Comparing Quizizz, Kahoot, and Duolingo for Enhanced English Vocabulary Learning Among Students

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ABSTRACT

This study aims to analyze and compare students' perceptions of three gamified learning platforms Quizizz, Kahoot!, and Duolingo in English vocabulary learning. Using a descriptive quantitative comparative design with a survey approach, data were collected through a Google Form questionnaire completed by 51 senior high school and vocational school students (SMA/SMK) in Indonesia. The respondents were selected based on their experience using at least two of the three platforms. The questionnaire consisted of 15 Likert-scale items focusing on three dimensions: (1) effectiveness in improving vocabulary mastery, (2) motivation and engagement during learning, and (3) usability of each platform. The data were analyzed using descriptive statistics (mean and percentage) and comparative analysis to identify differences in students' perceptions across the platforms. The findings show that Duolingo is the most widely used platform among respondents and is generally perceived as the most effective, motivating, and accessible for independent vocabulary learning, particularly due to its repeated practice, example sentences, and gamified features such as streaks, XP, and levels. Quizizz is perceived as highly effective for vocabulary retention and is considered the most enjoyable and easiest to use in classroom settings, especially because of its humorous visual design and immediate feedback. Kahoot! is viewed as moderately effective and engaging, with strong competitive elements that increase motivation for some students but can also create time pressure for others. Overall, each platform demonstrates distinct strengths depending on the learning context and student needs. These results provide useful implications for teachers in selecting appropriate gamified tools for vocabulary instruction and for developers seeking to optimize gamification features in language learning applications.

KEYWORDS: *gamified learning, vocabulary learning, Quizizz, Kahoot!, Duolingo*

1.0 INTRODUCTION

In the era of digital learning, gamification has become one of the most prominent innovations in education. Gamified learning integrates game elements-such as points, badges, leaderboards, and rewards-into non-game contexts to increase learners' motivation, engagement, and performance (Deterding et al., 2011). In English language learning, especially in vocabulary acquisition, gamification has gained significant attention for its potential to make learning more enjoyable and effective. With the increasing accessibility of digital platforms, students today are more familiar with interactive applications such as Quizizz, Kahoot!, and Duolingo, all of which incorporate gamified

features to facilitate learning.

Vocabulary plays a crucial role in mastering a foreign language, as it serves as the foundation for communication in speaking, listening, reading, and writing (Nation, 2013). Research has consistently shown that vocabulary size is strongly correlated with overall language proficiency (Laufer & Ravenhorst-Kalovski, 2010), and insufficient vocabulary knowledge is often cited as one of the primary obstacles to effective communication in a second language (Schmitt, 2008). However, vocabulary learning is often perceived as monotonous and demanding, particularly when it involves memorization and repetition. Traditional vocabulary instruction methods, such as rote memorization, word lists, and flashcards, have been criticized for their lack of contextual meaning and limited engagement, which often leads to shallow processing and rapid forgetting (Hulstijn, 2001; Webb & Nation, 2017). To overcome this challenge, technology-assisted and game-based learning tools have been adopted by educators to create a more engaging and interactive learning environment. Gamified platforms, by offering instant feedback, competitive elements, and visual rewards, are believed to increase learners' motivation and help them retain new words more effectively.

The integration of games and gamification in vocabulary learning has been supported by both pedagogical theories and empirical evidence. From a cognitive perspective, games promote deeper processing through meaningful interaction and contextual learning, which are essential for long-term vocabulary retention (Barcroft, 2004). According to Krashen's Input Hypothesis (1985), learners acquire vocabulary most effectively when they are exposed to comprehensible input in low-anxiety, motivating contexts—conditions that games naturally provide. Furthermore, games facilitate incidental vocabulary learning by embedding new words in engaging narratives and interactive tasks, which has been shown to enhance retention better than explicit instruction alone (Prensky, 2001; Huizenga et al., 2009). Empirical studies have demonstrated the positive impact of game-based learning on vocabulary acquisition. For instance, Zou et al. (2019) found that digital game-based learning significantly improved vocabulary retention and reduced learners' anxiety compared to traditional methods. Similarly, Chen and Yang (2013) reported that vocabulary learning through mobile games resulted in better recall and increased motivation among EFL learners. Moreover, Reinders and Wattana (2014) highlighted that multiplayer online games enhanced not only vocabulary knowledge but also learners' willingness to communicate in English.

Among various gamified tools, Quizizz, Kahoot!, and Duolingo are widely used in both formal and informal learning settings. Quizizz and Kahoot! are teacher-led quiz platforms that promote active participation and competition through real-time multiplayer activities, while Duolingo is a self-paced language learning app that uses gamified elements such as levels, streaks, and rewards to encourage consistent practice. Previous studies have reported positive impacts of these platforms on student motivation, engagement, and vocabulary improvement. For example, Basuki and Hidayati (2019) found that Quizizz enhanced classroom engagement and vocabulary recall. Similarly, Wang and Tahir (2020) concluded that Kahoot! improved students' enthusiasm and attention during vocabulary lessons. Moreover, Loewen et al. (2019) reported that Duolingo users demonstrated measurable vocabulary growth through its game-like learning interface. More recently, Zhao (2019) found that Kahoot! significantly increased vocabulary test scores among Chinese EFL students, while Zainuddin et al. (2020) reported that Quizizz improved both vocabulary retention and learner autonomy in flipped classroom settings.

However, despite the growing number of studies on gamified learning tools, several critical gaps remain in the current literature. First, most previous research tends to focus on only one platform or on comparing two similar tools within the same instructional setting (e.g., Licorish et al., 2018; Plump & LaRosa, 2017). For instance, some studies compare Quizizz and Kahoot! in classroom-based contexts (Göksün & Gürsoy, 2019), while others explore the effectiveness of Duolingo for individual learning (Rachels & Rockinson-Szapkiw, 2018). There remains a lack of comparative research that examines all three major platforms—Quizizz, Kahoot!, and Duolingo—within the same framework of vocabulary learning, making it difficult for educators to make informed decisions about which tool to adopt.

Second, existing studies often prioritize experimental designs or test-based performance

measures (e.g., pre-test and post-test vocabulary scores), leaving limited attention to learners' subjective perceptions of effectiveness, motivation, and engagement across different gamified environments (Manzano-León et al., 2021). While objective test scores are important, learners' perceived usefulness and satisfaction also play a crucial role in sustained engagement and long-term learning outcomes (Venkatesh et al., 2012). Understanding how learners perceive the effectiveness of different platforms can provide valuable insights into user experience and inform more learner-centered platform design. Third, although gamification has been widely praised for its motivational benefits, it is not yet clear which specific gamification elements such as competition, rewards, personalization, or instant feedback, contribute most effectively to vocabulary improvement across different platforms (Sailer et al., 2017). For example, Kahoot! emphasizes real-time competition and leaderboards, Quizizz allows for self-paced learning with immediate feedback and memes, and Duolingo focuses on streaks, levels, and adaptive learning pathways. Identifying which features are most valued by learners can help developers optimize platform design and assist educators in selecting tools that align with their instructional goals. Fourth, the lack of direct comparison among these three widely-used platforms creates a gap in understanding their relative strengths and weaknesses in supporting vocabulary acquisition. Without such comparative data, educators may rely on anecdotal evidence or popularity rather than empirical findings when choosing a tool for their students (Sanosi, 2018). This is particularly concerning given that different platforms may suit different learning contexts, learner profiles, and instructional objectives.

Therefore, this study aims to fill this gap by comparing the perceived effectiveness of Quizizz, Kahoot!, and Duolingo in vocabulary learning through a survey-based approach. Specifically, this research addresses the following questions: (1) Which platform do learners perceive as most effective for vocabulary improvement? (2) How do learners rate their motivation and engagement across the three platforms? (3) Which gamification features are perceived as most helpful in facilitating vocabulary acquisition? By analyzing learners' perceptions of motivation, engagement, and vocabulary improvement, this research seeks to determine which platform is considered the most effective and which gamification elements contribute most to successful vocabulary acquisition. The findings are expected to provide valuable insights for educators in selecting appropriate gamified tools for vocabulary instruction and for developers to enhance the learning features of such platforms. Additionally, the results may inform future research on gamification design principles and contribute to the growing body of knowledge on technology-enhanced language learning (TELL).

Research Questions

1. How effective are Quizizz, Kahoot!, and Duolingo in improving students' vocabulary mastery?
2. How do students' motivation and engagement levels differ when using Quizizz, Kahoot!, and Duolingo for vocabulary learning?
3. Which platform is perceived by students as the most effective, the most motivating, and the easiest to use for learning English vocabulary?

2.0 METHODS AND MATERIALS

This study employs a descriptive quantitative comparative design with a survey approach to compare students' perceptions of the effectiveness of three gamified learning platforms—Quizizz, Kahoot!, and Duolingo—in English vocabulary learning. The quantitative design is chosen because it allows the collection of measurable data that can be analyzed statistically to identify differences in students' perceived effectiveness, motivation, and engagement when using each platform (Creswell & Creswell, 2018).

The participants of this study will be 30–50 senior high school students (grades X–XII) from several public and private schools in Indonesia who are currently learning English as a compulsory subject. Senior high school students are chosen because they are familiar with technology-based learning and have sufficient experience in vocabulary learning using digital platforms.

Participants will be selected through purposive sampling, ensuring that they meet the following criteria: (1) have experience using at least two of the three platforms (Quizizz, Kahoot!, or Duolingo); (2) have studied English for at least one semester; and (3) are willing to participate voluntarily by giving informed consent.

Data will be collected online using a Google Form questionnaire, distributed through English teachers and school communication groups. Participation will be voluntary and anonymous, with confidentiality fully maintained. The final number of respondents is expected to be between 30 and 50 students, which is sufficient for descriptive and comparative statistical analysis.

2.1 Research Instrument and Procedure

The main instrument of this study will be a questionnaire developed by the researchers to collect quantitative data about students' perceptions of the three gamified learning platforms. The questionnaire consists of 15 close-ended statements using a five-point Likert scale (1 = strongly disagree to 5 = strongly agree), focusing on three aspects: Effectiveness in improving English vocabulary, Motivation and engagement during learning, and Usefulness of gamification features (points, rewards, leaderboards, and feedback).

The questionnaire will be adapted from previous studies on gamified learning (Wang & Tahir, 2020; Zainuddin et al., 2020) and reviewed by English education experts to ensure validity and reliability. The data collection will be conducted online through Google Forms. Participants will receive a brief explanation about the study and provide informed consent before completing the questionnaire, which takes about 10–15 minutes.

All responses will be automatically recorded and stored digitally for analysis. The collected data will then be processed using descriptive and inferential statistics (mean, percentage, and t-test) to identify differences in students' perceptions and determine which platform is perceived as the most effective for improving vocabulary learning.

The data collected from the questionnaire will be analyzed using both descriptive and inferential statistics. Descriptive statistics (mean, percentage, and standard deviation) will be used to summarize students' responses about the effectiveness, motivation, and engagement of each platform—Quizizz, Kahoot!, and Duolingo. Inferential statistics, specifically the independent sample t-test, will be used to compare students' perceptions and determine whether there are significant differences among the three platforms in terms of their perceived effectiveness in improving vocabulary learning.

All statistical analyses will be conducted using SPSS or Microsoft Excel. The results will help identify which gamified learning platform is perceived as the most effective in enhancing students' vocabulary mastery.

2.0 RESULTS AND DISSCUSSION

The findings of this study summarize students' perceptions of the three gamified learning platforms—Duolingo, Kahoot!, and Quizizz—based on survey data collected from 51 respondents. The analysis covers four major components: platform usage, learning effectiveness, motivation, and usability.

To begin with, the results reveal that Duolingo is the most widely used platform among participants. A total of 54.9% of respondents reported having used Duolingo, making it the most recognized platform in the sample. Quizizz was used by 21.6% of respondents, followed by Kahoot! with 17.6%. Meanwhile, a small group of 5.9% stated that they had never used any of the three platforms. This usage distribution indicates that students are more familiar with Duolingo, particularly as a tool for independent language learning, while Quizizz and Kahoot! appear to be more commonly integrated into classroom activities.

Regarding learning effectiveness, students' perceptions suggest that each platform contributes differently to vocabulary acquisition. Duolingo received the highest level of agreement in relation to vocabulary learning support. More than half of the respondents (57.1%) agreed or strongly agreed

that Duolingo enhances vocabulary learning through repeated practice. Additionally, 47.6% acknowledged that example sentences provided by the platform help them understand vocabulary usage in context. Kahoot! also demonstrated positive results, with 42.9% of students agreeing that it helps them remember vocabulary more quickly, and 40.5% agreeing that its questioning techniques improve vocabulary comprehension. Quizizz showed similar levels of perceived effectiveness, as 40.5% of respondents agreed that vocabulary learned through the platform becomes easier to remember, and the same percentage stated that Quizizz helps them understand the meaning of new vocabulary more clearly. Despite these positive responses, many students selected the neutral option, suggesting that not all respondents had sufficient or consistent experience with each platform to form a strong opinion.

In terms of motivation, Duolingo again scored the highest. Half of the respondents (50%) felt that features such as streaks, XP, and levels increased their motivation to learn. Furthermore, 42.9% indicated that Duolingo encourages them to study vocabulary regularly. Kahoot! also demonstrated motivational benefits, with 35.7% of respondents stating that its game features enhance their engagement, and the same percentage reporting increased motivation to answer questions accurately. Quizizz was perceived as enjoyable by 33.3% of respondents, while 31% mentioned that they feel more enthusiastic about vocabulary learning when using the platform. Although the motivational impact of Quizizz and Kahoot! was generally positive, their percentages were lower than those of Duolingo, which suggests that Duolingo's gamification system may be more effective in promoting consistent learning habits.

The final aspect assessed in the survey was usability. Duolingo again received the highest ratings, with 57.1% of respondents agreeing that it is easily accessible and supports independent learning. In addition, 38.1% found its interface helpful for learning vocabulary efficiently. Kahoot! was also viewed as user-friendly, as 38.1% of respondents reported that its appearance and navigation are clear, and an equal percentage indicated that they could participate in Kahoot! vocabulary quizzes without confusion. Quizizz also performed well in terms of usability, with 33.3% of respondents stating that it is easy to use without additional explanation, and 35.7% reporting that they rarely encounter technical difficulties while using the platform.

Overall, the survey results indicate that Duolingo is not only the most frequently used platform but also the one perceived as the most effective, motivating, and accessible for vocabulary learning. Kahoot! and Quizizz also demonstrate unique strengths, particularly in classroom engagement and ease of use. However, it is important to acknowledge that the neutral responses in several categories were relatively high, which may reflect limited experience or familiarity among some users. Nevertheless, the findings collectively highlight that each platform offers distinct advantages depending on learners' needs, learning contexts, and preferred learning styles.

2.1 General Description of the Study

This study aims to analyze and compare students' perceptions of three gamified learning platforms—Quizizz, Kahoot!, and Duolingo—in supporting English vocabulary learning. The data were obtained through an online questionnaire distributed via Google Forms, which was completed by 51 students from various senior high schools and vocational schools (SMA/SMK). The investigation focuses on three core aspects: the effectiveness of each platform in enhancing vocabulary mastery, the level of motivation students experience while using these platforms, and the overall usability of each platform. Through these dimensions, the study provides a comprehensive understanding of how gamified tools influence the learning experiences of Indonesian EFL learners.

2.2 Respondent Profile

Based on the demographic distribution, Duolingo was the most frequently used platform among the participants, with 54.9% of the respondents reporting prior use. Quizizz followed with 21.6%, and Kahoot! was used by 17.6% of the respondents. A small proportion, amounting to 5.9%, indicated that they had never used any of the three platforms. These findings suggest that Quizizz is the most commonly integrated gamified tool in SMA/SMK classroom environments, despite

Duolingo being more familiar overall, particularly due to its popularity in self-paced learning contexts.

2.3 Data Analysis Based on Each Statement

2.3.1 Learning Effectiveness

The analysis of learning effectiveness shows varied perceptions across the three platforms. Regarding Quizizz, a combination of 14.3% of respondents strongly agreed and 26.2% agreed that the platform helps them understand the meaning of new vocabulary. However, a relatively large proportion (31%) responded neutrally, while 28.6% disagreed. This pattern indicates that while many students view Quizizz positively, not all find it highly effective for deep vocabulary understanding.

In relation to Kahoot!, 21.4% of respondents strongly agreed and 14.3% agreed that the platform helps them remember vocabulary more quickly. A significant number, 35.7%, selected the neutral option, showing mixed perceptions and suggesting that Kahoot!'s effectiveness may depend on individual learning preferences. Moreover, 28.6% disagreed, indicating that some students may find the fast-paced format less conducive for thorough vocabulary processing.

For Duolingo, 9.5% of respondents strongly agreed and 33.3% agreed that repeated practice on the platform helps facilitate vocabulary learning. However, the majority (57.1%) responded neutrally, which implies that many students may not use the app regularly enough to experience its full effectiveness. Quizizz demonstrated strong results in another item, where 23.8% strongly agreed and 7.1% agreed that vocabulary is easier to remember when using the platform. This high percentage of strong agreement suggests that the repetitive quiz format in Quizizz is effective in supporting vocabulary retention. Meanwhile, Kahoot!'s question formats were perceived positively by 33.3% of respondents (19% strongly agreed and 14.3% agreed), although 40.5% remained neutral. This indicates moderate effectiveness in improving contextual understanding of vocabulary. Duolingo also showed strengths in contextual learning, as 7.1% strongly agreed and 45.2% agreed that example sentences provided in the app help students understand vocabulary usage, while 47.6% responded neutrally.

2.3.2 Learning Motivation

In terms of motivation, Quizizz was regarded positively by many respondents. A total of 11.9% strongly agreed and 42.9% agreed that the platform makes vocabulary learning enjoyable, largely due to its visual design and humorous elements such as memes. However, 45.2% remained neutral, suggesting differing levels of engagement depending on student experience. When measuring excitement, 9.5% strongly agreed and 33.3% agreed that Quizizz increases their enthusiasm for learning vocabulary, although 31% disagreed.

Kahoot! also contributed to student motivation, with 9.5% strongly agreeing and 28.6% agreeing that the platform encourages them to answer questions correctly. Nonetheless, 33.3% remained neutral and another 28.6% disagreed, indicating that the competitive nature of Kahoot! can be both motivating and pressuring depending on the learner. Similarly, 16.7% strongly agreed and 35.7% agreed that Kahoot!'s game features increase student engagement, though there remained a portion who responded neutrally or disagreed.

Duolingo revealed strong potential in fostering long-term motivation. A total of 7.1% strongly agreed and 42.9% agreed that the app encourages them to study regularly, although half of the respondents chose the neutral option. Additionally, streaks, XP, and level-based achievements were perceived as motivating by 54.8% of respondents (16.7% strongly agreed and 38.1% agreed), further highlighting Duolingo's strength in maintaining learning consistency over time.

2.3.3 Usability

In terms of usability, Quizizz was perceived as one of the easiest platforms to use, with 14.3% strongly agreeing and 23.8% agreeing that it can be operated without additional explanation. A neutral response of 33.3% suggests that while many students find it simple, ease of use may still depend on familiarity and classroom exposure. Kahoot! was also found to be user-friendly, as 19% strongly

agreed and 14.3% agreed that its interface is clear and easy to navigate, while 38.1% gave neutral responses.

Duolingo, on the other hand, was rated highly for accessibility in independent learning environments. A total of 11.9% strongly agreed and 31% agreed that the app is easy to access, although 57.1% responded neutrally. This large neutral percentage suggests that while Duolingo is intuitive, its usability perception may be influenced by the frequency with which students interact with the platform.

Table 1. Summary of Effectiveness

Platform	Level of Effectiveness	Description
Quizizz	High	Best vocabulary retention
Kahoot!	Moderate	Good for fast-paced context
Duolingo	Moderate	Suitable for individual practice

Table 2. Summary of Motivation

Platform	Motivation Level	Description
Quizizz	High	Most enjoyable and engaging
Kahoot!	Moderate	Competitive but pressuring
Duolingo	Moderate	Suitable for routine practice

Table 3. Summary of Usability

Platform	Usability	Description
Quizizz	Easiest	Does not require accounts
Kahoot!	Easy	Clear navigation
Duolingo	Moderate	Best for individual learning

2.3.4 Discussion

This section presents a comprehensive discussion of the study's findings by linking them to established theories of learning effectiveness, motivation, usability, and existing research on gamified learning platforms. The analysis reinforces the interpretation of the survey results and situates them within a broader theoretical and empirical framework.

The findings of this study indicate that Quizizz emerges as the most effective platform for vocabulary learning among the respondents. This conclusion aligns with DeLone and McLean's (2003) Theory of Learning Effectiveness, which states that effective learning systems are those that provide clear visuals, immediate feedback, and strong reinforcement mechanisms. Quizizz incorporates all three elements through its visually appealing interface, instant scoring and feedback features, and repetitive quiz structure that reinforces vocabulary retention. Furthermore, this finding is supported by Krashen's Input Hypothesis (1985), which emphasizes that learners acquire language more effectively when exposed to comprehensible input in low-anxiety environments. Since Quizizz does not involve strict time limits or intense competition, it allows students to process vocabulary comfortably and at their own pace, thereby reducing anxiety and promoting a more conducive learning environment.

In contrast, Kahoot! is characterized by fast-paced gameplay and competitive elements, which can be motivating for some students but stressful for others. While its interactive and competitive

format can enhance excitement, not all learners respond positively to time pressure, which may limit its overall effectiveness for vocabulary retention. Duolingo, on the other hand, is highly effective for personalized, self-paced learning due to its structured levels, example sentences, and spaced repetition system. However, its design is more suited for individual study rather than classroom instruction, making it less optimal in structured school settings where collaborative or group-based learning is emphasized.

In terms of learning motivation, the findings can be interpreted using the Self-Determination Theory proposed by Deci and Ryan (2000). This theory suggests that learners experience greater motivation when their needs for competence, autonomy, and relatedness are fulfilled. Quizizz supports these needs through its humorous visual elements, engaging scoring system, and leaderboard features, all of which contribute to feelings of competence and enjoyment. Its immediate feedback also allows learners to track their progress and adjust their learning strategies independently, supporting a sense of autonomy. Kahoot! similarly promotes motivation through competition, which can increase students' drive to perform better and participate actively. However, its strict time constraints may reduce comfort levels for some learners, especially those who prefer slower-paced cognitive processing. Meanwhile, Duolingo's motivational strength lies in its long-term engagement features such as streaks, XP points, and level progression. These elements encourage consistent learning habits, although the impact of these features in this study was limited because many respondents did not use Duolingo intensively.

The usability of the three platforms can be explained through the Technology Acceptance Model (TAM) developed by Davis (1989), which posits that ease of use plays a major role in determining users' acceptance of a digital tool. Quizizz was rated as the easiest platform to use, which may be attributed to its simple navigation, accessibility on various devices, and the fact that it does not require users to create an account. These characteristics make Quizizz highly practical for classroom implementation. Kahoot! also demonstrates strong usability, though its fast-paced interface may pose challenges for slower readers or students less familiar with digital quizzes. Duolingo is considered highly usable for independent learning due to its intuitive design and adaptive features, but its complexity and individual focus make it less suitable for group-based classroom activities.

When compared with existing research, the results of this study show clear alignment with previous findings. Zainuddin et al. (2020) reported that Quizizz enhances vocabulary retention and learning motivation, which mirrors the outcomes observed in this study. Similarly, Wang and Tahir (2020) found that Kahoot! successfully increases student engagement but does not consistently improve vocabulary mastery, a conclusion that is also reflected in the present findings. Additionally, the results support the research of Loewen et al. (2019), which demonstrated that Duolingo is effective for independent vocabulary learning, primarily due to its structured repetition and example-based learning approach.

Overall, this study reinforces the idea that each platform offers distinct strengths and weaknesses depending on the learning context and individual learner preferences. Quizizz proves to be the strongest in classroom-based vocabulary learning due to its enjoyable format, user-friendly design, and reinforcement strategies. Kahoot! contributes significantly to engagement and excitement, although its competitive structure may not suit all learners. Duolingo remains a powerful tool for independent and long-term vocabulary practice but is less prominent in formal classroom settings. These findings highlight the importance of selecting the appropriate platform based on instructional goals, student needs, and learning environments.

3.0 Conclusion

Based on the results of the study, Duolingo emerges as the platform perceived to be the most effective for vocabulary learning. A majority of respondents (57.1%) agreed that Duolingo helps them learn vocabulary through repeated practice, while 47.6% acknowledged that its example sentences support the understanding of vocabulary use in context. Although Kahoot! and Quizizz also

contribute positively to vocabulary mastery, their effectiveness ratings (around 40–43%) were slightly lower compared to Duolingo. In terms of learning motivation, Duolingo again ranked highest, driven by features such as streaks, XP, and levels, which encouraged 50% of respondents to feel more motivated and 42.9% to study vocabulary more regularly. Kahoot! and Quizizz also foster enthusiasm and engagement, but to a lesser degree. Regarding usability, Duolingo was viewed as the easiest platform to access and operate independently, with 57.1% of respondents affirming its convenience. Kahoot! and Quizizz received moderate usability ratings, suggesting that while they are practical tools, they may not provide the same level of ease and accessibility as Duolingo. Overall, Duolingo is perceived as the most effective, motivating, and user-friendly platform, though the findings also highlight that each platform has strengths suited to different learning needs and contexts.

In light of these conclusions, several brief recommendations can be offered. Teachers may consider selecting gamified platforms based on instructional goals—for example, employing Quizizz for vocabulary reinforcement, Kahoot! for competitive and engaging classroom activities, and Duolingo for independent, long-term vocabulary development. Students are encouraged to experiment with multiple platforms to determine which best supports their learning style. Additionally, developers of these platforms may benefit from enhancing features that promote contextual vocabulary learning and sustained engagement. These suggestions aim to help maximize the potential of gamified learning tools in improving students' English vocabulary mastery.

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