

The importance of using gamification strategy in teaching English at the secondary stage in the Kingdom of Saudi Arabia

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Abstract

The gamification strategy is defined as the thoughtful application of game elements and design methods in contexts unrelated to games, aiming to derive the elements of fun and suspense found in games and apply them in a meaningful way to teaching and learning. Its importance in teaching English lies in the holistic development of students' personalities. It helps students overcome shyness by providing stimulation and positive feedback, promotes language learning in reading, writing, and speaking, encourages cooperation and interaction among learners, and creates meaningful experiences that shift learners from a game-oriented mindset to a mindset of technical constructivism. Furthermore, the gamification strategy in teaching English enhances critical thinking skills, fosters the ability to connect with prior experiences, and develops students' social aspects by promoting cooperation and peer assistance. It views failure as an opportunity for learning and knowledge growth, encouraging learners to try alternative approaches. Given these benefits, the researcher recommends utilizing the gamification strategy in teaching English at the secondary stage in the Kingdom of Saudi Arabia. This can be achieved by conducting training courses for English language teachers and integrating gamification techniques into teacher preparation programs. By doing so, teachers can effectively leverage the gamification strategy to enhance their students' English language learning experience.

Keywords: Gamification strategy , English language , secondary stage , Saudi Arabia