GAMIFICATION AS A BRIDGE FOR LINKING EDUCATIONAL PROCESS AND REAL LIFE: WHY TEACHERS SHOULD NOT STOP GAMIFYING?

N. M. Mirodilova
Uzbekistan State World Languages University

ABSTRACT

The article highlights the importance of playing in teaching a foreign language. It defines main terms that related to the selected theme such as gamify or gamification representing the notes of many researchers. Moreover, it clarifies why and how teachers should apply various games in learning processes.

Keywords: gamify and gamification, points, ratings, feedback and competitiveness.