importance of learning English as a second language, giving them the tools they need to succeed and feel confident.

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EFFECTIVENESS OF GAMIFICATION STRATEGIES IN EFL READING CLASSES

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Abstract. Gamification is one of the innovative teaching approaches implemented in English classrooms nowadays. This trend has particularly integrated in ESL and EFL classrooms, where educators are constantly seeking alternative approaches to enhance language acquisition and reading comprehension. This article examines the effectiveness of gamification strategies in reading classes and explores how they contribute to student engagement, motivation, and reading comprehension. The findings of this research provide

recommendations for teachers with valuable insights for designing and implementing gamified reading comprehension activities that maximize learning outcomes. By incorporating elements of competition, rewards, and progression, gamified learning motivates students to actively participate in reading exercises, leading to improved comprehension and vocabulary acquisition.

***Keywords.** Gamification, games, language learning, EFL students, reading comprehension, vocabulary acquisition, student motivation.*

Reading is one of the receptive skills that provides learners with a great amount of input in learning English. However, engaging students and fostering their enthusiasm for reading can be challenging for teachers even in today's technological era. Therefore, there needs to be an appropriate and exciting strategy for students so that they are motivated to read the text assigned by the instructor. In this regard, gamification is suggested as an alternative strategy that can facilitate teaching reading skills. Gamification is an emerging educational and instructional approach aimed at stimulating students' learning by incorporating game elements into learning environments, with the objective of enhancing enjoyment and engagement while capturing learners' interest to foster continued learning [1].

Gamification is also defined as the application of game design elements like points, leaderboards, and badges in a non-game context, to provide a game-like learning experience. Kapp considered that gamification was not simply the use of game mechanics and elements to make learning more engaging, but the idea of increasing learners' engagement, creating interactive learning contexts, and achieving students' learning autonomy [4].

At its core, gamification transforms learning into an adventure. By incorporating elements such as quests, challenges, and rewards, educators can create immersive reading experiences that inspire curiosity and engagement. Whether embarking on a literary journey through a digital platform or solving puzzles related to a text, students become active participants in their learning, eagerly uncovering the treasures hidden within the pages of a book. One of the most compelling aspects of gamification is its ability to instill a sense of progression and achievement. By breaking down reading tasks into manageable

levels or stages, students experience a tangible sense of accomplishment as they advance through the game. Progress markers, such as experience points or badges, serve as visual reminders of their growth, motivating them to persist even when faced with challenging texts.

Traditional reading activities often require passive consumption of text, leading to disengagement and boredom. Gamification, however, encourages active engagement by transforming reading into an interactive experience. Whether through role-playing simulations, interactive quizzes, or collaborative challenges, students actively participate in the exploration and analysis of texts, fostering deeper comprehension and critical thinking skills. Gamification provides opportunities for both collaboration and healthy competition among students. Through multiplayer games, cooperative missions, or leaderboards, students collaborate with peers to solve reading comprehension challenges, share insights, and collectively unravel the mysteries of a story. Meanwhile, friendly competition adds an extra layer of excitement, motivating students to strive for excellence while celebrating each other's successes.

Several studies have shown that using gamification elements in EFL (English as a Foreign Language) has positive impact on students' engagement and motivation. Fahad Alzuhair and Mohammed Alkhuzaim emphasized that gamification increases students' willingness to accept challenges, progress, and achievement, enhancing their learning outcomes in reading, writing, and speaking. Similarly, Nitiasih & Budiartha found that gamification based on local stories increased students' enthusiasm, activity, and desire to read, resulting in improved reading comprehension. Ratnasari also demonstrated that gamification applications like Quizizz led to better reading achievements than traditional methods [2]. Also, gamification has been used to improve students' vocabulary knowledge as vocabulary is the key for reading comprehension.

In a study by Kaban using the "Raz-Kids" platform, various game elements such as progress bars, leaderboards, badges, avatar customization, fixed reward schedules, and immediate feedback were incorporated [3]. The findings revealed

that e-book reading with gamification elements facilitated the development of self-regulated learning skills among students, enhancing their reading comprehension skills, performance, and attitude levels.

As long as EFL students are able to learn and understand reading activity and there is a lot of interaction involved in the class, teachers can create the following categories of game-based reading tasks:

- Pre-reading vocabulary games (search for the synonym, word hunt, word pairs)
- True/false type of activities (guessing games, races)
- Sequencing activities (drawing, picture story, puzzles)
- Retelling activities (role-plays, summarizing a story)
- Making predictions (guessing games, charts)

In conclusion, gamification offers a dynamic and effective approach to enhancing reading comprehension skills in students of all ages. By transforming reading into an adventure, fostering a sense of progression, encouraging active engagement, promoting collaboration and competition, and cultivating a lifelong love of reading, gamification empowers students to unlock the full potential of their imaginations and intellects. No matter how challenging reading comprehension activities may seem, there's always a way to make them more manageable and enjoyable. By implementing the activities above or creating reading comprehension activities, teachers make students see reading comprehension in a different light and look forward to the next assignment.

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INNOVATING ENGLISH LANGUAGE EDUCATION: EXPLORING CUTTING-EDGE METHODS AND ONLINE PLATFORMS

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Abstract. Teaching English has evolved significantly in recent years, especially with the advent of online platforms. These platforms have revolutionized the way educators engage with students, breaking geographical barriers and providing access to quality education like never before. With a plethora of options available, it can be overwhelming to choose the right platform. In this article, we'll delve into some of the best platforms for teaching English, catering to various preferences and teaching styles.

Keywords. Gamification, virtual reality, augmented reality, project-based learning.

In today's interconnected world, proficiency in English is more crucial than ever. As the global lingua franca, English opens doors to academic, professional,