

**AN EXAMPLE OF THE IMPLEMENTATION OF A SCHOOL PHYSICS' COURSE  
GAMIFICATION**

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**Introduction.** Nowadays, many children have a problem with concentration. Due to the continuous flow of information, most educational methods lose their relevance. This is caused by the fact that in the choice between the classical way of learning and entertainment the second often wins - textbooks and online courses do not give enough motivation to continue studying the subject, and the performance of educational tasks is not supported by encouragement, as it happens, for example, in games.

**Main part.** One of the ways of solving this problem is the integration of game elements into non-game processes, which is called gamification. This strategy will help to increase the percentage of involvement in the study of any subject area at the expense of correctly chosen mechanisms to entice the audience. We will provide an example of a gamified physics school course, present effective methods of sustaining attention, compare international experience with Russian practice in resolving this issue, and describe the advantages of this approach.

**Conclusion.** The detailed implementation principles will help to properly integrate this development in online courses and school education.

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