



# XORIJY TILLARNI O'QITISHDA INNOVATSION YONDASHUVLAR NAZARIYANING AMALIYOTGA TATBIQI

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## INNOVATIVE TECHNOLOGIES IN FOREIGN LANGUAGES TEACHING

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**Annotation:** *This article discusses the role of innovative technologies in enhancing foreign languages teaching and learning. It provides further information about modern tools such as mobile applications and websites including Duolingo, KAHOOT!, VR, demonstrating how they transform traditional pedagogical approaches. By reviewing a current article and practical examples, the study highlights the benefits of technology in improving foreign language acquisition, which fosters student engagement. The article also addresses certain challenges which both students and teachers come across while applying it into the practice. This work is valuable for educators and researchers seeking to adapt modern teaching methods to the demands of a digital era.*

**Keywords:** *Education, language acquisition, SEL, mobile apps, gamification, Duolingo, KAHOOT!, Virtual reality.*

**Introduction.** Nowadays, students are facing challenges in embracing the responsibility to study. After becoming aware of this situation, scientists and a group of researchers came to the conclusion that a survey should be organized. According to the survey findings, educators put social-emotional learning (SEL) as one of their school's top priorities, likely due to students still dealing with the fallout from pandemic disruption. Two-thirds of respondents said their school is implementing SEL measures to tackle these issues, and 70% said technology is a good tool for providing the experiential learning and connections that students need to thrive[1]. In our country, a great deal of attention is being paid to education, especially, to foreign languages. Based on the Presidential Resolution No. PP-312 of 2021 in Uzbekistan, it has been declared that organizing necessary books, tools, and modern innovative technologies should be provided in schools with financial support in order to learn the foreign languages effectively. This means that there is an emphasis on teaching other languages using innovative technologies and moving away from the traditional teaching style. The reason is that students are no longer interested in learning foreign languages due to the limited access in the same way of teaching and learning only theoretically, which, in turn, signals that innovative technologies can be a solution to grab students' attention. Innovative technologies in language learning refer to the



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platforms, such as mobile apps, artificial intelligence, virtual reality, that enhance the quality of the lesson and engage the students in the ways traditional methods cannot. These technologies give a chance to practice what students have learned theoretically. Numerous gamifications, mobile apps, websites have been introduced to the teachers for applying them on the daily teaching according to the students` age and level. Duolingo would be the best example to mention. Duolingo is a game-like app which offers free courses over 30 languages for learners. Teachers who work at elementary schools can address to this app during their lesson process since it includes so many challenges or games to do. These challenges involve tasks such as matching the words to the pictures appropriately, translating different sentences and making a word with using given alphabet letters. The more students see their progress and earn rewards, the more they keep motivated. Additionally, this app offers spaced repetition tasks in which students boost their vocabulary and get to know how to pronounce correctly. As long as students struggle with repeating the words exactly, the app provides an additional practice in that area. In terms of interactive exercises like listening , speaking and translating, it can help learners enhance different aspects of language acquisition. Duolingo not only focuses on teaching the grammar and vocabulary, it also gives information about different basic elements of the culture through contextual reading. In short, the benefits both students and teachers can take is inevitable. The only resource this platform requires is ensuring an internet connection. Now, glancing at another gamification which is named KAHOOT!. It brings a different flavor of innovation to language learning. Unlike Duolingo`s solo learning journey, KAHOOT! is specialized on learning with a group of people, offering another level of amazing interaction by answering the given questions immediately, racing against peers. When it comes to teaching vocabulary and grammar, teachers can create their own set of quizzes to assess the students` knowledge. For instance, imagine a teacher explained the topic about conditionals with detailed examples and also gave new words to learn for the next lesson. In order to check students` homework, teacher makes a quiz including a tricky grammar rules and given words. The most important benefit that students can take during the lesson is receiving the instant feedback after each question, which helps students spot their mistakes as soon as possible. KAHOOT! is one of the most effective ways to improve the students` comprehension. The reason is students` strong desire to win the game triggers them to read the sentences, to try to understand what they are being asked and to decide the correct answer fast. All in all, KAHOOT! is the best gamification



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teachers can apply to their lessons since it turns a sleepy classroom into a fabulous game show. Students do not just sit and listen to the boring grammar rules, they will have a chance not only to make the new words and grammar rules solid in their long-term memory, but also to experience what they have been taught by debating answers and cheering once the correct answer announced on the e-board. Another keypoint which is worthy to mention is flexibility. It can be played with the help of tools like phones, tablets, laptops, etc. whenever they are linked to the internet. Apart from Duolingo's solo lessons and KAHOOT!'s classroom buzz, students are now able to immerse in the live environment in the classroom. Do you know how? With VR, learning is not only on your screen, it surrounds you. VR does not teach words or explain grammar rules, it generates a real atmosphere with natives where you can train all you have learned without a plane ticket. Let me provide an example. A teacher is going to have a lesson about traveling. Although there is not any possibility to travel, teachers come to tackle this problem with headsets. Students choose one country to visit and they come across with strangers in the market. Then, here is the real chance to use their vocabulary and make a conversation with people. Students can ask a question and use topic related vocabulary like "hello?", "how much does it cost?" or else "how can I go to the shopping mall?" This process triggers students to practice more and at least to become brave if they come across with foreigners in their country. According to Oshinaike and Adekumisi in Emmanuel Iroh, people "remember 20% of what they see, 40% of what they see and hear, but about 75% of what they see and hear and do simultaneously". The role of learners increases, learner participates not only in obtaining knowledge, but also in its search, development, transformation into practical skills [2]. Therefore, teachers should use VR during their lesson, leading to students become more clever, especially, in terms of the English language.

However, technology is not a magic wand. The apps, websites, gamifications mentioned above have also drawbacks. Starting from Duolingo, its exercises are so basic and often do not catch nuanced pronunciation errors (e.g. French nasal vowels). In this case, it is no more than parroting. Another disadvantage is limitation. Of course, it helps learn new vocabulary-like learning cats in different language but does not provide information about how to chat using these vocabulary in other languages. While Duolingo gamifies learning in an interesting way, it is not as perfect as expected because students are more likely to miss the real conversation, they may end up with translating the word itself. Let's turn to KAHOOT! it is true that this



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program gives a fantastic environment to the classroom , but we should not skip that students are more likely to target their goals in a wrong way which means this race-to-win energy can lead to fight against one`s classmates and their priority may become to win not to learn. As for VR, it can severely damage your health, especially eyes. While looking at the screen directly for a long time, the ultra violetlight enter your eyes which causes damaging vision. Worse still, the more pupils have a conversation with the help of VR, the more they may be isolated from the real-world environment. Additionally , although all these apps are free in use, both students and teachers may end up with watching only advertisements recommended there, while better versions with no ads costs a fortune that some of them cannot afford.

**Conclusion.** Although technology, websites, apps have a negative impact in certain areas, they have already become a crucial part of our lives. Implementing them into practice is one of the most effective ways to make the lessons more engaging and fun. While Duolingo`s gamified approach provides a convenient and motivating way to improve vocabulary and grammar skills, KAHOOT! offers a far more interactive, collaborative and student-oriented approach. Meanwhile, VR gives another level of communication, enabling students to experience more real environment than ever before. By using these technologies, educators foster students` oral competence to communicate fluently in foreign languages, which helps learners become successful in their life journey.

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