

THE EFFICIENCY OF TEACHING ENGLISH WITH USE OF GAME TECHNOLOGY

Murodillayeva Durdona Zafarjon qizi

Third-years student at the National University of

Uzbekistan named after Mirzo Ulug'bek

murodillayevadurdona196@gmail.com

Annotation: The role and importance of game technologies in the process of teaching English. This article explores the game provides opportunities for students to increase their interest and motivation in the language, consolidate their knowledge, and develop their communication skills. Gamification provides ways to engage students in language learning, increase their motivation and make lessons interactive. Methodological approaches are examined through examples.

Keywords: Gaming technologies, Gamification, motivation, interactive learning education, innovative technologies.

Learning English is becoming increasingly crucial for everyone in the current era of globalization and digital technologies. One of the pressing concerns is improving the efficiency of foreign language instruction in schools and universities. According to this perspective, incorporating game technology into the classroom boosts student engagement, increases their intrinsic drive to learn and facilitates more engaging and efficient lesson planning. However, the teacher's role is to inspire students to study, not to impart knowledge. In this sense, game technologies are crucial for triggering the learning process, evaluating students' software and guaranteeing personal growth. Traditional teaching methods often lead to problems such as weakening student engagement, reducing the interest of the lesson process and forgetting the learned knowledge in a short period of time. Therefore, there is an increasing need to use innovative approaches, in particular game technologies in the educational process. Additionally, game technologies and gamification are among these tools that promote interactivity in lessons. These methods enhance students' understanding and retention of learning materials and develop collaboration and practical interpersonal skills in the learning community. These technologies are aimed at achieving the educational goals set by teachers, thereby revolutionizing the teaching and learning experience.

The role and benefits of gaming technologies

Game technologies are recognized as an important innovative approach in modern education. In particular, in teaching English, game-based activities increase students' interest, help develop language skills in a natural environment and allow for more effective organization of lessons. The main advantage of game technologies is

that through them the learning process is carried out through natural and joyful situations such as games, competitions and cooperation. This increases the student's internal motivation for the lesson. Game technologies are interactive by their nature and develop the student's thinking, understanding, communication and quick decision-making skills. While in lessons taught using traditional methods, students play a mainly passive role, in game-based lessons they participate as active participants, problem solvers and creators.

There are some advantages of gaming technologies:

- Increases motivation: Games arouse students' interest, prevent the lesson from becoming boring and form a positive attitude towards language learning.
- Develops communicative skills: Through role-playing games, group tasks and question-and-answer games in English, students learn to use the language in real-life situations.
- Reduces stress and increases confidence: In game environment, the language learning process occurs naturally and without pressure. This is especially important for beginners, as it builds their self-confidence.
- Develops teamwork skills: Many games are played in groups. This develops a culture of teamwork, exchange of ideas and communication among students.

Gaming technologies not only enliven the educational process, but also serve the student's personal development. Through games, students develop various skills, such as problem solving, creative thinking, teamwork and independent decision-making.

The importance of gaming technologies in education

Almost everyone knows how boring and boring lessons can be. Gamification has the power to turn learning into an interactive and fun activity. It allows students to interact with each other on the path to knowledge, earn points, badges and rewards. This motivates students to learn and absorb information better. Gamification encourages students to actively participate in learning. Instead of passively receiving lessons from teachers, students are personally involved in the learning process. Playing games offers fun and rewards and engages students with the material. In traditional lessons, students may be afraid of making mistakes, but in a game environment, this pressure is reduced. As a result, students express their opinions freely and become more active. In addition, through points and virtual awards, students see their achievements and strive for continuous development. Apart from, increases the level of mastery like game-based tasks not only consolidate students' knowledge, but also teach them to apply it in real situations. Gamification technology increases motivation and creates a sense of community among students. Many gamified learning platforms and tools are designed to encourage social interaction and collaboration. Students develop a sense of belonging and common goals by working together to improve their learning. In addition, games can help to support the stress

and anxiety associated with learning a foreign language. The interactive and engaging nature of gamified learning can make the learning process more engaging and less intimidating. This, in turn, helps students to become more confident and empowered, which in turn improves the quality of education.

Types of games that can be used in English lessons

Games are fun activities that are combined to achieve the goal of teaching English in an interactive and fun way. Learning English with educational games is the best way to build English. Games not only increase students' interest in language, but also develop their cognitive and communicative skills such as memorization, comprehension, and application. Different types of games can be used according to each stage of the lesson (explanation of a new topic, review, assessment). There are lexical (vocabulary) games, grammar games, communicative games, interactive digital games and creative games. Lexical (vocabulary) games-these games help to learn new words and make them easier to remember. For example, "Word bingo" - the teacher says the words, the students find the corresponding picture or translation; "Memory game (matching pairs)" - matching the word and its translation or picture. Secondly, grammar games-these games are used to reinforce grammatical rules. Examples: "Sentence race"- groups compete to quickly and correctly compose sentences; "Correct the mistake"- a game to correct incorrectly constructed sentences. Also, communicative games-these types of games are designed to develop students' speaking skills. In particular, "Role play"-staging real-life situations (for example, shopping in a store, booking a hotel room).

Kahoot-one of the interactive digital games. It is a free online platform for real-time interactive Q&A, quizzes, and games with students. Founded in Norway in 2013, the platform is now used by millions of teachers and students around the world. Kahoot brings a playful spirit to the classroom: students take part in a quiz using their phones, tablets, or computers, trying to answer each question as quickly and correctly as possible. After each answer, the results and leaderboard are automatically displayed. This encourages healthy competition among students and increases their motivation to learn. The benefits of the Kahoot platform: Students are actively involved in the test, which increases participation in the lesson. Also, colorful design, music and speed elements create a game atmosphere and the teacher monitors and analyzes the results in real time, it can be create a test based on any topic or language level. Additionally, several classes or groups can participate at the same time.

In conclusion, for contemporary students, learning English or any language through conventional means can be difficult. These approaches often mostly rely on rote memorization, which can be laborious and slow. However, gamification and game technologies present a fresh, creative and successful method of language acquisition. By incorporating game elements into the learning process, such as rewards, challenges and interactive activities, students' interest and motivation to

learn can be increased. Gaming technologies are an effective tool for teaching foreign languages, such as English by activating students and helping them to further consolidate their knowledge. This approach provides a more personalized experience as students can progress at their own pace and focus on areas where they need to improve. It also allows teachers to learn new teaching methods and strategies, ultimately increasing their skills and effectiveness in the classroom.

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