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Website: econfseries.com   24ᵗʰ June, 2025

GAMIFICATION AS A NEW DIGITAL ASSESSMENT TOOL

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Annotation

The article examines gamification as a modern digital tool for assessing academic achievements. The advantages of this approach are analyzed: increasing learning motivation, developing self-assessment skills, and creating a personalized educational trajectory. The importance of immediate feedback and visualization of progress is emphasized as important factors for the success of gamified assessment. Special attention is paid to digital platforms and technological solutions that make it possible to effectively implement gamified assessment systems in the educational process.

Keywords: digital platforms, gamification of learning, alternative assessment, quiz platforms, role-playing quests, motivational strategies, digital educational technologies.

The modern educational paradigm is being actively transformed under the influence of digital technologies, which leads to the search for new, more effective tools for assessing academic achievements. In this context, gamification is of particular interest – an innovative approach that borrows elements of game design to increase motivation and engagement of students.

Traditional assessment systems often face problems such as low student engagement, the stressful nature of knowledge control, and limited opportunities for prompt feedback. Gamification offers an alternative solution by transforming routine assessment procedures into an exciting process where elements such as scores, badges, progress levels, and rating tables become tools for motivating and visualizing educational outcomes.

Assessment in English Language Teaching (ELT) is an important part of the educational process. Different authors offer different approaches, from traditional tests to alternative methods. Let's look at the key ideas and research.

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For example, Dina Tsagari & Ildikó Csépes explore how teachers can integrate assessment into lessons.[1] Glenn Fulcher discusses the impact of technology on testing.[2] Brown, H. Douglas supposes assessment is an ongoing process that encompasses a wide domain. Whenever a student responds to a question, offers a conunent, or tries out a new word or structure, the teacher subconsciously makes an assessment of the student's performance.[3]

In the table below, he offers a comparative analysis of traditional and alternative assessment methods.[4]

Traditional Assessment	Alternative Assessment
One-shot, standardized exams	Continuous long-term as~essment
limed, multiple-choice format	Untimed, free-response format
Decontextualized test items	Contextualized communicative tasks
Scores suffice for feedback	Individualized feedback and washback
Norm-referenced scores	Criterion-referenced scores
Focus on the "right" answer	Open-ended, creative answers
Summative	Formative
Oriented to product	Oriented to process
Non-interactive performance	Interactive performance
Fosters extrinsic motivation	Fosters intrinsic motivation

According to this table, it can be concluded that traditional assessment is a standardized method of assessing knowledge (tests, tests, exams) based on quantitative indicators (scores, grades). The alternative is assessment using more flexible methods focused on the learning process, individual progress and quality indicators (projects, portfolios, self-assessment).

In our opinion, traditional assessment is convenient for mass exams, but alternative assessment is better suited for developing soft skills and a deep understanding of the subject. The optimal approach is a reasonable combination of both methods.

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[1] Dina Tsagari & Ildikó Csépes6 Classroom-Based Language Assessment. pp. 30-52. 2011
[2] Fulcher, G. (2015). *Re-examining Language Testing*. Routledge. pp. 150-175. 2015
[3] Brown, H. Douglas, Language Assessment: Principles and Classroom Practices. p.5. 2004
[4] Brown, H. Douglas, Language Assessment: Principles and Classroom Practices. p.13. 2004

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In modern education, much attention is focused on the issue of introducing games into the assessment process and relevant research is being conducted. For example, Karl M. Kapp believes that Gamification transforms assessment from a stressful event into an exciting process where students see their progress. [5]

Sebastian Deterding believes that Gamification only works if game elements enhance intrinsic motivation rather than replace it.[6] Richard Sanders suggests that Gamification increases engagement, but its effect on learning depth requires additional research.[7] A.A. Verbitsky suggests that Gamification is not just entertainment, but it should develop competencies.[8]

Here are some effective game formats for assessing English language skills like Grammarly, Turnitin, ETS e-rater, ELSA Speak, Speechling, Duolingo English Test, Pearson Test of English, Knewton Alta, Coursera, Rosetta Stone, more game focused platforms are Lingualeo, Quizlet, Kahoot!, Quizizz Minecraft Education, NFT-сертификаты.

Task formats in quizzes

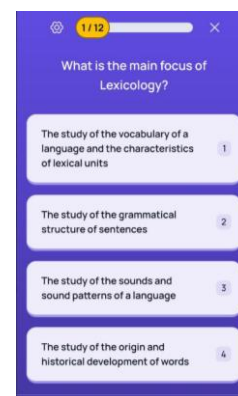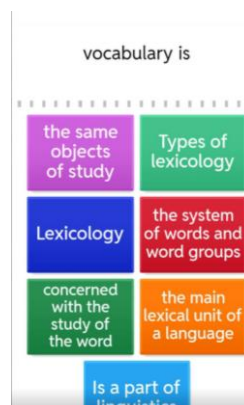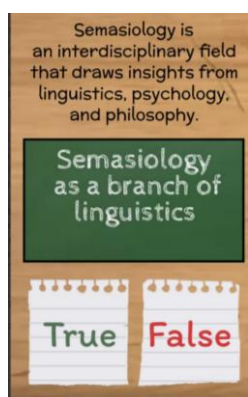Depending on the platform, you can use different types of questions.:

- **Multiple Choice** – for example, "What is the term for words that sound the same but have different meanings?" (Homophones).

- **Matching** – to match terms and definitions (for example, synonym, antonym, homonym).

- **Fill-in-the-blank** – "The study of word origins is called __." (Etymology).

- **The truth/False** (True/False) – "All idioms can be translated literally." (False).

- **Open questions** (Short Answer) – "Give an example of a borrowed word in English." (for example, "café" from French

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[5] Karl M. Kapp , The Gamification of Learning and Instruction, с. 42б. 2012
[6] Sebastian Deterding, The Lens of Intrinsic Skill Atoms, c.302. 2015
[7] Richard Landers, Gamification Science, Its History and Future. c.8. 2019
[8] А.А. Вербицкий, Контекстное обучение в цифровой среде, с. 56. 2020

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Advantages of using quiz platforms are automatic verification, interactivity, flexibility (can be used for self-examination or exam) and analytics (tracking student progress).

Gamification has become an innovative and exciting approach to modern assessment, turning traditional assessment methods into a dynamic and interactive process. By integrating game elements such as scores, badges, leaderboards, and assignments into a digital learning environment, teachers and coaches can increase students' motivation, engagement, and learning process.

The key advantage of gamified assessment lies in its ability to make learning more interesting while providing real-time feedback and measurable progress indicators. This approach not only increases student engagement, but also helps to identify their strengths and areas for development in a less stressful atmosphere.

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