

DEVELOPING STUDENTS' INTEREST IN LESSONS BASED ON GAME TECHNOLOGY IN ENGLISH CLASSES

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Abstract: *Game technology has a significant influence on how interested students of various backgrounds are in learning English in the classroom. It is well recognised that providing pupils with a variety of engaging activities improves their ability to concentrate during class. As long as the games are engaging, the majority of pupils desire to learn something. Numerous studies have demonstrated that integrating game technology into English classrooms significantly increases students' attention.*

Key words: *skill development, growth mindset, digital and traditional games, motivation, rewards, efficiency, language proficiency*

Incorporating game technology into English courses promotes active engagement and enhances the learning experience. Students interact more with the content when game-based learning is incorporated, which improves comprehension and retention. Additionally, the rivalry and prizes that games provide can inspire students to reach higher English proficiency levels.

Learners gain proficiency in vocabulary, grammar, reading comprehension, and listening through these exciting and captivating exercises. Additionally, game technology offers instant feedback, which is essential for students' self-evaluation and development. It provides a customised learning experience while assisting students in understanding their areas of strength and weakness. Additionally, because gaming technology can accommodate kinaesthetic, visual, and auditory learners, it can be especially helpful for children with varied learning styles.

Therefore, integrating game technology into the curriculum can change the classroom setting and make English classes more engaging, dynamic, and successful in encouraging a stronger bond with the language.

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Students' confidence in utilising the English language in authentic situations is increased, communication skills are developed, and problem-solving talents are fostered by this cooperative method. Social engagement in games also fosters a laid-back and encouraging atmosphere where students may practise their English without worrying about making mistakes.

The ability to monitor progress over time is one of the biggest benefits of employing game technology. Through in-game performance indicators, teachers may track their students' progress and spot areas where they might benefit from more encouragement or help. Targeted intervention is made possible by this data-driven approach, guaranteeing that each student gets the right support to achieve.

Additionally, gaming technology may be readily modified to suit varying skill levels, guaranteeing that novice and expert students alike enjoy the same captivating experience. Game-based learning can be used on online platforms or extracurricular activities in addition to regular classroom settings, giving students more chances to practise and get better at English outside of the classroom. Digital games are a great tool for homework assignments, virtual classrooms, or self-paced learning modules because of their accessibility and adaptability. Because of this flexibility, students can interact with the language during their leisure time, which supports ongoing language development and reinforces classroom instruction.

Game-based learning in English instruction has enormous promise as long as technology keeps developing. For instance, incorporating virtual reality (VR) or augmented reality (AR) with game technology creates new opportunities for immersive language experiences that put students in English-speaking settings and let them practise their language abilities in a real-world setting. These developments increase learning's interactivity, usefulness, and memorability.

In the end, incorporating gaming technology into English classes not only promotes academic development but also develops a love of learning. Students are more likely to have a lifelong interest in the language when they find the process enjoyable and are inspired by the difficulties in the games. By using these cutting-edge teaching strategies, teachers may produce a dynamic, captivating, and successful learning environment that enables students to learn English to the best of their abilities.

Here is a summary of how game-based learning, backed with pertinent materials, can increase students' interest in lessons:

Advantages of Using Games to Teach English:

1. **Enhanced Engagement:** By making lessons fun, games inspire students who might not otherwise find traditional teaching methods as engaging. They contribute to the development of an enjoyable, engaging learning atmosphere where students are inspired to actively engage.

2. **Skill Development:** In addition to language proficiency, games promote creativity, critical thinking, problem-solving, and teamwork. For instance, students can engage in

interactive vocabulary and grammar preparation while feeling competitive or collaborative by playing games like Kahoot! and Quizlet.

3. Growth Mindset: Compared to rote learning, games help children develop resilience and remember information better since they frequently involve incentives, difficulties, and repeated efforts.

4. Serving Various Learning Styles: By combining sights, music, and interactive activities, both digital and conventional games may accommodate a range of learning preferences, including kinaesthetic or visual learners.

5. Real-World Applications: By simulating real-life situations, game-based problem-solving exercises help students get ready for real-world language use.

In particular, the study answers the following queries:

1. Why should educators utilise game technology to pique students' curiosity?
2. In what specific ways does it benefit the students?

Because game technology makes learning interesting, promotes active involvement, and creates a conducive atmosphere for skill development, teachers should employ it in the classroom to pique students' interest. This is how it helps them:

Advantages for Teachers:

1. Dynamic Teaching Methods: Teachers can accommodate a variety of learning styles by utilising game-based learning to diversify their teaching tactics.
2. Improved Classroom Interaction: By encouraging teamwork and conversation, games make the classroom a more dynamic and captivating place to study.
3. Assessment and Feedback: Teachers can assess students' progress in real time and give prompt feedback by using educational games.

Learners gain from it in the following ways:

Advantages for Students:

1. Engagement and Motivation: Games keep students focused and engaged in the lesson since they are naturally entertaining and pique their curiosity. They create engaging difficulties out of ordinary chores, such as learning grammar or vocabulary, which encourages intrinsic drive.

2. Application: By offering chances for repeated practice in a fun setting, game-based activities aid students in remembering material better. For instance, vocabulary games greatly improve application and memory in real-life conversations.

3. Confidence Building: Games provide a secure environment for kids to try new things, make errors, and grow from them, which boosts their self-esteem in their language skills.

4. Skill Development: In addition to language proficiency, games foster soft skills like flexibility, problem-solving, and teamwork—all of which are critical in everyday life.

Additionally, other precise investigations based on this method have been carried out globally:

Worldwide Trials and Efficiency:

1. Vocabulary Retention in ESL Classrooms: According to a study, incorporating games into lessons helped students retain more vocabulary and significantly increase their capacity to identify and use new terms. Strongly favourable results were shown by

the mean efficiency scores for vocabulary mastering, which ranged from 3.43 to 3.54 on a 4-point scale.

2. Development of Speaking Skills:

- A study in an ESL context showed that employing games to practise speaking made students more self-assured and engaged in their education. This method promoted improved oral communication skills by lowering anxiety and promoting involvement.

3. Problem-Solving and Engagement:

Research indicates that narrative-based games help students solve problems by letting them handle challenging situations. This improves their critical thinking skills and level of interest as they pick up new language patterns.

4. Digital Game-Based Learning:

- A study using Quizziz and other digital tools showed that 69 students greatly improved their vocabulary and grammar, demonstrating how gamified platforms can increase learning results while maintaining student motivation.

Effectiveness:

These studies demonstrate the great efficacy of game-based learning, especially when it comes to vocabulary development, engagement, and general language competency. However, selecting age-appropriate, structured activities that support learning objectives is essential to its effectiveness. With proper preparation and clear instructions, problems like pupils having trouble with the game mechanics or not having enough time for practice can be lessened.

In conclusion, when used properly, game-based learning may be a very successful technique for increasing student engagement and skill development in English language lessons, which is advantageous for both teachers and students. Teachers should therefore employ games to make learning more interesting and successful while also creating a supportive learning atmosphere in the classroom where students are inspired and comfortable enough to experiment with the language.

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