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GAMIFICATION OF THE EDUCATIONAL PROCESS IN OUT-OF-SCHOOL EDUCATION

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«The game is a huge bright window,
through which into the spiritual world of the child
a life-giving stream of ideas flows in,
concepts about the world around us.»

Vasyl Sukhomlynsky

Out-of-school education is a special environment for students, where they can not only learn, but also communicate with peers on interesting topics, where humanistic values, are effectively formed, where there is socialization and professional self-determination. The basis of extracurricular education is a comprehensive, comprehensive development of personality. Priority tasks of out-of-school education as a unique educational field are not only education, although it is one of the most important goals, but also education of young people first of all as citizens, development of their talents, creative abilities, spiritual world formation, socially significant, morally oriented practical skills and responsible activities in society. The purpose of the development of out-of-school education institutions in today's conditions is to preserve state guarantees in the availability and free of educational services, increase the efficiency of the out-of-school education system; creating conditions for self-development, successful implementation and professional self-determination of students.

The role of out-of-school educational institutions is carried out through the development of abilities and interests of personal and professional self-determination of student youth. Extracurricular education is a motivated education that allows children to develop creatively, maximize their preferences and hobbies, deepen knowledge of their favorite subject.

One of the current areas of development of educational technologies in particular in extracurricular activities is gamification - the use of game elements as a system of motivating students to the educational process, which has certain goals, objectives and results [1]. The term «gamification» was first introduced by computer game developer Nick Pelling in 2002. Gamification was originally used to promote a business or successfully implement a product. One of the first successful applications of gamification is the success of the American brand Cracker Jack [3].

The game has always played an important role in educational activities. Play activities in the educational process motivates students to perform certain tasks, increases their activity and independence, gives the opportunity to freely reveal their abilities and talents. The use of game technologies in educational activities creates

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comfortable conditions for learning and full realization of students, diversifies the educational process.

Embodying gamification in the educational process, we cover its various areas, which allow us to consider the game as a method of teaching and education, as a form of educational work, as the ability of students to achieve goals, manage their emotions and rationally use their time to achieve results. Elements of gamification should be used in various forms: scores, ratings, achievements, quests, quizzes, teamwork, cloud technology, test tasks - all this must be used daily in the educational process as an important component of personality development.

Gamification should be used to develop certain skills, especially those that are difficult to demonstrate through traditional teaching and education methods; to capture the pupils, to create a kind of competition between them; so that they can observe their own progress.

Gamification is an important component of distance learning, it allows you to organize online meetings not only informative but also interesting. Using gamification in the educational process, pupils of out-of-school educational institutions learn to achieve results, express themselves, interact, be proactive, receive positive emotions. Learning through play develops children's creativity, creativity teaches to think outside the box. The use of gamification in the educational process of out-of-school education increases the motivation and interest of students in learning, promotes emotional balance and comfortable interaction between peers. Children take an active part in the work, which intensifies their cognitive activity in contrast to traditional forms of learning.

Today, gamification is actively included in almost all areas of our lives and is becoming one of the main trends in education. In the conditions of a global pandemic and forced total distancing of learning, this innovative technology is even more relevant. In general, the range of applications of gamification in education is quite wide, which allows us to talk about its strategic prospects.

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