

Gamifying English Language Teaching Classroom

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Abstract: The contemporary English classrooms contain the Millennials, otherwise called the Generation Y or the Digital Natives. This age is commonly noted for its expanded use and understanding of communication, media, and advanced innovations. They place an importance on finding an imaginative outlet with high cooperative aptitudes and have an inclination for teamwork and quick criticism. Remembering these characteristics, the ELT instructors must receive new teaching methods that take into account the adapting needs of this age. Gamifying the English language instructional method is the most encouraging idea in such manner. Utilizing games in the classroom is anything but another wonder. There are many online applications that are utilized to improve the learning experience of the new millennium students. Inventive utilization of innovation in making games has acquired another point of view of gamification in learning. This gamification utilizes components of game plan in learning situations. This paper recommends new gamification systems for ELT classrooms. These methodologies enhance student commitment and inspiration towards language acquisition.

Securing familiarity with English language has become an essential for business and expert accomplishment in the present globalized work culture. Also, the learning conduct and inclinations of the new age exhibit a worldview shift from those of the Generation X. This requires the language teachers incorporate new ideas to propel ESL students in their quest of accomplishing familiarity.

Gamification is one of the most capable methods adaptable to the twenty to thirty year olds in an ESL study hall.

Gamification may be defined as the process of creating activities that give the users a game-like experience (Werbach, 2014). Gamification in training shows the utilization of game-like highlights in the educating learning experience. Codish & Ravid (2015) believed that gamification in education will create an immersion that replicates elements that are found in games. There are many applications that help teachers to use game-based learning approach in teaching-learning. This article focuses on two such applications: Kahoot and Quizizz.

The students of the 21st century process the data differently, and the old instructive patterns do not realize their needs. According to Brown, "motivation is an essential personality factor that the learners need to facilitate for the second language acquisition. While most of the existing strategies fail to efficiently meet this essential factor in the teaching process, Gamification constantly facilitates intrinsic as well as extrinsic motivation".

Games are a fun and energizing path for individuals of any age to invest energy. Progressions in innovation have given us numerous ways to keep ourselves engaged. Regardless of whether it is utilizing mobile phones, PCs, tablets, TVs, or some other gadget, it is anything but difficult to consolidate innovation and use it to adapt new things. So why not utilize these equivalent progressions in innovation in your ELT classroom? Games are probably the best procedure that you can use in your classes to accomplish the objective of showing English on the grounds that, while individuals play, they don't feel that they're examining and they start learning jargon or language structure in a fun and simple manner. All in all, how might you improve your ELT classroom with gamification?

The significance of gamification can be better comprehended in the event that we understand that the human mind wants to avoid those circumstances where it feels compromised or exhausted. Sadly, language classes can in some cases be exhausting for students, particularly for kids. This is the reason when kids, and even grown-ups, are sitting in a study hall and viewing an instructor who is giving a talk and requesting that they duplicate from the board, they effectively lose their fixation and get occupied. Consolidating a few hues, exercises, and energy into a similar exercise will enable you to keep students of any age centered and help them to become familiar with a similar material in an additionally fascinating and intelligent manner.

This is the place gamification can totally change a classroom. You can utilize games in the classroom or outside in the court, lawn or some other space with sun and natural air. Children particularly love natural air and free spaces for them to run and have some good times. For classroom exercises, it isn't important to utilize innovation, on the grounds that there are loads of games that children and grown-ups can play utilizing balls, papers, questions, puzzles, and a heap of different props. These games can be played in gatherings or groups and prizes can even be given out as remunerations for winning. There are several distinct games and exercises accessible online that you can without much of a stretch consolidate into your homeroom.

In the event that you approach innovation and need to utilize it in the study hall, there are numerous advantages to this too. All you need is a PC or whatever electronic gadget the game requires. Students with limited capacity to focus will particularly profit by utilizing games in the classroom, both innovation helped games and something else.

There are numerous sites that offer games that can be fused into an ELT classroom. For instance, the British Council Website for Kids has bunches of various games, with every one concentrating on an alternate territory of ELT, for example, reading, composing, talking, or spelling. The page is additionally accessible in various dialects, so whatever your language is, you can look at it and acquire the English exercises to use in the study hall. There is additionally the IXL site, which gives an educational plan to learn both English sentence structure alongside Social Studies, Science, and Math. A few sites even have web based games that can be played on the off chance that you are an online English educator. Additionally, numerous sites have worksheets and games that can be download and played individually or if don't have a PC in class.

Music, recordings, videos and films are another great method to pull in the consideration of students. In the wake of viewing a motion picture or video, games can be utilized to test the substance of the recordings or motion pictures and what students comprehended. A substitute technique is to have a "karaoke" session with the students. This system functions admirably with young people, who commonly tune in to mainstream music and watch well known T.V. shows or films. They won't in any event, acknowledge they are learning.

Children and young students will profit the most from gamification in an ELT classroom, and the alternatives differ broadly. Obviously, the games that you use should be adjusted to the age of your students, and games utilized with adolescents or grown-ups should be progressively full grown. To start with, remember that grown-ups don't prefer to commit an error before many individuals. Along these lines, in case if you're working in teams, recall that grown-ups give more consideration to respect than kids, who probably won't comprehend this idea. Educating grown-ups is definitely not a hard

assignment. On the off chance that you include them in game decisions and pick games where humiliation will be limited, they will appreciate the class much better. There are sites that are devoted to giving proposals of games that can be utilized to show grown-up ELT students. A few instances of such games are discourses and discussions, studies and meetings, transcriptions between learners, bingo and table games. Music, recordings, and motion pictures are an extraordinary asset for grown-ups as well.

Similarly as with some other action, the sort of game that you can utilize will rely upon how you educate, regardless of whether it is on the web or in-class, with enormous or little gatherings and particularly the age of your students. With regards to consolidating games into the classroom, our creative mind truly is the breaking point, the advantages are endless and the students will truly value it.

The potential utilization of gamification in learning is worth investigating. It is imperative to know how gamification functions before we could urge instructors to utilize it. A case of how gamification functions: In this data age, individuals are all around educated about the positive impacts of physical action. However this information has barely changed the conduct of individuals. Hardly any individuals decide to do some additional movement in any event, when opportunity presents itself: like taking the stairs rather than a packed lift. One town chose to endeavor something new to change the frame of mind of individuals towards taking the stairs. They changed the staircase into a set of high contrast piano keys. Stepping on to each progression creates a melodic note. Individuals begun utilizing the stairs and making the most of their music. This expanded the utilization of staircase and made individuals increasingly dynamic. This is a case of gamification where a customary action changes into a drawing in understanding.

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