

ifloslanish kuzatiladi. Okeandagi chiqindilar katta qismi parchalangani yoki cho‘kib ketgani tufayli ko‘zga ko‘rinmaydi. Yanada yomon bo‘lib ketmasligi uchun hozirdan bularning oldini olish, ko‘plab daraxtzorlar, yashilliklarni ko‘paytirish, ekologik tejamkor transport turlaridan foydalanish maqsadga muvofiq bo‘ladi. Shu bilan birga, zavod, fabrikalar aholi yashaydigan hududdan chetda bo‘lishi lozim. Kimyoviy chiqindilar ko‘p chiqmasligi uchun, kimyoviy zaharli moddalarni ishlab chiqarishdan kamroq foydalanish zarurdir. O‘ylaymanki, iqlim o‘zgarishi muammolariga qarshi kurashish uchun har bir inson o‘z hissasini qo‘shishi kerak. Bu borada tabiatda zarar yetkazmaydigan omillardan foydalanish muhimdir. Asosan, ko‘plab davlatlarga va shu jumladan O‘zbekistonga ham mashinasiz haftasiga 1 kun e‘lon qilinishi kerak chunki bu sanoat tomonidan chiqariladigan ifloslanish miqdorini kamaytiradi. Bu esa havo sifatini yaxshilashga yordam beradi. Shuningdek, iqlim o‘zgarishlari va atrof-muhitni himoya qilish uchun yaxshi chora hisoblanadi.

IMPLEMENTATION OF GAMIFICATION TECHNIQUES FOR ENHANCING LANGUAGE SKILLS

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Abstract: *In recent years, in the field of education, great attention has been paid to the search for innovative methods to actively involve students in classes and increase their motivation to learn. One particularly effective approach to language learning is gamification, which involves incorporating game elements into the learning process. This approach not only increases students’ interest in learning, but also helps reinforce knowledge and makes lessons more fun and enjoyable. Gamification uses various game mechanics—such as points, rewards, rankings, and challenges—to encourage participation. creates a dynamic learning environment that encourages and fosters a sense of achievement. The main benefits of gamification include increasing motivation, encouraging student engagement, and facilitating the learning process through play. By turning traditional learning into an interactive experience, gamification can significantly increase students’ willingness to participate in the learning process and invest in their own knowledge. ‘aimed at learning, specifically focusing on listening,*

speaking and improving vocabulary. The study includes a comparative analysis of an experimental group and a control group using traditional educational methods. The results show a significant improvement in all assessed language skills of students through the use of gamification techniques.

Key words: *Gamification, dynamic learning environment, interactive games, digital platforms, monitoring progress, rewarding progress*

Introduction: In recent years, new methods have been developed in the field of education to actively involve students in classes and increase their motivation. One of the effective methods in language learning is gamification. Gamification is the introduction of game elements into the educational process, which increases students' interest in learning, helps to consolidate knowledge and makes lessons more interesting. The main advantages of gamification include increasing motivation, student activation and facilitating the learning process through games. In the 21st century, innovative approaches in the educational process, including gamification, play an important role in making the learning process of students more effective. As the famous educational expert, Professor *Karl D. Poppers* said, The learning process should be interesting and interactive, not just acquiring knowledge.²² This idea shows how important gamification methods are in the educational process. Another teacher and educational innovator, Dr. Mann says, Students need to develop their knowledge while learning in a fun and interactive environment.²³ Its Khan Academy platform shows students how to improve their knowledge through the use of gamification elements. In particular, the impact of gamification methods aimed at increasing listening, speaking and vocabulary is analyzed. Research shows that student outcomes are significantly improved with gamification, but more research is needed to fully understand the potential and limitations of this method. It is important to increase their interest in learning and encourage them to actively participate. This process, in turn, creates new opportunities for the development of students' language skills and makes the educational process more effective.

Methodology

Gamification Techniques - A number of gamification methods were used to develop language skills in the experimental group. These methods are aimed at increasing students' interest in learning, actively engaging them and strengthening language skills. Below is a detailed description of each method:

²² Popper, K. (2005). *The logic of scientific discovery*. Routledge

²³ Mann, B. (2014). *The One World Schoolhouse: Education Reimagined*.

Students played quizzes and vocabulary games using apps like Kahoot and Quizlet. These games allow students to learn in a fun and competitive environment. Through quizzes, students can test their knowledge and see the results in real time. This process helps students to strengthen their vocabulary and grammar skills as they try to answer correctly during the game. And interactive games allow students to interact and learn from each other, which makes the learning process more interesting.

In the method of role-playing games, students described dialogues and situations in English in different roles. This method allows students to simulate real-life situations, which helps them develop their speaking skills. Students use the language in a practical way by interacting, sharing ideas and role-playing. Role-playing games allow students to express themselves freely, learn new words and better understand the language. This process increases students' self-confidence and encourages them to actively participate.

Digital platforms like Duolingo and Quizlet have helped students improve their knowledge. These apps allow students to review material they have worked on and learn new words. Through digital platforms, students can control their learning process, identify their strengths and weaknesses. These platforms allow students to learn and consolidate their knowledge on time, and also develop students' self-assessment skills.²⁴ Students were awarded points for winning games, and successful students were rewarded. This method increased competition and motivation among students. Students were able to track their progress and compare it with others, which increased their interest in learning. Rewards, such as small gifts or extra time after class, helped motivate students. B.F. Skinner said: Learning through games plays an important role in increasing students' motivation. He showed a clear example. This process encourages students to compete with each other and further develop their knowledge.²⁵

In the control group, traditional methods were used, i.e. lessons taught by the teacher, grammar exercises and listening tests. These methods can help students develop language skills, but they can reduce students' interest because they are presented in a more monotonous and rigid manner. Traditional methods limit the active participation of students and can make the learning process difficult, which further demonstrates the advantages of gamification methods. Several methods were used to collect data during the research. Tests and questionnaires were developed to assess students' language skills.

²⁴ Lee, J. J., & Hammer, J. (2011). Gamification in education: What, how, why bother?. *Academic exchange quarterly*, 15(2), 146.

²⁵ Skinner, B. F. (1965). *Science and human behavior* (No. 92904). Simon and Schuster.

Tests - Pre- and post-tests were administered to assess students' listening, speaking, and vocabulary skills.

- *Listening skills* - students were presented with audio materials to assess their listening skills. They had to listen to these materials and answer the given questions. This test aims to measure students' listening skills, comprehension and ability to extract important information.

- *Speaking skills* - individual interviews were conducted with students to assess their speaking skills. They had to express their opinions on given topics and answer questions. This process helped to assess students' ability to use the language in practice, to express their thoughts clearly and fluently.

- *Vocabulary skills* - to assess vocabulary skills, students were given tests related to words and their meanings. These tests are aimed at measuring students' level of learning new words and their ability to use them in context. Also, questionnaires were filled out to students to find out their opinions about teaching methods. These questionnaires helped to study students' attitudes towards gamification methods, their level of interest and their experiences in the learning process.

The SPSS (Statistical Package for the Social Sciences) program was used to analyze the research results. SPSS is a statistical analysis program widely used in social sciences, psychology, education, economics, and other fields, which allow you to analyze data, perform statistical calculations, and visualize results. This program provides a user-friendly interface and powerful statistical functions for students, researchers and professionals.

Paired t-tests - data obtained were analyzed using paired t-tests. These tests help identify differences between the two groups. Paired t-tests were used to compare students' pre-test and post-test results.

Results

The results of the study show changes in the language skills of the experimental and control groups. These results demonstrate the effectiveness of gamification methods in developing listening, speaking and vocabulary skills.

Listening skills - In the experimental group, there was a 25% improvement in listening skills. In the initial test, the average score of the group was 60%, which reflects the initial level of students' listening ability. In the next test, the average scores increased to 85%, which shows the impact of gamification methods on improving listening. Students were actively involved in developing their listening skills through games and interactive exercises, which increased their focus and comprehension. In the control group, only an 8% increase was observed, with these results increasing from 62% to 70%. This difference shows the

effectiveness of gamification methods even more clearly, since traditional educational methods were used in the control group.

Speaking skills - the increase in speaking skills in the experimental group was 17%. Students facilitated speaking through role plays and interactive exercises. As a result, speaking scores increased from 65% to 82%. This increase shows the impact of gamification methods in developing students' expressiveness and communication skills. Students had the opportunity to practice speaking skills by interacting, role-playing and simulating real-life situations. In the control group, only a 7% increase (from 67% to 74%) was observed, which shows the limitations of the learning process through traditional methods.

Vocabulary - a significant increase in vocabulary was also observed in the experimental group. Students showed a 30% improvement, with scores rising from 55% to 85%. This increase demonstrates the effectiveness of gamification methods in improving students' ability to learn new words and use them in context. Students actively participated in the process of learning new words through games and interactive exercises, which helped to expand their vocabulary. A 12% increase (from 58% to 70%) was observed in the control group, which limits the effectiveness of the learning process through traditional methods.

Student feedback - through questionnaires, students expressed their attitude towards gamification methods. 90% of students of the experimental group rated gamification methods as effective and interesting. Students noted that the learning process through games is interesting and interactive. However, some students found the competitive aspect of the games to be challenging, which may cause them to feel stressed or pressured to learn. In the control group, more negative opinions were expressed about traditional methods, because they were presented in a more monotonous and rigid way. Students reported feeling less motivated and less interested in learning during traditional classes. Table-1 provides a clear comparison of the improvements in skills between the experimental and control groups, highlighting the effectiveness of gamification methods.

Skill Area	Experimental Group Improvement	Control Group Improvement	Initial Average Score	Final Average Score
Listening Skills	25%	8%	60%	85%
Speaking Skills	17%	7%	65%	82%
Vocabulary	30%	12%	55%	85%

Student Feedback	90% found it effective	More negative feedback	N/A	N/A
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Table-1

Discussion

The research results show that gamification methods are effective in language learning. The results confirm that gamification has led to significant improvements in listening, speaking and vocabulary development. These methods increase students' interest in learning, stimulate their activity and facilitate the learning process. Through gamification, students perceive competition in an interesting way, which increases their motivation for the learning process.

Gamification methods make the learning process of students more interesting and interactive. Game elements, such as points, rewards, and competition, help motivate students. Students will have the opportunity to apply their knowledge in practice, which will make their learning process more effective. The same, Combining gamification methods with traditional educational methods helps to make the educational process more effective. Students have the opportunity to interact, exchange ideas and learn from each other through games.²⁶ This process, in turn, helps to develop the social skills of students. The results show that with the help of gamification, students strengthen their knowledge. Through games, students have the opportunity to learn new words, develop listening skills, and express themselves freely in speaking. The fact that this method is interesting and interactive increases the efficiency of students, because they actively participate in the learning process.

At the same time, gamification methods have some disadvantages. Some students found the games too competitive. Competition can, in some cases, cause students to feel stressed or pressured. This, in turn, can make the learning process difficult and reduce student motivation. Some students may not feel comfortable learning through games because they may have difficulty comparing their knowledge with others. In addition, gamification methods are too much for some students. It has become a time-consuming activity. Games and interactive exercises often require more time and attention, which can reduce students' attention to other important tasks. Therefore, combining gamification with traditional methods helps to make the educational process more effective. Traditional methods, such as imparting theoretical knowledge and learning key

²⁶ Skinner, B. F. (1965). Science and human behavior (No. 92904). Simon and Schuster.

concepts, may be necessary and should therefore be used in conjunction with gamification.

Conclusion: The results of this study clearly show the effectiveness of gamification methods in the development of language skills. The significant increases observed in the experimental group reflect how successful students were in improving their listening, speaking and vocabulary through gamification. The obtained results prove the effect of gamification methods in the development of students' language skills and show the necessity of using these methods in the educational process. The feedback of students also confirms that gamification methods are interesting and effective. Students in the experimental group noted that the learning process is interesting and motivating through game elements and interactive exercises. Traditional methods, such as imparting theoretical knowledge and learning key concepts, may be necessary and should therefore be used in conjunction with gamification. In the future, a deeper study of gamification method and their application in various educational institutions will help improve the language learning process of students. Taking into account the individual needs of students helps to further increase the effectiveness of gamification method. In general, this method is effective in language learning and plays an important role in increasing students' motivation and making the learning process interesting. This method, in turn, creates new opportunities for the development of students' language skills and makes the educational process more effective.

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