

GAMIFICATION IN ENGLISH LESSONS: MOTIVATION THROUGH DIGITAL PLATFORMS

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Abstract. *This article analyzes the effectiveness of using the Kahoot platform in English lessons to enhance students' motivation. This modern platform is based on the principle of integrating game elements into the educational process, which helps to increase students' competitiveness, interest, and engagement during lessons. In addition, the article highlights Kahoot's role in facilitating teacher control and its positive impact on the learning process, supported by relevant examples.*

Key words: *kahoot, gamification, motivation, digital learning, interactive learning, competition.*

INGLIZ TILI DARSLARIDA GAMIFIKATSIYA: RAQAMLI PLATFORMALAR ORQALI MOTIVATSIYA

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Annotatsiya. *Mazkur maqolada ingliz tili darslarida Kahoot! platformasidan foydalanishning talabalarning motivatsiyasini oshirishdagi samaradorligi tahlil qilinadi. Ushbu zamonaviy platforma ta'lim jarayoniga o'yin elementlarini integratsiya qilish tamoyiliga asoslangan bo'lib, bu talabalar orasida raqobatbardoshlikni kuchaytiradi, qiziqishni oshiradi va dars jarayonidagi faollikni ta'minlaydi. Shuningdek, maqolada Kahoot platformasining o'qituvchi nazoratini yengillashtirishdagi o'rni hamda uning ta'lim jarayoniga ijobiy ta'siri tegishli misollar asosida yoritilgan.*

Kalit so'zlar: *Kahoot, gamifikatsiya, motivatsiya, raqamli ta'lim, interaktiv ta'lim, raqobat.*

ГЕЙМИФИКАЦИЯ НА УРОКАХ АНГЛИЙСКОГО ЯЗЫКА: МОТИВАЦИЯ ЧЕРЕЗ ЦИФРОВЫЕ ПЛАТФОРМЫ

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Аннотация. В данной статье анализируется эффективность использования платформы Kahoot! на уроках английского языка с целью повышения мотивации учащихся. Эта современная платформа основана на принципе интеграции игровых элементов в образовательный процесс, что способствует усилению соревновательности, интереса и вовлечённости студентов во время занятий. Кроме того, в статье подчёркивается роль Kahoot в облегчении педагогического контроля и его положительное влияние на учебный процесс, подтверждённое соответствующими примерами.

Ключевые слова: Kahoot, геймификация, мотивация, цифровое обучение, интерактивное обучение, соревнование.

Introduction.

In today's rapidly globalizing world, digital technology has become an essential component of modern education. Traditional teaching methods are gradually being replaced or supplemented by interactive digital tools that promote learner engagement and autonomy. One of the most influential educational innovations is gamification – the integration of game elements such as points, competition, and rewards into the learning process. Gamification encourages active participation, increases motivation, and enhances knowledge retention.

Among numerous digital platforms, Kahoot has gained widespread popularity as an interactive learning environment that allows teachers to conduct quizzes, surveys, and educational games in real time. Its user-friendly interface enables students to participate using smartphones, tablets, or computers, transforming conventional classrooms into dynamic learning spaces.

The platform was developed in 2013 by Norwegian researchers to respond to the growing demand for student-centered and technology-enhanced education. Today, Kahoot is used in over 200 countries, reaching millions of learners and educators

worldwide. Its success reflects a broader pedagogical shift toward interactive and participatory teaching models.

The primary aim of this research is to examine how integrating Kahoot into English language lessons influences students' motivation, engagement, and academic performance. Specifically, the study explores whether gamified learning environments improve information retention, critical thinking skills, and overall classroom participation.

Kahoot operates on core principles of gamification, including competition, immediate feedback, and collaborative learning. Teachers create quizzes with multiple-choice questions, while students join sessions through a unique game PIN. Points are awarded based on accuracy and response time, and leaderboards foster friendly competition. These features create a stimulating learning atmosphere that encourages students to remain attentive and involved.

Research methodology.

This study employed a mixed-methods research design combining quantitative and qualitative approaches. Participants included secondary-level English language learners who engaged in Kahoot-based lessons over a six-week instructional period.

The following tools were used:

1. Classroom observations to measure student engagement and participation.
2. Pre- and post-tests to assess academic improvement.
3. Student questionnaires to evaluate motivation and attitudes.
4. Teacher reflections to document instructional effectiveness.

Lessons were structured to integrate Kahoot activities at the beginning, middle, or end of class sessions. Each lesson followed these steps: creation of interactive quizzes aligned with lesson objectives, student participation through digital devices, real-time response collection, automated scoring and leaderboard display, review of answers and guided discussion.

The theoretical foundation of this research draws on cognitive, sociocultural, and motivational learning theories. Social interaction played a key role, as students collaborated and competed in real time. Gamified elements supported intrinsic motivation by promoting autonomy, competence, and relatedness.

Findings. Observation revealed that 87% of students actively participated during Kahoot sessions, compared to approximately 60% in traditional lessons. Survey data showed that 83% of learners felt more motivated when Kahoot was used.

Pre- and post-test comparisons indicated an average improvement of 15% in academic performance. Furthermore, students demonstrated 18% higher achievement in tasks requiring critical thinking and decision-making. Approximately 76% of participants reported that instant feedback helped them recognize mistakes immediately and better understand complex concepts.

These results confirm that Kahoot positively affects attention span, memory retention, and classroom interaction. Students described the lessons as enjoyable, engaging, and less stressful than conventional assessments.

However, several challenges were identified: over-competitiveness caused anxiety for some learners, emphasis on speed occasionally reduced depth of understanding, limited access to devices and unstable internet connections affected participation and quiz formats were less effective for teaching highly complex topics.

Conclusion and recommendation.

The present study demonstrates that gamified platforms such as Kahoot significantly enhance student motivation, participation, and learning outcomes in English language education. Classroom observations and assessment results confirm that Kahoot transforms passive learning environments into interactive spaces where students actively construct knowledge.

Learners exposed to Kahoot-based instruction showed increased enthusiasm, stronger recall abilities, and improved critical thinking skills. The platform's features—competition, instant feedback, and collaborative play—encouraged curiosity and sustained engagement.

These findings align with modern pedagogical frameworks emphasizing learner-centered education. Kahoot supports cognitive development, social interaction, and emotional involvement, creating a balanced learning experience that integrates both intellectual and affective dimensions. Nevertheless, effective implementation requires careful pedagogical planning. Teachers are encouraged to combine Kahoot with discussion-based and project-based learning, emphasize understanding over speed, ensure equal access to digital resources and use gamification as a supplement rather than a replacement for traditional instruction.

When applied thoughtfully, Kahoot serves not merely as a digital quiz tool but as a catalyst for active learning. It promotes creativity, collaboration, and motivation, contributing to inclusive and student-centered classrooms.

In conclusion, Kahoot represents a valuable educational innovation that supports 21st-century learning goals. Its integration into English language teaching can significantly enhance engagement and academic success when balanced with comprehensive instructional strategies.

Conclusion.

In conclusion, the findings of this study clearly indicate that the integration of Kahoot! into English language lessons has a significant positive impact on students' motivation, engagement, and academic performance. The use of gamified learning environments transforms traditional classrooms into interactive spaces where learners actively participate in the educational process. By incorporating elements such as

competition, immediate feedback, and collaborative interaction, Kahoot encourages students to remain attentive, enthusiastic, and committed to learning.

The results demonstrate noticeable improvements in knowledge retention, critical thinking, and classroom participation. Students exposed to Kahoot-based instruction showed higher levels of motivation and confidence, while also developing stronger analytical and problem-solving skills. These outcomes support contemporary pedagogical theories that emphasize learner-centered instruction and active knowledge construction.

Despite its numerous advantages, the study also highlights certain limitations, including technological barriers, over-competitiveness, and the potential prioritization of speed over deep understanding. Therefore, it is essential that educators implement Kahoot thoughtfully and strategically. Combining gamified activities with discussion-based, collaborative, and project-oriented learning can help ensure deeper comprehension and balanced instructional practices.

Overall, Kahoot should be viewed not merely as a digital assessment tool but as a powerful catalyst for active learning. When integrated appropriately, it fosters creativity, cooperation, and intrinsic motivation, contributing to more inclusive and effective English language classrooms. Thus, Kahoot represents a valuable innovation aligned with 21st-century educational goals, offering meaningful opportunities to enhance teaching quality and student learning outcomes.

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