

I. Personal and study details

Student's name: **Nejedlý Petr** Personal ID number: **516155**
Faculty / Institute: **Faculty of Electrical Engineering**
Department / Institute: **Department of Computer Science**
Study program: **Software Engineering and Technology**
Specialisation: **Business informatics**

II. Bachelor's thesis details

Bachelor's thesis title in English:

Gamification for English vocabulary learning

Bachelor's thesis title in Czech:

Gamifikace ve výuce anglických slovíček

Name and workplace of bachelor's thesis supervisor:

Ing. Ivo Malý, Ph.D. Department of Computer Graphics and Interaction FEE

Name and workplace of second bachelor's thesis supervisor or consultant:

Date of bachelor's thesis assignment: **29.01.2025**

Deadline for bachelor thesis submission: **23.05.2025**

Assignment valid until: **20.09.2026**

Head of department's signature

prof. Mgr. Petr Páta, Ph.D.
Vice-dean's signature on behalf of the Dean

III. Assignment receipt

The student acknowledges that the bachelor's thesis is an individual work.
The student must produce his thesis without the assistance of others, with the exception of provided consultations.
Within the bachelor's thesis, the author must state the names of consultants and include a list of references.

Date of assignment receipt

Student's signature

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Gamification for English vocabulary learning

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Gamifikace ve výuce anglických slovíček

Guidelines:

Review the English Mind app. Describe the learning concepts on which it is based. Suggest other learning concepts that this app can be extended with based on analysis of existing applications and literature. Design specific extensions in the form of prototypes and describe their use in the form of appropriate scenarios or use cases. Evaluate prototypes with users. Analyze results of user tests. Select at least two suitable prototypes for implementation into English Mind application. Implement the prototypes and evaluate the application in a long term user study with at least 5 people.

Bibliography / sources:

Reza Hadi Mogavi, Bingcan Guo, Yuanhao Zhang, Ehsan-UI Haq, Pan Hui, and Xiaojuan Ma. 2022. When Gamification Spoils Your Learning: A Qualitative Case Study of Gamification Misuse in a Language-Learning App. In Proceedings of the Ninth ACM Conference on Learning @ Scale (L@S '22). Association for Computing Machinery, New York, NY, USA, 175–188. <https://doi.org/10.1145/3491140.3528274>
Shortt, Mitchell & Tilak, Shantanu & Kuznetcova, Irina & Martens, Bethany & Akinkuolie, Babatunde. (2021). Gamification in mobile-assisted language learning: A systematic review of Duolingo literature from public release of 2012 to early 2020. Computer Assisted Language Learning. 36. 10.1080/09588221.2021.1933540.
Dehganazadeh, H., Dehganazadeh, H. Investigating effects of digital gamification-based language learning: a systematic review. Journal of English Language Teaching and Learning, 2020; 12(25): 53-93. doi: 10.22034/elt.2020.10676
Terence Govender and Joan Arnedo-Moreno. 2021. A Survey on Gamification Elements in Mobile Language-Learning Applications. In Eighth International Conference on Technological Ecosystems for Enhancing Multiculturality (TEEM'20). Association for Computing Machinery, New York, NY, USA, 669–676. <https://doi.org/10.1145/3434780.3436597>

DECLARATION

I, the undersigned

Student's surname, given name(s): Nejedlý Petr

Personal number: 516155

Programme name: Software Engineering and Technology

declare that I have elaborated the bachelor's thesis entitled

Gamification for English vocabulary learning

independently, and have cited all information sources used in accordance with the Methodological Instruction on the Observance of Ethical Principles in the Preparation of University Theses and with the Framework Rules for the Use of Artificial Intelligence at CTU for Academic and Pedagogical Purposes in Bachelor's and Continuing Master's Programmes.

I declare that I used artificial intelligence tools during the preparation and writing of this thesis. I verified the generated content. I hereby confirm that I am aware of the fact that I am fully responsible for the contents of the thesis.

In Prague on 20.05.2025

Petr Nejedlý

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student's signature