

**OPEN ACCESS**

SUBMITTED 18 September 2025

ACCEPTED 10 October 2025

PUBLISHED 14 November 2025

VOLUME Vol.05 Issue11 2025

COPYRIGHT

© 2025 Original content from this work may be used under the terms of the creative commons attributes 4.0 License.

Effectiveness Of Gamification In The Higher Education System

Aliyeva N.

University of Tashkent for Applied Sciences, Uzbekistan

Rasuleva M.

University of Tashkent for Applied Sciences, Uzbekistan

Abstract: To succeed in the global competitive environment of the 21st century, it is necessary to equip students not only with theoretical knowledge, but also with practical skills, creative approach, research, critical thinking and effective communication skills. Interactive teaching methods help to effectively solve these tasks.

In the modern educational process, the transition from traditional teaching methods to interactive methods is becoming an urgent issue. Interactive methods are pedagogical technologies introduced into the educational process based on active interaction between teachers and students, as well as between students themselves. This article discusses the types of game technologies used in higher educational institutions, their effectiveness and methods of application.

Game-based learning is an integral part of modern education, ensuring the active participation of students in the learning process and giving them the opportunity to master complex concepts in an interesting and effective way. These methods not only increase the level of knowledge, but also develop the personal and professional qualities of students, preparing them to solve real-life problems. The learning process can be made more effective and interesting by properly organizing game technologies.

Keywords: Game technologies, gamification, interactive methods, gamification, testing, rating, motivation.

Introduction: Gaming technologies play an important role in the modern educational process. Games, virtual environments, and interactive methods create new opportunities for developing students' creative activity.

Game technologies and gamification are becoming an integral part of modern education today. These two concepts are closely related to each other, and their essence and purpose is to make the learning process effective and interesting. Game technologies are manifested in the field of education in such forms as educational programs and simulators, interactive platforms, virtual reality and augmented reality. Gamification is the psychological basis of game technologies, in which the following elements play an important role: a point system, levels, achievements and badges, rating tables, etc. Game technologies and gamification are complementary concepts.

Gamification is the process of adapting game design elements and mechanisms to game contexts, in particular, to the educational system. It serves as an important factor in building intrinsic motivation, arousing interest, and ensuring active participation in students. Unlike traditional forms of education, the learning process through gamification is enriched with more psychological mechanisms such as interactivity, competition, level achievements, and encouragement. This encourages students to continuously learn and connect knowledge with practice.

When gamifying education, it is recommended to formulate the goals of the game in a specific way in relation to the learning objective. Integrating gamification into the lesson process requires the teacher to carefully plan, determine didactic goals, and correctly place game elements in the pedagogical context. The use of gamification components at each stage of the lesson ensures the active participation of students: for example, at the beginning of the lesson, motivation can be provided in a game way through a short question-and-answer or "quick test", and in the main part, tasks can be organized in the form of scoring points, passing levels, or team competitions.

There are three categories of game elements used in gamification: dynamics, mechanics, and components. Each mechanical element is associated with one or more dynamic elements, and each component is associated with multiple dynamic elements. Each dynamic element is a way to achieve one or more parts of the overall described dynamics.

Game elements are also a key component of the gamification process, making learning more engaging and interactive. These include points, levels, achievements, tasks, time limits, leaderboards, and reward systems. Each element encourages active participation, increases competitiveness, and motivates students to work on themselves.

There are many online platforms for using and creating interactive methods, which are being used effectively

by talented teachers. For example, discussion platforms include Padlet - a virtual whiteboard, Jomboard - an interactive whiteboard, Miro - a collaborative workspace; for assessment, Kahoot! - interactive tests, Quizizz - gamified tests, Socrative - real-time assessment; and for collaboration tools, online platforms such as Google Workspace, Microsoft Teams, and Zoom breakout rooms are examples.

In the modern educational process, it is important to develop students' creative activity through game technologies. With the help of games, students transform their theoretical knowledge into practical skills and increase their creative thinking. Also, the use of game technologies in the educational process leads to students' motivation, development of teamwork skills, and development of creative solutions.

Learning through gamification increases students' self-confidence by up to 20%. Also, learning through digital games increases the level of knowledge retention by 90% and the number of tasks completed by 30%. Game-based learning improves conceptual knowledge by 11% and practical knowledge by 20%. In addition, it has its own advantages, helping the cognitive development of the student. Using gamification to support cognitive development increases the activity of brain areas and allows them to develop adequately.

CONCLUSION

In conclusion, it can be said that the introduction and development of interactive methods in the higher education system is one of the main directions of modern education. These methods not only increase the quality and efficiency of knowledge acquisition, but also serve to develop the personal and professional qualities of students. For the successful use of interactive methods, it is necessary to constantly improve the qualifications of teachers, improve educational and methodological materials, and strengthen the material and technical base.

The widespread introduction of interactive teaching methods, especially gaming technologies, will allow higher education institutions to meet modern requirements and equip students with knowledge and skills that meet world standards.

REFERENCES

1. Gulzira Zarimbetova, Oliy ta'limni tashkil etishda geymifikasiyadan foydalanishning ahamiyati. International Scientific-Practical Conference "Strategies for the Development of Professional Competence of Future Teachers Based on the Approach of Cultural Studies: Problems and Solutions" October 19-20, 2023.
2. Ayubkhon Erkinov, Gamification –o'yinga

asoslangan ta'lim metodlari.
Жамият ва инновациялар –
Общество и инновации – Society and innovations
Special Issue – 05(2025) / ISSN 2181-1415.

3. Ubaydullo o'g'li U. X., Fayzulla o'g'li M. S. O 'YINLI
TEKNOLOGIYA TUSHUNCHASI, MAQSAD VA
VAZIFALARI //Global Science Review. – 2025. – T.
2. – №. 2. – С. 107-112.
4. Ahmedova S. O 'yin texnologiyalarining ta'lim
jarayonidagi ahamiyatini tushuntirish
//CONFERENCE ON THE ROLE AND IMPORTANCE
OF SCIENCE IN THE MODERN WORLD. – 2025. – T.
2. – №. 1. – С. 80-84.
5. Ahmedova S. Talabalarning ijodiy faolligini o 'yin
texnologiyalari orqali rivojlantirish //Journal of
science-innovative research in Uzbekistan. – 2025.
– T. 3. – №. 1. – С. 270-276.
6. Alieva, N. (2024). DIGITAL TECHNOLOGIES
CHANGING THE WORLD. Академические
исследования в современной науке, 3(41), 100–
103.