

## PEDAGOGY

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### **Gamification, structural advantages over traditional forms of students' learning at higher education institutions**

The purpose of this study is to analyze the traditional educational system using a combined method within the framework of the educational program of higher educational institutions, to consider the shortcomings of this educational method with a proposal of a possible way of solving problems arising in the educational process by including the gamification method in the mixed educational one. The scientific novelty of the study is the development of methodological recommendations designed to promote the integration of the above-mentioned methods to achieve the most productive results in educating students at higher educational institutions. The result of the study is a set of methodological recommendations aimed at maintaining the internal motivation of students during the lesson, implemented through the use of a combined teaching method with a communicative orientation.

Key words: gamification in education, higher education, gamification, gaming, methodological recommendations, traditional training system.

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