

The Portuguese partner school chose gamification as their innovative method. With today's technology and various forms of popular games it is understandable that games have made their way to classrooms also. There are many applications, some free of charge, others not. In gamification the teacher can develop a whole lesson adapting things from the game world: points, labels, badges, advancing from one place to another. Before the meeting the students prepared to teach the other participants some expressions of their own language, present an important person of their country and teach the refrain of a chosen song in their own language, with choreography. This was part of the game between teams that went on the whole time of the meeting. Some other games/competitions were organized during the meeting. An expert of the subject delivered an introduction followed by a training session first to students and teachers and then just teachers.

Before the meeting about 80% of the pupils were familiar with gamification, almost 70% had experience of it and a whole 90% found the concept interesting or very interesting. Most pupils thought that gamification was favourable to their language skills as well as to their IT skills. Almost every pupil was in favour of this practice to be introduced in their school after the meeting and thus to be used by their teachers. According to the pupils, gamification offers following advantages:

- Motivates learners
- It's fun and practical
- Gives a successful feeling
- Interesting and instructive
- Innovative
- Facilitates teamwork as well as communication and participation of the pupils
- Pleasure to learn this way
- One learns things better
- Easy, fun and simple

All the teachers were also familiar with gamification before the meeting. 80% of them had already used the method in their classes. Nine out of ten teachers found gamification interesting or very interesting whereas it was completely unknown to one teacher. The duration of the presentation given in Portugal seemed suitable to almost all the teachers and they also felt comfortable while attending it. Furthermore, the documents presented seemed relevant for most teachers and they found the training session motivating and efficient.

Having observed the pupils' work during the meeting the teachers affirmed that the activities were in harmony with the formation and that the method favours both linguistic and digital skills of the pupils even though two teachers weren't of this opinion. 70% of the teachers could notice a higher motivation to learn foreign languages among the pupils.

All the teachers had learned new things during the formation and felt motivated to integrate this innovative method in their teaching. Explaining the concept of gamification to their colleagues wouldn't be complicated to any teacher. Nevertheless, it has to be mentioned that the use of cell

phones is forbidden in German schools. In addition, some groups might have difficulties with the complex nature of gamification – eventually the method could be used during the last years of secondary education but the German teachers were sceptical of the competence brought by this method, it is doubtful that the pupils could reach the level expected at the end of the secondary education. Another teacher announced that there are always teachers not willing to change anything in their teaching.

In conclusion, the method revealed to be interesting to both pupils and teachers. The teachers thought that it could be practical, for instance, to test how well the pupils had learned a certain aspect or to learn something quite simple, for example vocabulary. In addition, the teachers mentioned following advantages:

- Gamification in different forms has always been a part of language classes; it stimulates and motivates learners
- Some applications, for example Quizlet, are very useful when revising vocabulary or starting with a new theme
- Favours team spirit
- Based on concepts already familiar to the pupils, video games
- Captivates: contributes to memorizing the learned content thanks to its adventurous nature which makes learning entertaining and attractive
- Adds self-consciousness

Some disadvantages were also mentioned:

- A sequence demands a thorough preparation which means a lot of work to the teacher
- Pupils can consider the learning objective irrelevant and only concentrate on the game
- Sometimes it's difficult to think that learning could take place while having fun
- Wi-fi is necessary to an efficient use of gamification
- Using gamification as a learning tool demands a lot of reflection; it's relevant how and why it would be used since a simple use of it is not equal with learning
- For the method to be used effectively the teachers need to invest in further training

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