

PHILOLOGY

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The effectiveness of an interactive form of learning using gamification in learning foreign languages

The article analyzes the effectiveness of gamification in teaching foreign languages, identifying its advantages and disadvantages, as well as developing recommendations for the optimal application of this approach. The effectiveness of gamification is justified from the point of view of cognitive psychology and pedagogy, as well as in identifying mechanisms that contribute to improving language learning. Specific methodological recommendations are presented on the use of game forms in teaching, as well as in demonstrating an interactive lesson model with examples of game tasks.

Key words: gamification; interactive learning; foreign languages; motivation; engagement.

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