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PRAGMALINGUISTICS, FUNCTIONAL TRANSLATION STUDIES AND INTEGRATION OF LANGUAGE TEACHING PROCESSES

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Section 1: Cognitology and cultural linguistics in modern linguistics.

Section 2: Literary criticism and society.

Section 3: Problems of comparative typology and translation studies, modern problems of philology.

Section 4: Integration of communicative technologies in language learning.

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TA'LIM, FAN VA INNOVATSIYALAR VAZIRLIGI
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PRAGMALINGVISTIKA, FUNKSIONAL TARJIMASHUNOSLIK VA TIL O'RGATISH JARAYONLARI INTEGRATSIYASI

mavzusidagi xalqaro miqyosidagi ilmiy-nazariy anjuman materiallari TO'PLAMI

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Pragmalingvistika, funksional tarjimashunoslik va til oʻrgatish jarayonlari integratsiyasi mavzusidagi xalqaro miqyosidagi ilmiy-nazariy anjuman materiallari: toʻplovchi va nashrga tayyorlovchi: M.U.Saidova, M.A.Shukurova, N.J.Bobojonova, X.X.Qodirova; Buxoro; 2024 yil, 487 bet.

Xalqaro miqyosidagi ilmiy-nazariy anjuman Oʻzbekiston Respublikasi Oliy ta'lim, fan va innovatsiyalar vazirining 2024-yil 20-martdagi 76-sonli "2024-yilda qoʻshimcha oʻtkaziladigan xalqaro va Respublika miqyosidagi ilmiy va ilmiy-texnik tadbirlar toʻgʻrisida"gi buyrugʻiga asosan oʻtkazilmoqda. Toʻplamda respublikamiz olimlari, katta ilmiy xodim-izlanuvchilari va mustaqil izlanuvchilarining xorijiy tillarda oʻquv va badiiy adabiyotlar, elektron darsliklar, ixtisoslashtirilgan rasmlar bilan bezatilgan gazetalar va jurnallarni yaratish hamda chop etish samaradorligini oshirish, yoshlarda chet tilni egallash darajalarining Yevropa tizimi (CEFR)ni oʻrganishning oʻrni, yoshlarga chet tilni oʻrgatishning psixologik aspektlari, chet tilni oʻrganishda til xususiyatlarining ahamiyati va muammolari, til va madaniyatlararo kommunikatsiya metodlari, tilshunoslik va adabiyotshunoslik masalalari, uslubshunos olimlarning ilgʻor tajribalarining roli kabi masalalar talqiniga bagʻishlangan maqolalari oʻz ifodasini topgan. Toʻplamda til muammolari bilan qiziquvchi ilmiy xodimlar, katta ilmiy-xodim izlanuvchilar, mustaqil tadqiqotchi-izlanuvchilar, magistrantlar va oʻquvchilar foydalanishlari mumkin.

4- SHO'BA: XORIJIY TILLARNI O'QITISHNING INNOVATSION TEXNOLOGIYALARI

EXPLORING THE IMPACT OF GAMIFICATION ON ENGAGEMENT AND LEARNING OUTCOMES IN LISTENING ACTIVITIES

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Abstract. *This thesis investigates the influence of gamification on engagement and learning outcomes in listening activities within the context of language acquisition. With the pervasive integration of technology in educational settings, the potential of gamified approaches to enhance language learning has garnered considerable attention. This study aims to contribute to the existing literature by examining effective gamification strategies and their impact on engagement levels and learning outcomes in listening tasks. Through a mixed-methods approach, including surveys, observations, and assessments, this research explores the effectiveness of gamified interventions in language learning environments. The findings provide insights into practical implications for educators and curriculum designers seeking to optimize language acquisition through innovative pedagogical strategies.*

Keywords: *Gamification, Engagement, Learning Outcomes, Listening Activities, Language Acquisition, Educational Technology.*

Introduction. Language acquisition involves a multifaceted process that encompasses various skills, including listening comprehension. In recent years, there has been a growing interest in leveraging gamification—a technique that applies game-design elements and principles in non-game contexts—to enhance engagement and learning outcomes in educational settings. Within the realm of language learning, gamification offers promising potential to create immersive and interactive experiences that motivate learners and foster skill development. This study delves into the impact of gamification on engagement and learning outcomes specifically in listening activities, aiming to identify effective strategies for optimizing language acquisition.

I. Theoretical framework

Gamification in Education refers to the integration of game-design elements and principles into educational activities and processes to enhance engagement, motivation, and learning outcomes. By incorporating elements such as points, badges, leaderboards, levels, and changes, educators aim to make learning more attractive, enjoyable, and immersive for students. Gamification leverages the inherent motivational aspects of games to stimulate interest and foster intrinsic motivation learners

Sample and information

Gamification encompasses various strategies, including

1. Points and Rewards System: Students earn points or rewards for completing tasks, achieving milestones, or demonstrating progress. These rewards can serve as extrinstic motivators to encourage participation and effort.

2. Badges and Achievements: Badges are virtual representations of accomplishments or skills attained by learners. They provide a sense of achievement and recognition, motivating students to strive for mastery in specific areas.

3. Leaderboards and Competition: Leaderboards display ranking based on performance, fostering a sense of competition among students. Competetive elements can drive engagement and encourage students to excel.

4. Quests and Challenges: Quests present students with mission or challenges to complete, often within a narrative framework. These quests provide a sense of purpose and adventure, making learning more compelling and meaningful.   Engagement and Motivation in Language Learning

Engagement and motivation play crucial roles in language learning, influencing learners' persistence, effort, and ultimately, their proficiency in the target language. Engaged and motivated learners are more likely to actively participate in language activities, seek out opportunities for practice, and persist in the face of challenges. Effective language instruction should aim to cultivate and sustain learners' engagement and motivation throughout the learning process.
Sample information:
Engagement in language learning can be fostered through:
A) Meaningful Contexts: Providing authentic and relevant contexts for language use, such as real-life scenarios, cultural experiences, and authentic materials, enhances learners' engagement by connecting language learning to their interest and experiences.
B) Interactive Activities: Incorporating interactive and communicative language activities, such as role-plays, discussions, and collaborative projects, promotes active engagement and fosters interpersonal connections among learners.
C) Personalization: Tailoring language learning experiences to learners' interests, goals, and learning styles increases their sense of ownership and investment in the learning process, leading to higher levels of engagement and motivation.
D) Feedback and Support: Providing timely and constructive feedback, as well as scaffolding and support, helps learners gauge their progress, identify areas for improvement, and stay motivated to achieve their language learning goals.
Listening Comprehension in Language Acquisition: Listening comprehension is a fundamental skill in language acquisition, allowing learners to understand spoken language input and extract meaning from oral texts. Proficient listening skills are essential for communication, language proficiency, and academic success. Effective listening instruction focuses on developing learners' ability to comprehend spoken language in various contexts, accents, and speech rates.
Sample information:
Strategies for improving listening comprehension include: Pre-listening Activities: Engaging learners in pre-listening activities, such as activating background knowledge, predicting content, and setting purposes for listening, prepares them to better comprehend the spoken text and enhances their listening comprehension skills.
Active Listening Techniques: Teaching learners active listening techniques, such as identifying key information, making inferences, summarizing main ideas, and monitoring comprehension, helps them become more strategic and efficient listeners. Authentic   Listening Materials: Exposing learners to authentic listening materials, such as podcasts, news broadcasts, interviews, and conversations, provides opportunities for exposure to natural language input and develops their ability to understand real-world communication.

Post-listening Activities: Engaging learners in post-listening activities, such as comprehension checks, discussions, reflection, and follow-up tasks, reinforces understanding, promotes deeper processing of the content, and facilitates language acquisition

II. Impact of Gamification on Engagement   Gamification has emerged as a powerful tool for enhancing engagement in educational settings by leveraging game elements to motivate learners and increase their participation and commitment to learning activities. Research suggests that gamified approaches can significantly impact engagement levels by tapping into intrinsic motivation, fostering a sense of autonomy and competence, and creating a supportive and enjoyable learning environment. Sample information: Intrinsic   Motivation: Gamification taps into learners' intrinsic motivation by providing them with opportunities for autonomy, mastery, and purpose. When learners perceive activities as enjoyable, meaningful, and

personally relevant, they are more likely to engage in them voluntarily and persist in the face of challenges (Deci & Ryan, 1985).

Sense of Achievement: Gamification fosters a sense of achievement and progress through mechanisms such as points, badges, and levels. As learners accomplish tasks, achieve milestones, and earn rewards, they experience a sense of accomplishment and fulfillment, which motivates them to continue participating in learning activities (Kapp, 2012).

Social Interaction: Gamification promotes social interaction and collaboration among learners by incorporating elements such as leaderboards, challenges, and multiplayer games. By creating opportunities for competition, cooperation, and peer support, gamified approaches enhance engagement through social dynamics and interpersonal connections (Deterding et al., 2011).

Immersive Experiences: Gamification creates immersive and interactive learning experiences that capture learners' attention and imagination. By incorporating narrative elements, meaningful contexts, and multimedia content, gamified activities stimulate curiosity, creativity, and exploration, leading to deeper engagement and absorption of learning content (Gee, 2003)

Influence of Gamification on Learning Outcomes Gamification has been shown to have a significant impact on learning outcomes across various educational contexts. By integrating game elements and principles into learning activities, gamified approaches can enhance students' motivation, engagement, and overall academic achievement. Research indicates that gamification positively influences learning outcomes by promoting active participation, fostering skill development, and providing immediate feedback and reinforcement.

Active Participation: Gamification encourages active participation in learning activities by providing incentives, rewards, and challenges that motivate students to engage with course material. Through gamified elements such as points, badges, and leaderboards, students are incentivized to complete tasks, solve problems, and collaborate with peers, leading to increased involvement and investment in the learning process (Hamari et al., 2016).

Skill Development: Gamification facilitates skill development by creating opportunities for practice, experimentation, and mastery. By incorporating game mechanics such as leveling up, progression tracking, and skill trees, gamified activities enable students to set goals, monitor their progress, and gradually build proficiency in targeted areas (Landers & Landers, 2014).

Immediate Feedback: Gamification provides immediate feedback and reinforcement, which are essential for promoting learning and retention. Through mechanisms such as scoring systems, achievement unlocks, and real-time feedback, students receive timely information about their performance, allowing them to adjust their strategies, correct errors, and improve their understanding of concepts (Garris et al., 2002).

Motivation and Persistence: Gamification enhances students' motivation and persistence by making learning more enjoyable, challenging, and rewarding. By tapping into intrinsic motivators such as autonomy, competence, and relatedness, gamified approaches sustain students' interest and enthusiasm for learning, encouraging them to overcome obstacles and persist in their efforts to achieve academic goals (Ryan & Deci, 2000).   Overall, gamification holds promise as a pedagogical tool for improving learning outcomes by enhancing students' engagement, motivation, and skill acquisition. However, effective implementation requires careful consideration of instructional design principles, student preferences, and learning objectives to ensure that gamified activities align with curricular goals and foster meaningful learning experiences.

Conclusion

This thesis underscores the significance of gamification as a viable approach for enhancing engagement and learning outcomes in listening activities within language acquisition contexts. Through an exploration of theoretical frameworks and empirical evidence, the study highlights the potential of gamified interventions to motivate learners, improve listening skills, and create immersive language learning experiences. By identifying effective

strategies and addressing challenges, educators and curriculum designers can leverage gamification to optimize language acquisition processes and cultivate a dynamic and interactive learning environment. Moving forward, continued research and experimentation are essential to further refine gamification techniques and unlock their full potential in language education.

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