

Gamification in English Language Teaching: Evaluating the Efficacy of a Cutting-Edge Course for Prospective Teachers

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INTRODUCTION

Gamification in education enhances student engagement and motivation.

Gamification in ELT is a brand-new course in PBI

A comprehensive evaluation of the course

"Introduction to Gamification in ELT" is imperative to enhance efficacy and students' satisfaction.

LITERATURE REVIEW

Gamification can enhance student engagement, motivation, and learning outcomes.

Werbach and Hunter (2015), Deterding et al. (2011)

Course evaluation frameworks are essential for assessing the quality and effectiveness of educational programs.

Ramsden (2018)

Nilson (2016) advocates for clearly defined learning outcomes and their alignment with teaching strategies and assessments. The evaluation can examine the extent to which the course facilitated the acquisition of gamification skills, such as designing gamified activities, integrating technology tools, and fostering student engagement.

METHOD

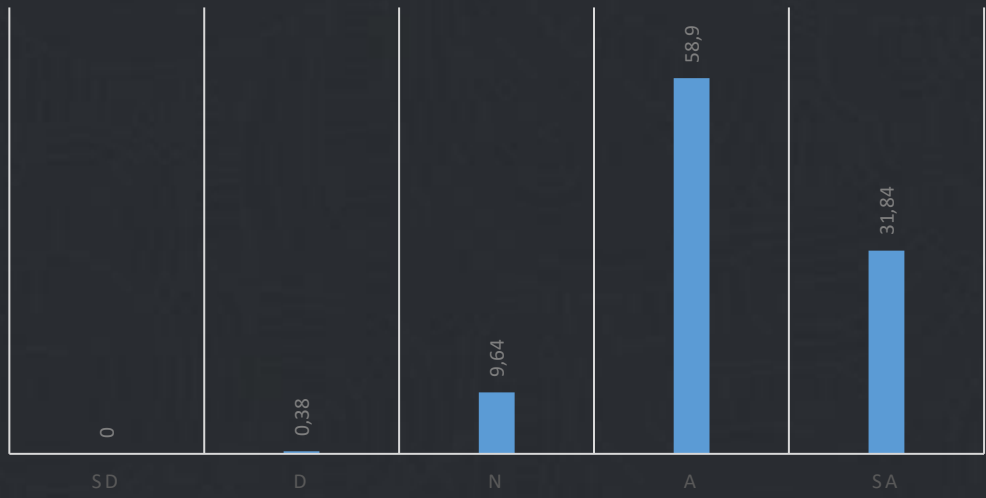
mixed-methods approach for comprehensive evaluation.

Qualitative methods: Surveys, interviews, focus group discussions for student perceptions.

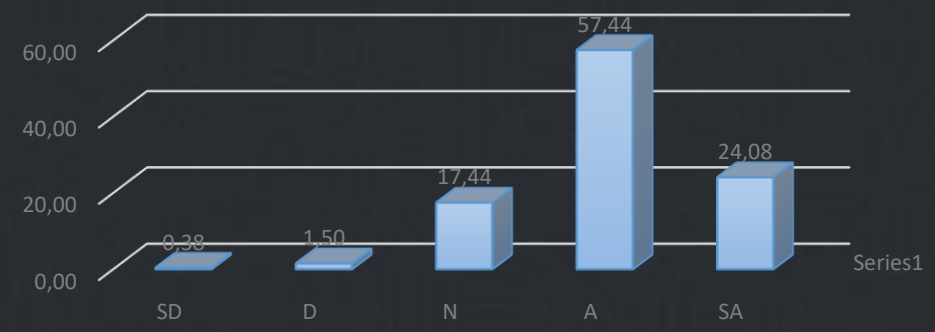
Quantitative methods: Pre- and post-course assessments to measure changes in knowledge, skills, and attitudes.

FINDING AND DISCUSSION

COURSE OBJECTIVES AND LEARNING OUTCOMES(IN %)

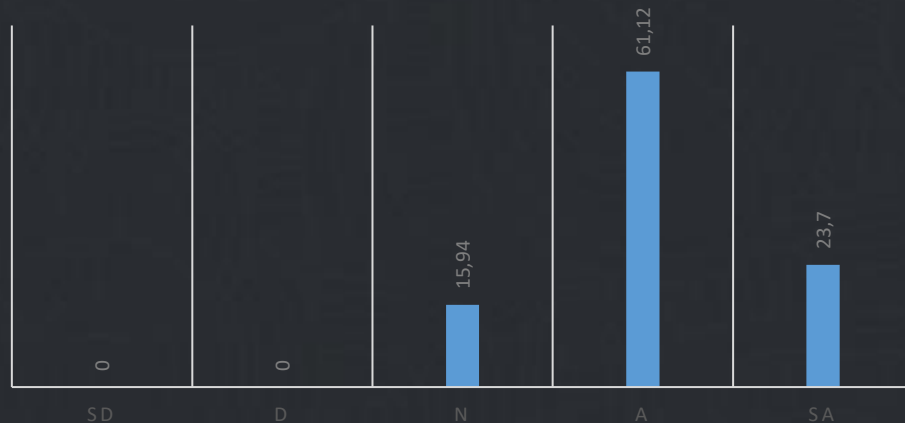


Course Content and Structure (in%)

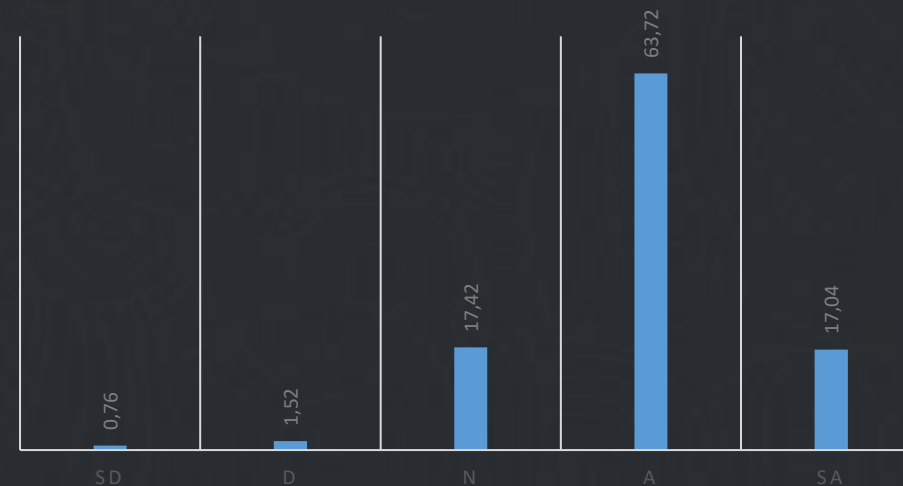


FINDING AND DISCUSSION

TEACHING METHODS AND STRATEGIES (IN %)

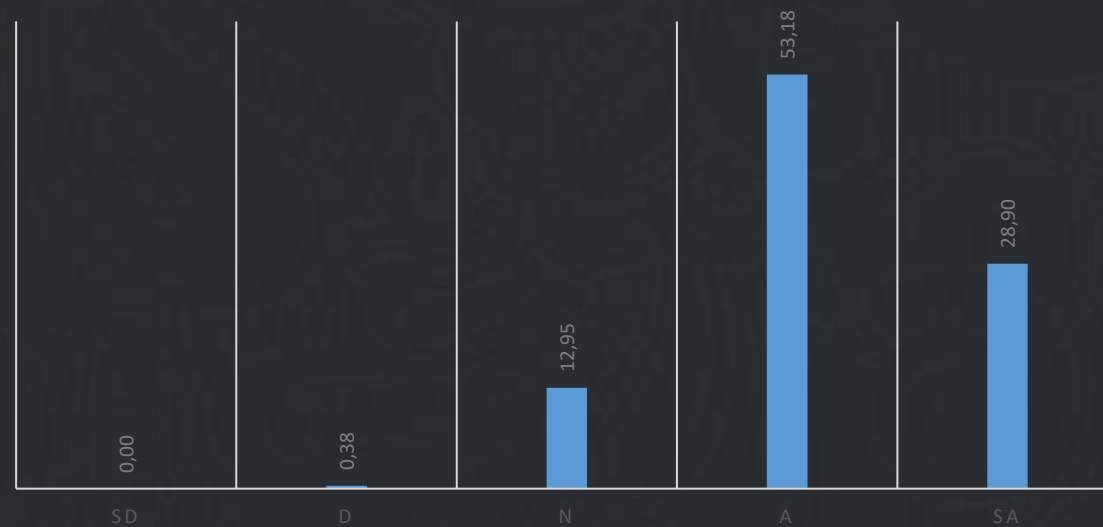


ASSESSMENT AND FEEDBACK (IN%)



FINDING AND DISCUSSION

OVERALL SATISFACTION AND
RECOMMENDATIONS (IN%)



CONCLUSION

Introduction to Gamification in ELT course positively influenced participants' understanding and application of gamification concepts in English language teaching and developed a deeper appreciation for the potential of gamification to enhance student engagement, motivation, and learning outcomes. The research also highlighted the effectiveness of the course in equipping prospective teachers with the necessary knowledge and skills to incorporate gamification strategies in their future classrooms.

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