



Principles of Gamification of the Educational Process

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Abstract: In this article, the author considers the foundations of gamification. The author also analyzes the methodology of gaming technologies and gradually creates a gamified environment.

Keywords: gamification, preschool children, lesson, elements of games.

Gamification is the practice of incorporating game mechanics and sometimes UI (user interface) elements into a website or application. [4, 6, 7];

Gamification in education is focused on harnessing the core desires of learners to deepen engagement and achieve strong performance and high outcomes. Participants prefer excitement, history, play, which means that this is a natural way of acquiring skills. Interestingly, in a gamified system, the player reveals his true self by getting into stressful or curious situations. This can be a good method of recruiting professionals, not based on previous grades or diplomas.

Gamification makes it easier to achieve many educational goals. But self-education is the simplification of difficult life situations.

History has proven that simulation of practical situations and competitive competitions are the most important and optimal methodologies in educational processes. Gamification becomes an indicator of results and achievements for participants/students. Moreover, it is important to note that in an ideal system, the participants are driven by a personally significant goal, they are aware of the path and achievements that they will receive along the way of moving towards this personally significant goal. The competencies that are mastered by the participants are a value, a means of ownership belonging to the participants themselves. Again, I emphasize that feedback and feedback in gamification can be an instant and important step.

Gamification, thanks to visibility, shows the possibilities, type of thinking, logical abilities of an individual student. Based on this, a professional teacher will be able to accurately determine the child's inclinations for certain activities, direct the further development of his skills in the right direction.

When a player enters the system and does not know "what, how, where" - he begins to explore. Over time, he understands how to act so that the system and the developer give him answers - that is, what behavior will be "correct", "leading to the goal or victory" in this game system. You can also use sequential inclusion and engagement, and introduce different types of rewards: a reward for each action, for certain actions, for well-performed actions.

It is best to have specific and clear permanent rewards - so that the players act on the target trajectory. But non-systematic distributions also work - many players prefer to try their luck.

Principles of gamification of the educational process:

- Gamification is not necessarily applied digitally. So, if we work with children, then real medals or stripes on clothes can act as badges. I am quite ready to use gamification offline;
- Lack of material results as a reward;



- Gamification is a voluntary path. The player can at any time abandon this add-on and return to normal interaction with reality;
- Fun (fun, amusement, hobby, buzz) - compliance with this principle makes reality more exciting and interesting for players;
- Connection with reality in a gamified system - then the player performs the same actions as before the introduction of gamification;
- Security - when we can make a mistake, and this will not cause us damage (physical, economic, reputational);
- Progress and the Need Principle - Gamify only what needs to be Gamified. Just gamification for the sake of game interaction is not good;
- Competition, ratings - is the birth of motivation STRONG, but for a SHORT TIME. And instead of motivating everyone, you get 3 motivated and 27 demotivated. If the goal is to choose the best, then this is suitable. For education in a broader sense, this is not suitable, because we are working to educate EVERYONE. The only competition that fits is competition with yourself. I have become better than I was yesterday. This type of competition does not conflict with process or others. You can come up with an interesting game in the style of competition with yourself (in the past) - that is, until the moment of learning. Comparison of yourself at the beginning of the educational path and at the end (or at the current stage), as shown in this example with motivation in sports.
- Transparency for players;
- True goals and needs without manipulation, the principle of benefit for the players and the principle of dialogue;
- The principle of simplicity – we don't complicate things unnecessarily;
- Feedback. The ability to improve one's skills is a basic skill for success in life, so feedback is an important element in gamification. I will note two important tricks: correcting only what is the focus of the session or exercise and applying assessment in comparison with oneself (the participant) in the past is a more effective technique than comparison with other players (ratings and leaderboards).

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