

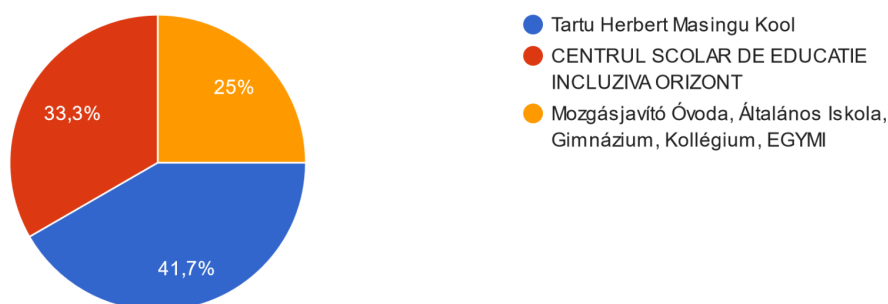
## ANALYSIS

### INITIAL QUESTIONNAIRE REGARDING THE USE OF THE GAMIFICATION METHOD

#### Participants

My work institution (choose 1)

12 vastust



#### Using technology

All participating teachers have used technology in their classrooms:

- laptops, tablets, projects, phones etc;
- websites (that of the publishers and other language teaching), apps (quizlet, quizizz);
- Interactive CD, DVDs;
- MS Teams;
- Google Classroom, Google forms;
- Educational platforms: Kahoot, Lessonup, Learning apps, Kahoot, Guizizz, wordwall.

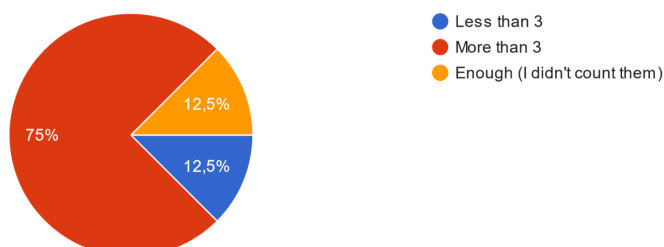
All teachers have involved students in activities, interactive lessons and they have created interactive digital materials/used specialized platforms specific to the students they work with.

#### Publishing materials

33% of teachers have published interactive digital materials for the purpose of being used by other teachers.

4.1 How many such resources have you made publicly available?

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## Gamification

Participating teachers mentioned following advantages of gamification:

- Students' motivation is stronger, lessons are fun and interactive.
- It's more attractive and less boring for students.
- Teaching is more diverse and students are more excited to learn.
- Gamification is fun, involves students.
- Motivates students, good atmosphere.
- Students are more involved in the activities all the students are active in the same moment of the lesson
- More interactivity in lessons, more interesting for students
- Students like to play. Games can and should be educational, too. Learning by playing is a great way to teach necessary skills and knowledge to students.

Participating teachers mentioned following disadvantages of gamification:

- It might take more time to prepare (teachers's preparatory work); some activities might not suit all students (especially when thinking about students with special needs)
- Explaining is time-consuming and some students are too introverted for active tasks.
- Students work together in different ways (some work harder) and strained relationships can develop between students
- students don't pay attention, saying it is just a game; they may not have the materials available later
- Poor WIFI, internet connection can inhibit Gamification. Long preparation
- The digital lessons are more liked by the students and the teachers does not have always time to create such digital interactive materials
- Limited time for gamification, digital abilities can be improve
- Students already tend to use too much technological devices. They are not used to plain writing-reading any