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LEARNING OF NEW VOCABULARY BY GAMIFICATION WITH QUIZLET LIVE

Information technology (IT) is an integral part of our lives today. That is why the use of IT in education is one of the most important and sustainable trends in the global educational process (Borolis, 2019, 25).

One example of successful use of IT in learning is the use of web services that allow users to use learning materials (Вишневська, 2018, 93). Using an account, users can interact with web services in a variety of ways: create their own materials, modify and customize existing materials, perform various exercises, and track his/her progress (Махович, 2018, 43).

Quizlet is a vivid example of a powerful and popular learning tool for students. This resource provides a wide range of extremely effective tools for learning new lexical items in a foreign language, which is why it has gained popularity among teachers around the world (Macleod, 2018, 165). More than 60 million active users from 130 countries study at Quizlet every month. It is important to note that both teachers and students can use ready-made Study Sets, of which 400 million have already been created, containing 14 billion terms (About Quizlet, 2022). In order to find the set of vocabulary from a student's book you need, just enter the name of a student's book and Unit number in the search field and as a result you will get a list of *Study Sets* created by other teachers and students.

Among the various tools for learning new words on Quizlet.com, *Live* deserves special attention. It is an exciting interactive learning tool where students work in

teams or individually to choose the right answer to a question during the game. Due to the element of competition, students have passion and desire to win, which in turn is a significant motivation to learn (Kugai, 2019, 152).

Quizlet Live can be used for both classroom and online lessons. A prerequisite is that each participant has a mobile phone or laptop with Internet access, and participants do not need to create an account, just enter their name or nickname. The teacher must have a "Teacher" account, which allows to create a game "*Live*" and distribute links to it, or QR code among participants. Participants can also go to *Quizlet.live* and enter a six-digit code to join.

During the game you can choose between two modes: individual and team. In individual mode, each participant must correctly answer 12 multiple-choice questions, which appear in turn on the screen. Whoever manages faster will win. But do not rush, for each incorrect answer all the progress is reduced to zero points. Each participant sees in the screen in real time both their own progress and the progress of rivals.

In team mode, all participants are automatically, randomly, divided into several teams. During the game, each member of one team sees questions and answer options on the screen, but only one member of the team has the correct answer. Therefore, to play in team mode, all members of one team must sit side by side to be able to compare their answer options and decide which answer is correct. As a result, participants not only learn new vocabulary, but also get the valuable experience of teamwork for decision-making using English. The team version of the game is more complicated to use in distance learning due to the need to ensure communication between the players of each team separately.

With the systematic use of Quizlet during lessons, it is advisable to set a certain Study Sets as homework, taking the opportunity to share links. To open this Study Sets students just need to follow the link, for this the student must have a Quizlet account. By the way, using the opportunity to create classes, the teacher can add

students of a certain group to one class and monitor the progress of tasks for the whole class and each student individually. A wide range of interesting trainings is available for students: *Learn, Flashcard, Write, Spell, Test, Match,* and *Gravity*.

By doing the exercises at home, students feel more confident while playing Quizlet Live and therefore have a better chance of winning. Consequently, the systematic use of Quizlet during lessons not only allows students to increase the speed of mastering new vocabulary, but also increases the motivation to learn and do homework.

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