Erasmus +KA2 partnership

Foreign Language Learning Gamification

FLAG

2023-1-HU01-KA220-SCH-000156504
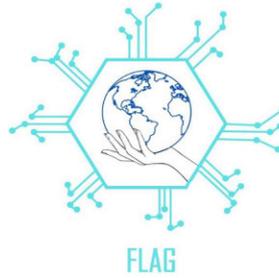
Welcome to our project update!

We are pleased to share the key milestones and achievements of our Erasmus+ project *"Learning English Through Play – Gamification in English Language Teaching"*, implemented between September 2024 and August 2025.

Our international team has worked together to explore how gamification and playful learning tools can make English language education more engaging, effective, and enjoyable for students. Over the past year, we have developed digital tools, tested them in real classrooms, and gathered valuable feedback to refine our approach.

This newsletter highlights the major activities, professional meetings, and dissemination efforts that shaped the project's success.

Organisation institution: Érdi SZC Kossuth Zsuzsanna Vocational and Technical School and Youth Hostel.

The project partners are **Germany, Hungary, Türkiye.**

- *Ceglédi SZC Szterényi József Vocational and Technical School - Hungary*
- *Érdi SZC Százhalombattai Széchenyi István Technical School and Youth Hostel - Hungary*
- *Kırıkkale University (Department of Computer Engineering) – Turkey*
- *Kanuni Sultan Süleyman Mesleki ve Teknik Anadolu Lisesi – Turkey*
- *BUPNET Bildung und Projekt Netzwerk GmbH (Göttingen) - Germany*
- *Érdi SZC Kossuth Zsuzsanna Vocational and Technical School and Youth Hostel- Hungary*
- *Transturk Iç ve Dış Ticaret Limited Şirketi (Transturk Domestic and Foreign Trade Company) – Turkey*

Duration: 2 years (24 months)

Our application is structured around the following thematic areas:

- *Informatics- Digital Competence*
- *Foreign language learning*
- *Environmental protection*
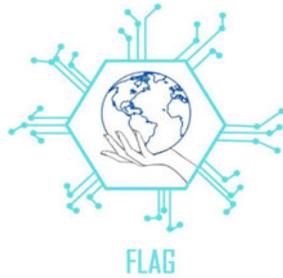
Over the last two decades, technological factors such as computers, the games industry, the internet, and social factors such as family, friends and society have influenced children's perceptions and thinking styles. Of these factors, rapidly developing technology is the most dominant and effective. Our task is to rethink and reform classical teaching methods and tools, integrating them with a form of innovation.

In this context, our project designed digital learning materials for use in English language teaching, by creating a mobile application for gamification. The project produced digital language teaching materials. Through this project, which applies digital game technologies in education and training, we aim to enhance and contribute to students' active learning. Our priorities include the modernisation of classrooms and the innovation of teaching methods. We aim to achieve this by integrating good practices and knowledge into teaching. We want to make progress in emotional intelligence, motivation, ICT, creativity, teamwork, cooperation, tolerance and intercultural dialogue. Last but not least, we want to develop your English language skills and make you more confident English speakers. The knowledge acquired will cover different competences: digital competences, learning to learn, foreign language competences, inclusion, cultural awareness, environmental competences and education for sustainability.

Project aims
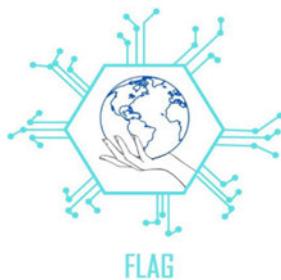
The aim of our project is to modernise lessons and innovate teaching methods. We want to achieve this by integrating good practices and knowledge into teaching. We want to improve emotional intelligence, motivation, ICT, creativity, teamwork and cooperation, tolerance and intercultural dialogue.

The target group of our application is students preparing for their school-leaving exams and language tests.

One of our main goals is to integrate the potential of gamification into everyday education. In this way we also support personalised learning and individual needs, as well as modern learning techniques.

Last but not least, we also made an effort to integrate environmental education, the development and shaping of environmentally aware behaviour into the products we develop. Our team developed a mobile phone application and a closely related scientific article on the topic of "Gamification foreign language learning".

Last but not least, we want to improve our English language skills and become more confident English speakers.

As well as improving communication, we can make more friends and project partners and get involved in more European projects.

The results of our project:

- Mobile application
- Scientific article(s) published about the benefits of learning through play
- Digital content for the English language curriculum

The knowledge acquired includes different competences: digital competences, learning to learn, foreign language competences, inclusion, cultural awareness, environmental competences and education for sustainability.

Professional meeting in Ankara

October 13–18, 2024

Our Turkish partner hosted an international professional workshop where we reviewed the 58 mini games developed for the playful acquisition of English grammar and vocabulary.

We incorporated the results of the first alpha testing, made the necessary corrections, and began preparations for integration into the classroom.

The professional program was enriched by cultural experiences: we got to know Ankara's most important sights, including the castle and the old town.

As a special event, we met with professors from the Department of Foreign Languages at Gazi University in Ankara, with whom we exchanged experiences on innovation in language teaching.

Implementation and dissemination

In the following months, we focused on distributing the project products to students and applying them in the classroom.

The partiers began integrating the application into their classrooms in their own countries and collected user feedback.

Regular online meetings were held, partly for professional and partly for dissemination purposes, where other teachers and professionals could also learn about the developed application.

As part of the dissemination event series, our partners held workshops, professional forums, and user feedback events.
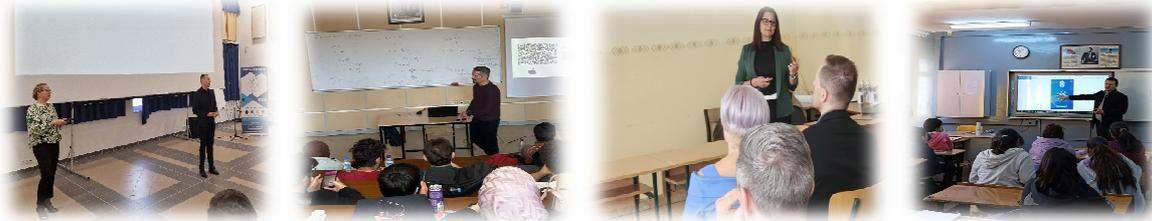
Closing conference – Göttingen, Germany

August 14-15, 2025

We held an international conference in Göttingen to mark the end of the project.

The participants presented the results of the project, with a particular focus on the educational applicability of the applications.

We also learned about the professional work of our German partner and gained insight into the city's scientific heritage.

What have we achieved?

During two years of collaboration:

- We created 58 mini-games for language teaching.
- We developed a useful application that can be integrated into the classroom environment.
- We shared international best practices.
- We contributed to the renewal of experiential teaching methods in English language education.

Academic presentation at IDAP'25

Serkan Savas, İrfan Atabas, Bernadett Revak: User Experience Analysis for Mobile-Assisted Language Learning Through Gamification

We are delighted to announce that our project has reached an important milestone: we presented our research findings on our mobile app for learning English at an international conference in Malatya (with the cooperation of Seoul). We presented our study, based on a user satisfaction survey, at the 9th International Artificial Intelligence and Data Processing Symposium (IDAP'25), Sept 6-7, 2025, Malatya – Turkiye and Seoul – Republic of Korea conference, thus sharing the scientific output of our project with the international professional community. The academic paper will be published in IEEE database which is one the most important academic database all around the world, in the following days. This is an important step towards research-based development and wider dissemination of results.
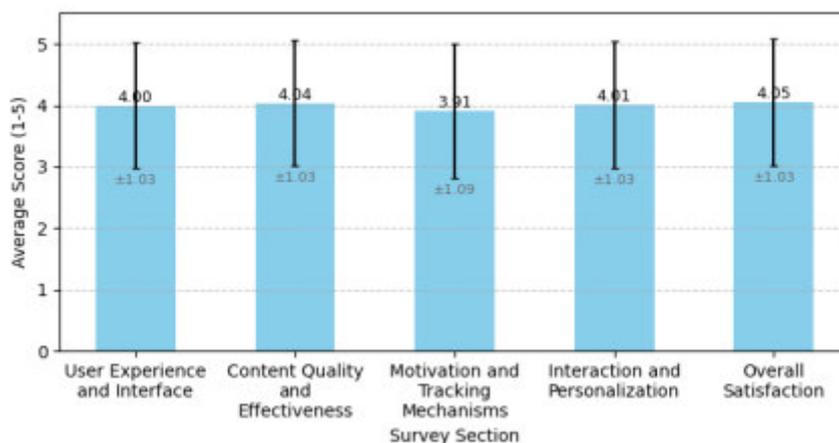

Fig.1. Average scores and standart deviation by

Thank You to All Our Partners!

We are confident that our project will contribute to the modernization of foreign language teaching—to the creation of learning environments where games are not only a motivational tool, but also a genuine pedagogical method.

We are proud of what we have accomplished together with our dedicated partners across Europe. The tools and methods developed through this project offer practical support for educators who wish to bring more creativity and student motivation into language teaching.

Thank you to everyone who contributed to this journey – developers, educators, students, and institutions alike.
Let's continue building a future where learning a language is not a task, but an experience.

Stay connected with us and keep learning through play!

#LearningEnglishThroughPlay #ErasmusPlus #LanguageLearningAsAnExperience #DigitalLearning #ForeignLanguageTeaching

FLAG website
www.kzsdabas.hu

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