Enhancing linguistics' stu`12dents language skills with the usage of gamification method.

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Abstract: Language learning has long been regarded as a daunting task, often accompanied by tedious textbooks and monotonous grammar drills. However, it doesn't have to be that way. In recent years, the concept of gamification in education has gained immense popularity, making language learning not only effective but also enjoyable. In this article, we'll explore how to make language learning a fun and engaging experience through gamification, providing practical examples along the way.

Gamification is the integration of game elements, such as competition, rewards, and interactive challenges, into non-game contexts, like education. It leverages our intrinsic motivation for achievement, curiosity, and a sense of accomplishment to make learning more enjoyable. By applying gamification principles to language learning, we can transform the entire experience into an exciting adventure.

Gamification is the practice of applying game mechanics and design elements to non-game contexts to increase user engagement. It appears in contexts of business, education and personal development. This thesis explores how gamification facilitates language learning from a learner's perspective. The objective of this thesis is to find out how gamification can facilitate L2 (second language) acquisition (if it can that is) and what kind of user experiences modern game-based learning tools can offer. It is written from an individual language learner's point of view within the frame work of language learning theories and study made in the field of gamification.

1.1 Why is the topic important? There are many reasons for acquiring a second language. Though acquisition of foreign language skills is a trendy self-improvement goal for some (this being the case for yours truly), it is crucial, for example, to people migrating into a country that's language is unfamiliar to them. Lack of adequate language skills may stand in the way of employment and adapting into a community. Acquiring a new language is no easy task. Not for a busy grown up with a busy life ridden with responsibilities nor for a young student sitting in class for days on end. Lack of time, money, instruction and motivation may stand in the learner's way. To overcome these obstacles, engaging, available and affordable learning aids are required. Computer assisted language learning (CALL) has found its place in modern classrooms and mobile devices are gradually being welcomed in. This study however is focused on language learning aids that reign outside the classroom. For individuals who have embarked on their paths as lifelong learners, pc and mobile applications offer attractive self-improvement tools – applications that promise to change the user's behavior while being fun and engaging. Ideally,

getting users hooked on something that is good for them. Games having the potential to engage their users in activities with unparalleled intensity and duration, makes game design an attractive approach to making non-game products more enjoyable, engaging and motivating to use. In this thesis, I aim to point out how gamified applications facilitate language learning and what kind of user experiences modern applications can offer.

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