
CONFERENCE ARTICLE

ASK-BASED LEARNING APPROACH AND INTEGRATED MODEL OF GAMIFICATION

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ABSTRACT

This article analyzes the role of the "Ask-Based Learning" approach in developing students' independent thinking and research skills in modern education. The author offers a scientific and methodological model for integrating the ABL approach with gamification elements. The study shows how the combination of the art of asking questions and game mechanics can increase students' cognitive motivation and turn the process of searching and analyzing information into an interesting mission.

Keywords: Ask-Based Learning, gamification, inquiry-based learning, intellectual exploration, game dynamics, critical thinking, problem-based learning, integrated model.

INTRODUCTION

In the information age, the main task of education is not to transfer ready-made knowledge, but to form in the student the ability to ask the right questions and independently find the answer. Ask-Based Learning (ABL) is an approach that puts the student's question, not the teacher's lecture, at the center of learning. This methodology turns the student from a passive listener into an active researcher. However, working on complex questions and long-term research requires high willpower and discipline from the student. Often, students' interest fades in traditional inquiry processes. Gamification, that is, the application of game mechanisms to the educational and research process, opens up new opportunities to overcome this problem. Turning the questioning process into a "knowledge quest" conceptually increases the effectiveness of education. The Ask-Based Learning approach goes back to the theories of "learning by inquiry" of classical educators such as J. Dewey and J. Bruner. The uniqueness of ABL is that the topic of the lesson is not announced by the teacher, but is built on the basis of "The Big Question" asked by the students.

ABL stages: 1. Interaction: The student encounters an interesting event or problematic situation. 2. Questioning: The student formulates his own questions about the situation. 3. Investigation: Collects information to find answers to the questions. 4. Creation: Creates a conclusion or product based on the answers found. 5. Reflection: Evaluates the result obtained.

Gamification acts as a driver that gives "energy" to each of these stages.

1. Gamification of the mechanics of asking questions: Usually, students are afraid to ask questions. Gamification overcomes this obstacle as follows:

- Question Points: The student earns points for each logical and insightful question he asks. The best questioner is awarded the "Critical Thinker" badge.
- Inquiry Quests: Each question is the key to reaching a new level.

1.1. Cognitive-didactic essence of the Ask-Based Learning (ABL) approach.

The tendency to abandon the "bank model" of knowledge transfer in the modern educational paradigm (the teacher is the information provider, the student is the passive receiver) has increased the relevance of the Ask-Based Learning (ABL) - inquiry-based approach. The fundamental basis of the ABL approach is based on the personal curiosity and intellectual needs of the student. According to the views of constructivist scholars such as J. Dewey and S. Papert, true knowledge is formed not when the student simply stores information in memory, but when he formulates a "research question" on a specific problem and seeks an answer to it.

In the ABL methodology, asking a question is not just an element of communication, but the starting point of cognitive discourse. In this process, the student learns to independently identify information gaps and develop a strategy to fill them. However, this approach requires a high level of analytical thinking and self-control from the student, which in many cases can lead to a decrease in learning activity. It is at this point that gamification mechanisms appear as a driver that ensures the emotional and psychological attractiveness of the learning process.

1.2. Models of integration of gamification mechanisms with ABL

Gamification is the systematic application of game elements and game design principles in a non-game learning environment. The integrated model of ABL and gamification models educational and research activities in the form of an "Intellectual Quest". In this model, the following three priority components of gamification are synchronized with the stages of ABL:

1. Dynamics: This is the "journey" of the student in the learning process, in which the "Art of Questioning" is the main progressive movement. The student opens new layers of information through each logical question.
2. Mechanics: A system of points (XP), badges (Badges) and levels (Levels) is used here. For example, to move from the level of "Explorer" to the level of "Expert", the student must provide scientifically based answers to his questions.
3. Aesthetics: The learning activity is built on the basis of a

specific scenario (Narrative). For example, in the integration of geography and mathematics, students play the role of a "scientific expedition exploring a new planet".

1.3. Functional-stage structure of the integrated model.

Lessons organized on the basis of the integration of ABL and gamification are verified in the following sequence:

- Trigger stage: The teacher presents a problem situation (puzzle). Gamification here is manifested in the form of "Accepting a Mission". The awakening of the fundamental question "Why is this so?" in the student determines the success of the lesson.
 - Inquiry (Questioning and Hypothesis) stage: Students place their questions in the "Question Bank". "Critical Thinker" badges are awarded for the most original and critical questions. At this stage, the student learns not to be afraid to ask questions and to formulate the question clearly.
 - Knowledge Hunt (Search) stage: This stage is the most active part of the game dynamics, students search for answers from various sources (digital libraries, integrated textbooks). Each piece of evidence found increases the student's "scientific power" (Mana/Energy).
 - Synthesis (Summary and Presentation) stage: The student systematizes the results obtained. This stage is called "Boss Battle" in the game language.
- The integration of Ask-Based Learning (ABL) and Gamification is one of the most modern tools for democratizing education and increasing its effectiveness. This model develops the most important skills of the 21st century in students: critical thinking, independent problem posing, and information literacy. Studies have shown that gamification of the questioning process stabilizes intellectual curiosity in students. In the future, expanding this integrated model across disciplines and developing adaptive game scenarios that adapt to the individual abilities of students is a strategic task of the education system. After all, a correctly asked question is half of knowledge, and a game is the shortest path to that knowledge.

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