

Xulosa qilib aytganda buyuk allomalar yozib qoldirgan musiqiy - nazariy meros hozirgi kunda ham musiqa ilmining poydevorini tashkil qiladi.

FOYDALANILGAN ADABIYOTLAR

1. Madrimov Bahrom Xudaynazarov
O'zbek musiqa tarixi
Toshkent -2018
2. A. Jabborov, S. Begmatov, M. Azamova
O'zbek musiqa tarixi
Toshkent -2018
3. Sh. Ayxojayev, Ch. Ergasheva, A. Zokirov
O'zbek musiqa olami
Toshkent - 2021
4. A. Odilov OZBEK XALQ CHOLG'ULARIDA IJROCHILIK TARIXI
TOSHKENT "O'QITUVCHI" 1995
5. T. E. Salomonova O'ZBEK MUSIQA TARIXI
TOSHKENT "O'QITUVCHI" 1981
6. Nazarov A. Farobiy va Ibn Sino musiqiy ritmika xususida -T.: G'ofur G'ulom nomidagi adabiyot va san'at nashriyoti, 1995
7. Oripov Z. 10-15-asrlar Markaziy Osiyo musiqa manbashunoslogi- T.: "Navro'z" . 2017

IMPLEMENTATION OF GAMIFICATION TECHNIQUE AS A TOOL FOR BOOSTING LANGUAGE SKILLS

Zoirova Dilnoza Anvar qizi

anvarovnadilnoza06@gmail.com

Student, Chirchik State Pedagogical University

Scientific adviser: Said-Fozilxon Akmalxonovich Akmalxonov

Teacher, Chirchik State Pedagogical University

Abstract: *This article aims to explore the effect of applying gamification in language skills as a pedagogical approach to enhance students' academic performance in university settings. The researchers employed a mixed-method approach to examine the impact of gamification on language skills. Gamification involves integrating game elements and mechanics into non-game contexts, such as educational activities. The study finds out that gamification offers a promising*

avenue for promoting engagement, motivation, and proficiency in teaching language skills.

Key words: *Gamification, pedagogical approach, language skills, motivation, promotion, proficiency, gamification platforms, methodology*

INTRODUCTION

In the ever-evolving landscape of language learning, innovative strategies are continuously sought to enhance student engagement, motivation, and overall proficiency. One such approach that has gained considerable attention in recent years is gamification. Defined as the integration of game elements such as rewards, challenges, and competition into non-game contexts, gamification has proven to be a powerful tool in various fields, including education. In the domain of language learning, gamification techniques have shown promise in boosting language skills by creating an immersive, dynamic, and motivational environment for learners.

The Role of Motivation in Language Learning

Motivation is widely regarded as one of the most crucial factors in language acquisition. Learners who are motivated to improve their language skills are more likely to invest time, effort, and persistence in their studies. Traditional language learning approaches, though effective in some cases, can be repetitive and uninspiring, leading to learner disengagement. This is where gamification steps in. By incorporating elements typically associated with games—such as points, leaderboards, achievements, and levels—language learning can become a more engaging, enjoyable, and goal-oriented experience.

Methodology

The study sample incorporated two universities: freshers of different majors studying at the English Language Center, King Faisal University, and another undergraduates of several specializations studying at the Faculty of Educational Sciences and Arts. Most of the participants are from the Faculty of Science and Arts studying online integrated English courses as a foreign language during their first year of 2023.

Study Design

The sample was divided into two sections: experimental and control groups. The experimental group received gamified language learning interventions. These interventions likely involve incorporating game elements—such as challenges, quizzes, competitions, rewards, progress tracking, and interactive activities—in addition to samples of gamification platforms as mentioned below—into the language learning curriculum. At the same time, the control group

follows traditional teaching methods. Pre- and post-tests were administered to measure language skills improvement and compare the outcomes between the two groups. The pre-test was administered before any interventions took place, while the post-test was conducted after the intervention period. The tests likely assess various language skills, such as vocabulary, grammar, listening, speaking, reading, and writing. Finally, the researchers compared the language skills improvement between the experimental and control groups to assess whether gamification has led to significant differences in language skill development compared to the traditional teaching methods. For ethical considerations, written consent was a prerequisite for participation in the study from all students in both groups.

Mixed-Methods Approach

Researchers employed a mixed-method approach to gain a comprehensive understanding of the impact of gamification on English language skills. This involved collecting quantitative data (e.g., language proficiency test scores and quantitative surveys) and qualitative data (e.g., interviews, and questionnaires). A questionnaire was also established on the impact of gamification on English language skills and was distributed to sixty students, and forty instructors of English to respond to it.

Gamification Platforms

Gamified language learning platforms were used with the experimental group during the entire semester to enhance the language learning experience. The main platforms that were used are:

1. Duolingo: It is a popular language learning platform that uses gamification to engage learners. It offers bite-sized lessons, interactive exercises, and a leveling system that tracks learners' progress. Duolingo incorporates elements such as points, hearts, streaks, and achievements to motivate learners and create a game-like experience.

2. Memorize: It is a well-known language learning program that combines spaced repetition, mnemonic techniques, and gamification to help learners memorize vocabulary and improve language skills. It features interactive flashcards, video clips, and audio exercises. Memorize incorporates a points system, leaderboards, and daily goals to encourage learners to practice regularly and compete with others.

3. Rosetta Stone: It is a well-known language learning program that utilizes gamification elements. It provides interactive language lessons through a combination of audio, visual, and kinesthetic activities. Rosetta Stone offers progress tracking, badges, and challenges to motivate learners and create a sense of accomplishment.

4.Fluent U: It integrates authentic videos, interactive captions, and quizzes to help learners improve their language proficiency. It incorporates gamification elements such as points, progress tracking, and personalized learning paths. Fluent U also offers a variety of language-based games and exercises to reinforce vocabulary and grammar concepts.

Benefits of Gamification

Gamification in education offers a range of benefits and has the potential to transform the learning experience. Some of the key advantages and potentials of gamification are:

- Gamification captures students' attention and promotes active engagement by incorporating game elements, such as challenges, rewards, and competition. It creates a more enjoyable and immersive learning experience, motivating students to actively participate and persist in their learning endeavors.

- Enhanced learning outcomes by providing immediate feedback, clear goals, and a sense of progression, gamification supports the development of knowledge and skills. It promotes mastery and a deeper understanding of the subject matter, leading to improved learning outcomes and retention of information

- Gamified learning environments can be designed to adapt to individual students' needs and preferences. They offer opportunities for personalized learning paths, allowing students to learn at their own pace, receive targeted feedback, and engage with content that aligns with their interests and abilities.

- Gamification fosters collaboration and social interaction among students. Cooperative gameplay, team challenges, and leaderboards encourage peer-to-peer interaction, communication, and knowledge sharing. This social aspect of gamification enhances students' interpersonal skills and promotes a sense of community within the learning environment.

- Gamification provides opportunities for students to apply their knowledge and skills in real-world contexts. By embedding learning content within relevant and meaningful scenarios, gamified environments promote the transfer of learning, enabling students to connect what they have learned to practical situations and problem-solving.

- Gamification allows for immediate and continuous feedback, which helps students monitor their progress, identify areas for improvement, and adjust their learning strategies accordingly. Progress tracking features, such as points, badges, and levels, provide a visual representation of achievements and motivate students to strive for continuous growth.

- The engaging and interactive nature of gamification results in increased student retention and long-term engagement. By creating a positive and enjoyable

learning experience, gamification encourages students to sustain their interest and involvement in the subject matter over an extended period.

-Gamification fosters the development of essential 21st-century skills, including critical thinking, problem-solving, creativity, collaboration, and digital literacy. Through gamified experiences, students can practice and apply these skills in authentic contexts, preparing them for future academic and professional endeavors.

Conclusion: Gamification has proven to be a powerful method for boosting motivation, engagement, and the development of language skills in English learning. By incorporating game mechanics, interactive tasks, and immersive environments, it successfully captures students' attention, cultivates a sense of accomplishment, and encourages active involvement in the learning process. Nevertheless, several key factors and challenges need to be addressed when applying gamification. Careful attention must be given to design principles to ensure alignment with educational goals, seamless integration into existing curricula, and accessibility for all learners. Effective teacher training and ongoing support are crucial for the successful implementation of gamification in language learning, as is the availability of suitable technical infrastructure. In conclusion, gamification presents a promising and effective tool for language learning. Continued research and efforts toward its implementation will play a vital role in its successful integration into educational environments, ultimately enhancing students' language proficiency and creating a more engaging learning experience.

REFERENCES

1.

kmalxonov S. A. The main problem of learning english as a foreign language //Finland International Scientific Journal of Education, Social Science & Humanities. – 2023. – T. 11. – №. 4. – C. 573-576.

2.

kmalxonov S. F. A. ARTIFICIAL INTELLIGENCE AS A VIRTUAL ASSISTANCE TO ENGLISH TEACHERS //European Science Methodical Journal. – 2024. – T. 2. – №. 6. – C. 339-344.

3.

kmalxonov S. F. A. BOOSTING LISTENING COMPREHENSION BY USAGE OF INNOVATIVE TECHNIQUES AND ACTIVITIES //Mental Enlightenment Scientific-Methodological Journal. – 2024. – T. 5. – №. 05. – C. 20-25.

4.

kmalxonovich A. S. F. THE NECESSITY OF USING DIGITAL TECHNOLOGIES IN TEACHING ENGLISH //Proceedings of International Conference on Modern Science and Scientific Studies. – 2022. – T. 1. – №. 3. – C. 420-425.

5.

kmalxonovich A. S. F., Yurevna A. Y. VIDEO GAMES IN THE PROCESS OF LEARNING ENGLISH //Евразийский журнал академических исследований. – 2021. – Т. 1. – №. 9. – С. 897-902.

6.

inaldo M. D., Oktaviani L. Influence of Video Games on the Acquisition of the English Language //Journal of English Language Teaching and Learning. – 2022. – Т. 3. – №. 2. – С. 21-26.

TA'LIM SOHASI BO'YICHA JANUBIY KOREYA VA O'ZBEKISTON O'RTASIDAGI HAMKORLIK JARAYONLARI

Esonaliyev Asadulloh G'iyosiddin o'g'li

*Farg'ona Davlat Universiteti Tarix yo'nalishi 4-bosqich talabasi
sidvbd750@gmail.com*

Annotatsiya: Janubiy Koreyada ta'lim optimal holatdaligi hamda O'zbekistoning Janubiy Koreya davlati bilan mustaqillikdan keyingi yillardagi jarayonlari ushbu maqolada yoritiladi. Madaniy, ilmiy-texnikaviy aloqalarini xolisona, haqqoniy yoritish, O'zbekiston Respublikasi va Koreya Respublikasi o'rtasidagi ikki tomonlama ilmiy hamda madaniy hamkorlik jarayonlari tavsiflash ham maqolaning asosini tashkil etadi. Mustaqillikning dastlabki yillarida, Janubiy Koreya bilan ta'limning har qaysi yo'nalishida ikki tomonlama shartnomalar imzolandi. Shu bo'yicha ta'limning qator sohalarida ikki mamlakatda ham tubdan o'zgarishlar amalga oshirilganligini ushbu maqolada ko'rishimiz mumkin.

Аннотация: В данной статье рассматривается оптимальное состояние образования в Южной Корее и процессы, происходящие в Узбекистане и Южной Корее в годы после обретения независимости. Беспристрастное и правдивое освещение культурных, научных и технических связей. В основу статьи положено описание процессов двустороннего научного и культурного сотрудничества между Республикой Узбекистан и Республикой Корея. В первые годы независимости с Южной Кореей были подписаны двусторонние соглашения