



| Author   | Journal                                | Year |
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## KEY TERMS

### Gamification

Use of game elements and/or a gaming environment to learn a target language

## WHAT CAN I LEARN FROM THIS SECONDARY RESEARCH?

How the gamified nature of Duolingo helps the learning of foreign languages

## WHAT DOES IT FIND?

- Duolingo has attractive design, is flexible to use, easy to access, free, and cross-platform.
- Duolingo offers badges and streaks that can maintain learners' motivation.
- Duolingo improves learners' vocabulary learning, listening skills, and English communicative skills.
- Feedback on Duolingo can be insufficient in terms of grammatical explanation.

## WHAT EVIDENCE IS SUMMARISED?

35 studies

## HOW CAN I USE THE FINDINGS IN MY TEACHING?

- English teachers can consider incorporating Duolingo into their lessons, especially with beginner learners.
- Teachers need to think about the types of support that they can provide when their learners use Duolingo outside the classroom e.g., teachers can provide more personalised and in-depth feedback based on learners' performance and progress in Duolingo.

