

GRAMMAR THROUGH GAMIFICATION WITH DUOLINGO

Learning foreign languages has always been relevant, and with the development of digital technologies, new approaches to learning have emerged. One of these methods is gamification, which is actively used in mobile language learning apps. Modern students and adults are increasingly turning to interactive platforms that offer learning playfully, making the process of learning more interesting and effective.

Research on gamification in English grammar instruction highlights its ability to enhance learner motivation, engagement, and comprehension. Duolingo, a widely used gamified language-learning application, incorporates features such as points, badges, progress tracking, and immediate feedback, which foster intrinsic motivation and create an interactive learning environment [1;2]. These game-like elements make grammar instruction more dynamic, enabling students to practice language structures in a low-stress context that encourages active participation and collaboration [2].

Quasi-experimental studies have demonstrated the effectiveness of Duolingo in improving grammar comprehension. For instance, one study focusing on mastering the simple present tense among seventh-grade students showed a significant improvement in post-test scores compared to pre-test results, affirming Duolingo's role in enhancing grammar mastery through multiple-choice and translation exercises [4]. Similarly, findings indicate that Duolingo's user-friendly design, repetition-based practice, and gamification mechanics reduce grammatical errors and support knowledge retention [1; 4].

The researcher's practical experience with Duolingo suggests that while the app effectively reinforces grammar through repetition and contextualized exercises, it lacks explicit grammatical explanations. Users engaging with the platform for language maintenance or new language acquisition often encounter grammar concepts presented solely through example sentences without accompanying theoretical overviews. For instance, in the section covering the present continuous tense, learners are provided with fully formed example sentences and tasked with inserting missing verbs, yet no concise summary of the tense's structure or usage is offered. This implicit learning approach may benefit users who prefer minimal theoretical instruction; however, it can also hinder those who require explicit grammatical rules to fully grasp new structures. Consequently, while Duolingo's gamified approach enhances engagement and practice, supplementing its methodology with additional grammatical explanations could further support learners in developing a deeper understanding of language structures.

Gamified tools like Duolingo also cater well to digital-native students, making grammar learning enjoyable and motivating. By integrating technology into the learning process, Duolingo addresses contemporary educational needs and encourages self-directed learning, particularly during remote learning situations such as the COVID-19 pandemic [1;3]. However, challenges remain, including the need for teachers to align gamified activities with learning objectives and to provide additional grammatical explanations where necessary [2;4].

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