічний стан, що дозволяє діяти самостійно і відповідально, здатність виконувати певні трудові функції в ситуаціях міжособистісного конфлікту з суб'єктами професійної діяльності.

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## **GAMIFYING FOREIGN LANGUAGE LEARNING**

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Different types of learning activities contribute to different perceptions and memorization of material. Such types of educational work as lectures, reading, audio-visualization and demonstration are passive forms of learning and have low rates of memorizing information. While discussion, practice, teaching others and using new material in real situations are active forms of learning and will contribute to the development of competencies. The perception and memorization of information when presenting material with gamification elements is equated to the assimilation of information applied in practice or even through use in real life.

Gamification is the use of game practices and mechanisms in a non-game context to engage users in solving problems [1]. Compatible actions to achieve the goals, virtuality and countdown (completing a task in a limited

time) are elements of the gamified process. Gamification in foreign language learning has gained popularity as an innovative and engaging approach to enhance the effectiveness of language acquisition.

Gamification can be effectively integrated into STEM (Science, Technology, Engineering, and Mathematics) education to enhance engagement, motivation, and learning outcomes [2]. It offers a wide range of opportunities to make STEM education more engaging, interactive, and effective by leveraging the inherent appeal of games to motivate and inspire students in their learning journey. But gamification can be a powerful tool to enhance English language learning by making lessons more engaging, interactive, and enjoyable.

First of all, it may be Vocabulary games, such as word puzzles, matching games, or vocabulary races, can help students learn and reinforce new words and phrases in a fun and interactive way. There are several platforms available for implementing gamification in educational settings, including English language learning. For example, *Kahoot!* [3]. It is a game-based learning platform that allows educators to create and share quizzes, surveys, and discussions. Gamified grammar quests or challenges can present students with grammar exercises in the form of interactive quizzes, puzzles, or mini-games. Students can earn points, badges, or rewards as they progress through the challenges, motivating them to master grammar concepts.

*Duolingo* [4] and *Quizlet* are popular language learning apps that offer bite-sized lessons, interactive exercises, and rewards to motivate learners to practice and improve their language skills, English vocabulary, grammar, listening, and speaking skills. These apps often incorporate elements like leveling up, earning points, and competing with friends to motivate learners. Language challenges and quests can motivate students to achieve specific language learning goals, such as mastering a certain number of vocabulary words, completing a grammar exercise, or practicing speaking skills. Students can track their progress and earn rewards as they complete each challenge.

*Classcraft* [5] is a gamified classroom management system that transforms the classroom into a role-playing adventure. Students earn points, level up, and unlock rewards as they complete assignments and demonstrate positive behavior. The game features modern graphics. The functionality of the service is constantly updated, one of the key partners of *Classcraft* is Google, so all applications developed by it are perfectly generated with this gaming platform.

There are several platforms (*The Story Engine*, *Write or Die*, etc) and resources specifically designed for storytelling and creative writing games. Storytelling games can spark creativity and imagination in writing activities. Collaborative storytelling games, where students take turns adding to a story, can also encourage communication and collaboration skills. *Storium* [6] is an

online platform that combines elements of storytelling and role-playing games. Players collaboratively create and develop stories by writing narrative scenes and responding to prompts and challenges. Storium provides a structured framework for storytelling and encourages creativity and collaboration among participants.

Overall, gamification offers a variety of engaging and interactive opportunities to enhance English language learning and make lessons more enjoyable and effective for students of all ages and proficiency levels. It introduces elements of competition, rewards, and challenges, which can significantly boost learners' motivation. The competitive nature of games can encourage learners to actively participate and strive for improvement. While gamification shows promise in language learning, its effectiveness may vary depending on individual preferences and learning styles. Additionally, the integration of gamification should be complemented by a well-rounded language curriculum to ensure comprehensive language development.

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