

## Summary

Problems of work - the success of the method of providing services and the success in solving the problem of successful work in counseling, how to learn to provide services. One of the selected methods of operation involving the use of the didactic method is gamification, which has a wide range of possibilities, reaping benefits from use, among others, at school.

The theoretical chapter includes the definition of gamification, knowledge, and motivation as well as other concepts necessary to consider this dissertation. Based on her own experience and making a thorough analysis of the literature on gamification, the author has formulated her own definition of gamification in terms of education. The theoretical basis is also two theories: constructivist theory, referring to learning, acquiring knowledge and teaching, and the theory of motivation 3.0, which connects the process of striving to be perfect with a higher goal, and becoming better and better at something depends on autonomy, championship, and goal.

The aim of this dissertation was to test the effectiveness of the gamification method in the process of acquiring knowledge and increasing the motivation to learn of students at an earlier school age. The subject was gamification considered from two perspectives, knowledge, and motivation, which at the same time became the criterion for distinguishing research areas. The first area concerns the learning process of younger school students

and focuses on discovering the relationship between gamification and the state of knowledge of students. The second area relates to motivation - and more specifically to the assessment of gamification as an effective way of motivating students at an earlier school age. Additionally, research was conducted and placed in the third area of research, which was to supplement the information on gamification, knowledge, and motivation. The research was conducted on a sample of 120 students, 120 parents and interviews were conducted with six teachers teaching in the classes covered by the study as experts in the field of early childhood education.

The last part concerns a detailed analysis of the research results and points to gamification practices in other studies. It was shown that well-designed gamification, efficiently using game and play mechanics, can effectively increase the knowledge and

motivation of students at a younger school age, but this did not apply to all the categories studied.

The results of the research conducted on the application of gamification in education provide the basis for treating this method as an alternative method of teaching in order to strengthen the willingness to take action. At the end of the thesis, demands were made for specialists dealing with education and all those who are interested in creating a space for a child that is conducive to development and cognitive challenges.

**Key words:** effectiveness, gamification, knowledge, motivation, early school education