



USING THE INTERNET SERVICE «BAAMBOOZLE» WHEN CREATING A GAMIFIED EDUCATIONAL ENVIRONMENT IN ENGLISH CLASSES

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ABSTRACT	KEY WORDS
The article analyzes the effectiveness of using the Internet service «Baamboozle» as a means of activating motivation and involvement of students of the Fiscal Institute under the Tax Committee of the Republic of Uzbekistan in the process of learning English. It is assumed that learning English will become more effective when creating a gamified environment in the classroom using the Internet service «Baamboozle». The article describes trial training using the Internet service «Baamboozle», analyzes its results, which showed that the use of the Internet service «Baamboozle» when creating a gamified environment in English classes significantly increases students' motivation and involvement in the learning process.	gamification, Baamboozle Internet service, gamified environment in an English class, types of games, seven-point Likert scale.

Introduction

Gamification as a whole is a concept of the introduction of gaming technologies in various fields, including education, the purpose of which is to motivate and involve students in the educational process (Attali & Arieli-Attali, 2015). [2] The active use of game moments in teaching is due to the development of information and communication technologies (Barata et al., 2013). [3]

Computers, smartphones, and the Internet have become an integral part of our daily and professional life. Information and telecommunication technologies expand the opportunities of modern students in learning, but they can also provoke a decrease in students' interest and motivation to learn by traditional methods (Borras-Gene et al., 2016). [5] In this regard, the educational system should adapt to modern demands, form and develop new teaching methods using active teaching methods taking into account achievements in the field of information technology (Davis et al., 2018). [7]

The introduction of game elements into the educational process increases the efficiency of mastering the material, develops practical competencies, and also maintains a high level of student involvement, which positively distinguishes gamification from other approaches in teaching (Kayimbaşioğlu et al., 2016). [13] Recent studies show a direct relationship between the game and the increased motivation of the student (Eleftheria et al., 2013). [9] On the one hand, gamification in education motivates and

engages students in the learning process, on the other hand, contributes to their development and helps to reveal talents even in areas previously unknown to them (Alomari et al., 2019). [1]

The use of gamification as one of the approaches to learning allows ordinary problems and tasks to be turned into interesting and fascinating, including due to the effect of uncertainty and surprise, which makes gamification a powerful tool that is advisable to use when solving various problems of modern education (Ozcelik et al., 2013). [15] At the same time, new teaching methods should be based on the effective use of information and computer technologies in the educational process and create an effective interactive educational environment (Deterding et al., 2011). [8]

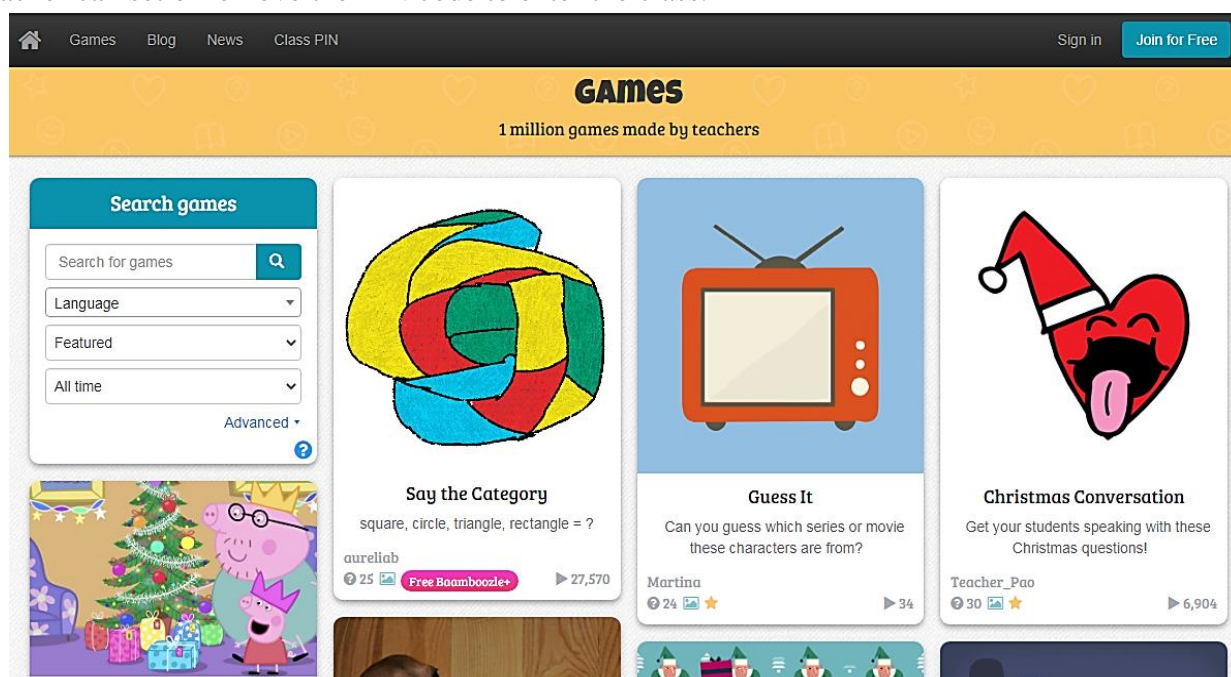
Description of Baamboozle

Bamboozle is an online teaching platform that uses games for learning. It offers a wide selection of games so that students can complete pre-made assignments right away or the teacher can create his own assignments. As a result, the content library grows every day as educators add their own assignments to the site's resources.

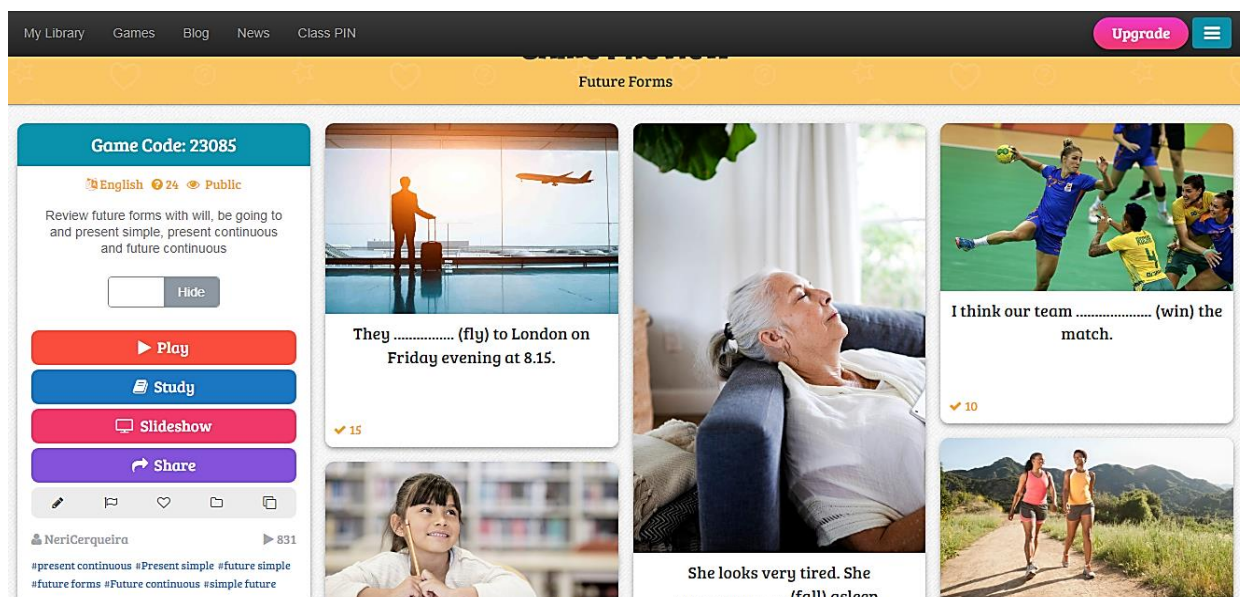
A free account with a lot of content is available on the Internet service “Bamboozle”. Bamboozle is a good option for both classroom use and distance learning, as well as homework assignments. Because students can access it from their own devices, they can play and learn from almost anywhere.

How to use the resource?

After registration, the teacher will get into his personal account, where he will be able to find ready-made games or create his own. At the top left there are useful Blog and News tabs: here are reviews of innovations, collections of games and recommendations. At the end is the Class Pin tab — here the teacher can set or remove the PIN code to enter the class.



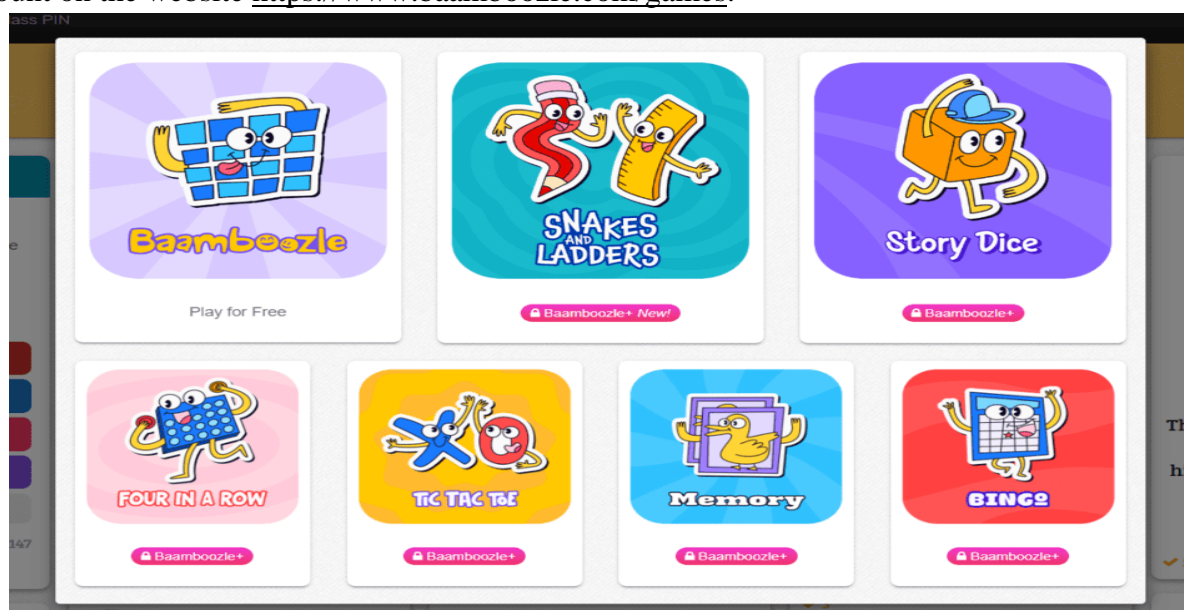
Tasks are displayed on the right side of the screen, and on the left, there is a search bar that helps the teacher quickly find the right game. Here the teacher can specify the language and the sorting method, set the interval when the task was created: for the last month, year, etc.



When the teacher clicks on the game, a field for viewing materials will open. The teacher can hide the correct answers with the «Hide» button and click on «Show».

Classroom Applications

An effective interactive educational environment can be organized through the educational resources of the Internet and students' own smartphones. One of the options for implementing such an environment is to use the opportunities for interactive assessment of the assimilation of knowledge and the acquisition of competencies provided by the Bamboozle website (Zikas et al., 2016). [17] Teaching experts Gagne & Driscoll (1988) explain that one of the first elements required for learning is to get students' attention. [10] The music and colorfulness brought by the Internet service «Bamboozle» increases the concentration and motivation for learning among students. Kapp (2012) adds that the «gamification» of education promotes learning and knowledge acquisition. [12] In order to start the game, the teacher needs to click the «Play» button and select the game mode on the personal account on the website <https://www.baamboozle.com/games>.



Bamboozle offers seven types of games, such as:

1. Snakes and Ladders

When the student gives the correct answer, the cube shows the number and automatically moves the player through the cells. There are cells where the student is transferred a few moves back or forward. This task is perfect for working in teams or with several students. The board game «Snakes and Ladders» helps students learn about counting, life, interaction and socialization (Mahbub, 2019). [14]

2. Story dice

Tasks are opened in the format of playing dice; the teacher can adjust their number. The student needs to look at the cube and give an answer. This format is more suitable for memorizing words - learned, mixed, repeated. What is important, there are no restrictions on the number of people and teams.

3. Four in a row

Here it is necessary, answering in turn, to collect the correct answers in a line. There are no points for the answer, only visual reinforcement: when students answer correctly, the circle is filled in with the color of the team. If the player paints four circles in a row, then he is given a point or a bonus.

4. Tic Tac Toe

A wonderful format that my students really like. Students choose who they want to play for and open the question. If the answer is correct, then a cross or a zero is placed automatically. If it is incorrect, the move is skipped.

The students can only play for two teams. Using the game of tic-tac-toe creates a purposeful context for students' activity and confidence in the conversation. They also become enthusiastic about facing the competitive environment and develop cooperation with their friends (Hidayati, 2015). [11]

5. Memory game

Up to four commands can be selected here. Students take turns opening cards. If the images on them match, then the student needs to answer the question. If the answer is correct, the team gets a point, and the pictures disappear. Such a task is a convenient format for training memory and attentiveness.

6. Bingo

This is another great game. The teacher needs to print out templates for three, four or five cells, enter words there and distribute them to students. Then the teacher needs to start the game and open the word. If the student names it correctly, he needs to put a tick. If the player has collected all the ticks in a row or diagonally, it means «Bingo!»

To please the student, the teacher can click on the star in the lower right corner - confetti will appear on the screen.

The use of bingo games can be effectively used to improve students' vocabulary at several stages: (a) Pictures, pronunciation and motor processing in the bingo game technique are used to support the process of memorization and consolidation of words in long-term memory. This becomes more prolonged when the words are repeated often enough. (b) Imitating a teacher as a model or a native speaker can help students learn pronunciation more easily. (c) Other types of bingo games help students spell words easier and more fun (Rahmasari, 2021). [16]

7. Classic game

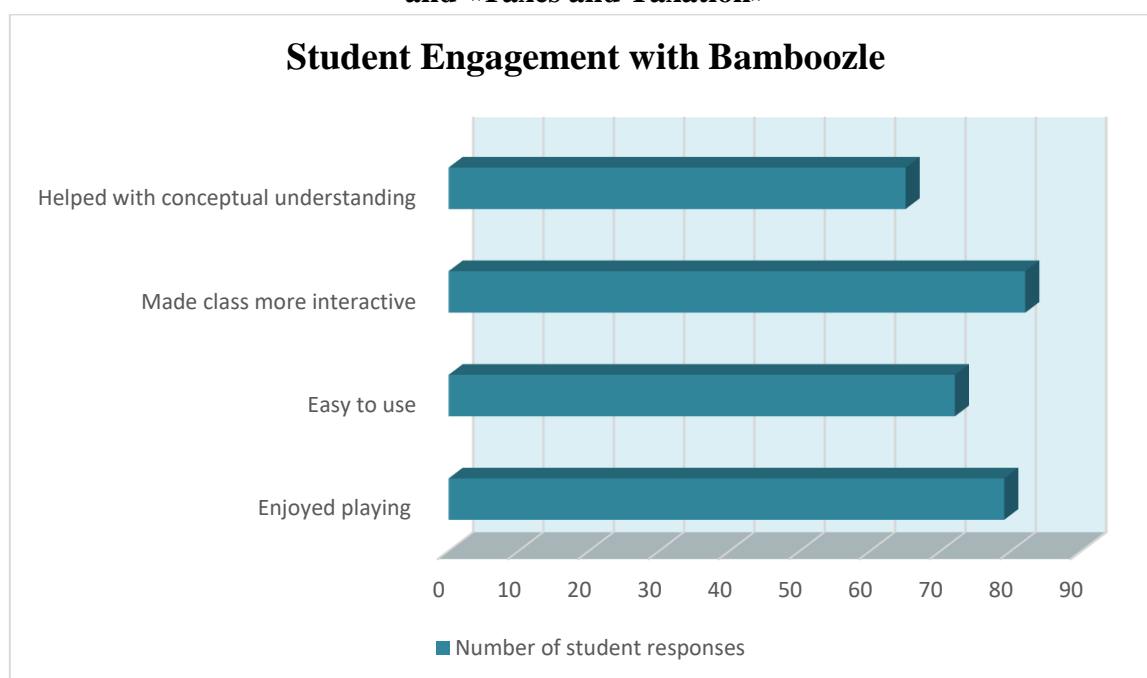
Here the teacher selects the number of teams, cells and the type of game: Quiz, Classic, Classic Jr. The rules of the game are indicated at the top: a card is opened, if the students answer correctly, the teacher presses Okay, incorrectly - Oops! Students answer the task in the card orally.

Students' Feedback

Students' feedback on «Bamboozle» was collected on a seven-point Likert scale. The questionnaire consisted of five questions. Questions 1 to 4 asked students to answer questions about their experience with Bamboozle using a Likert scale. The scale contains the following designations: 1 = Strongly disagree, 2 = Disagree, 3 = Slightly disagree, 4 = Neither disagree nor agree, 5 = Slightly agree, 6 = Agree, 7 = Strongly agree.

Question 5 was an open-ended question that allowed for individual responses. During the 1st semester of the academic year at the Fiscal Institute of the 2022 academic year, I used «Bamboozle» with first and second year students of the faculties «Accounting» and «Taxes and Taxation» on the subject of English. In the middle of the semester, I collected feedback from 86 students to evaluate their interest. As discussed below, «Bamboozle» was supported by almost all students. The general results of answers to questions 1-4 of the questionnaire are shown in Table 1.

Table 1. Results of a survey of 86 first and second year students of the faculties «Accounting» and «Taxes and Taxation»



As can be seen from the table, 79 students enjoyed playing «Bamboozle», 72 students consider using this website easy, 82 students agree that with the help of «Bamboozle» the lesson was interactive and helped 65 students with conceptual understanding.

In question five of the questionnaire, students were asked: «How would you describe your experience of using Bamboozle during English classes?» Overall, the number of positive responses was 89%. Examples of positive comments included the following: «I really like Bamboozle games like the classic quiz game and snakes & ladders. I am preparing for all the topics covered in English, since the questions in the games come across precisely from the topics covered », «I participated more than in any other class, because the assignments in Bamboozle are adapted to the interests of students and

there are moments of fighting for my team to win». As for the rest of the answers, 2.5% of students did not give any answer to question 5, and 8.5% reported negative impressions. Negative responses included the following: «It was difficult to stay motivated when I answered several questions incorrectly, and it was unpleasant to see me lose», «the same students won every time, which was not fun for the rest of the teams», «it was difficult for me because I had to quickly find answers to questions».

The results obtained allow us to judge the positive effect of using the Bamboozle online educational resource. During the English classes, students were active and focused in completing tasks in a playful way. Bergin and Reilly (2005) emphasized that «the use of games to stimulate student learning was done to keep students interested, as we all learn better when they are motivated» (p. 294). [4]

Clark and Mayer (2008) note that the benefits derived from the use of new technologies will depend on the extent to which they are used in ways that are compatible with the learning process. [6]

Bamboozle provides an opportunity not only to assess students' conceptual understanding, but also to support the formation of new knowledge and understanding through further explanations during or after the game.

Advantages and Disadvantages

In addition to some of the advantages discussed throughout this article, the «Bamboozle» platform also has other advantages:

1. Games are suitable for all types of teaching — online, offline, with class and one-on-one.
2. Bright design attracts the attention of students, so they will definitely want to participate and complete tasks. Students are particularly interested in team competitions for points.
3. The service saves time. A teacher can quickly download a set of flashcards that he gives students to study with Quizlet, and create a game in less than 10 minutes.
4. Among a million ready-made games, teachers will find new material and will be able to adapt it to their classes. It is also easy for teachers to create their own assignments.
5. The resource is updated frequently. For example, now there are tasks not only on the principle of «turned-looked», but also in such formats as bingo, tic-tac-toe, four in a row, etc.

There are also some disadvantages that teachers should be aware of: the resource has limited free functionality. For extended access, the teacher needs to purchase a subscription for a month or a year.

Conclusion

Gamification of education makes it possible to achieve high motivation and involvement of students in the educational process. The article considered one of the tools – Bamboozle Internet resources that allows teachers to create or expand an interactive educational environment. Such an e-learning tool adds positive energy, which apparently leads to an increase in the level of understanding and motivation. Perhaps most importantly, the «gamification» of learning increases student engagement by attracting all students, even the most introverted, combining both a collaborative, fast-paced learning environment and friendly competition (Kapp, 2012). [12]

Bergin & Reilly (2005) conclude that, according to some scholars, the entire gaming industry has little scientific merit. E-learning games are sometimes not considered the result of serious work or worthy of attention. [4] My experience with Bamboozle confirms that with some effort and desire to engage

students, this e-learning platform can provide an attractive environment that supports learning and promotes active student participation in the classroom.

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