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ADVANTAGES AND DISADVANTAGES OF DIGITAL AND FACE-TO-FACE GAMIFICATION IN REGARDS TO RETAINING ENGAGEMENT AND ENHANCING LEARNING

Gamification is a technique that uses game design elements to make learning more engaging and fun (Deterding et al., 2011, p. 54). Gamification has gained popularity in education during the current digital era, but it's unclear which mode of gamification, whether digital or face-to-face, is more effective in maintaining students' concentration on learning.

Digital gamification offers a variety of benefits that make learning more fun and interactive (Benini & Thomas, 2021, p. 11). An instance of digital games that enable flexible and convenient learning for students is exemplified by *Quizlet, Kahoot!, Socrative,* and *Quizalize*, which can be easily accessed from anywhere and at any time. Digital games also offer a range of rewards and encouragements that motivate students to continue playing and learning. However, digital games can also be a source of distraction, as students may become more interested in the game than the learning material itself (Huang & Schmidt, 2022, p. 23).

On the other hand, face-to-face gamification provides a more immersive and interactive learning experience (Wiggins, 2016, p. 21). Below are some instances of face-to-face gamification that can be implemented in English language lessons:

Role-playing Games - Role-playing games can be a fun and engaging way for students to practice their English language skills. Teachers can create scenarios or prompts that require students to use different grammar structures or vocabulary

words. For example, students could pretend to be ordering food in a restaurant or making small talk with a stranger.

Board Games - Board games like Scrabble, Boggle, and Taboo can be adapted for English language learning. Teachers can create their own versions of these games with words and phrases that align with the lesson objectives. Students can play in small groups and earn points or rewards for using new vocabulary words or completing tasks.

Charades - Charades is a classic party game that can be used for English language learning. Teachers can create a list of words or phrases related to the lesson content and have students act them out without speaking. This game can help students practice their listening and comprehension skills as well as their nonverbal communication.

In face-to-face games, students can work together and engage in friendly competition, which promotes teamwork and social skills. Face-to-face games also offer an opportunity for educators to provide immediate feedback and address any misconceptions or questions that students may have. However, face-to-face games may be more difficult to prepare and organize, which can make it challenging to implement them in a classroom.

To remain focused on learning, regardless of the format of gamification, educators can take several steps. Firstly, they can ensure that the game is designed to align with the learning objectives and that it is not just a distraction. They can also create a clear and measurable goal for the students to achieve, providing feedback on their progress and success. Secondly, they can incorporate social elements such as team-based games or friendly competition, which can enhance the learning experience and promote engagement. Lastly, educators should communicate the importance of the game as a tool for learning and encourage students to remain focused on the educational benefits of the game (Malykhin & Aristova, 2019, p. 172).

In conclusion, both digital and face-to-face gamification have their unique benefits and drawbacks. Digital games are convenient, flexible, and offer a variety of rewards, while face-to-face games offer a more interactive and immersive learning experience. However, regardless of the format, gamification can be an effective tool for promoting engagement and enhancing learning. Educators can ensure that students remain focused on learning by aligning the game with learning objectives, setting clear goals, providing feedback, incorporating social elements, and communicating the educational benefits of the game. By doing so, gamification can be a powerful tool to help students learn and retain information in an engaging and fun way.

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