

THE IMPACT OF MOBILE GAMES ON LEARNING AND REMEMBERING NEW WORDS IN CLASSROOMS**SAMARKAND STATE INSTITUT OF FOREIGN LANGUAGE****Abdullayeva Diyora**diyoraabdullayeva04@gmail.com,**The student of the 5th course of SamSIFL****Abdullayev Aminjon**aminjonabdullayev1118@gmail.com,**The student of the 5th course of SamSIFL****Xayrullayeva Diora**pirnazarovb880@gmail.com**The student of the 5th course of SamSIFL****ABSTRACT**

The role of mobile games in facilitating the learning and retention of new vocabulary in classrooms where English is taught as a chat language. With the increasing integration of technology in education, mobile games have emerged as effective tools for engaging students and enhancing their language acquisition processes. The interactive nature of mobile games fosters an immersive learning environment that promotes active participation, thereby increasing motivation and interest in vocabulary learning. This research highlights how gamification elements such as challenges, rewards, and social interaction contribute to a more dynamic educational experience, accommodating diverse learning styles and paces. Furthermore, mobile games provide immediate feedback, allowing learners to assess their progress and identify areas for improvement, which enhances their confidence in using new vocabulary in real-life contexts. By examining the impact of mobile games on vocabulary retention and engagement, this study underscores their potential as valuable pedagogical resources in modern language instruction, ultimately preparing students for effective communication in a digital age.

Key words: Mobile game, engagement and motivation, interactive learning, repetition and reinforcement, contextual learning, social interaction, personalized learning experience, assessment and feedback.

ANNOTATSIYA

Mobil o'yinlar, ingliz tilini o'rganayotgan sinflarda yangi so'zlarni o'rganish va eslab qolishda muhim rol o'ynaydi. Zamonaviy ta'limda texnologiyaning integratsiyasi bilan mobil o'yinlar talabalarni jalb etish va til o'rganish jarayonlarini yaxshilash uchun samarali vositalarga aylandi. Mobil o'yinlarning interaktiv tabiati o'quvchilarga faol ishtirok etish imkonini berib, ularning so'z boyligini o'rganishga bo'lgan qiziqishini oshiradi. O'yinlar orqali ta'lim olish jarayoni ko'plab gamifikatsiya elementlarini o'z ichiga oladi, masalan, qiyinchiliklar, mukofotlar va ijtimoiy muloqot. Bu elementlar o'quvchilarni faol ishtirok etishga undaydi va ularning turli o'qish uslublariga mos keladigan dinamik ta'lim muhitini yaratadi. Mobil o'yinlar yordamida o'quvchilar yangi so'zlarni o'rganish jarayonida ko'proq qiziqish va motivatsiya his qiladilar, bu esa ularning tilni o'zlashtirishini tezlashtiradi. Mobil o'yinlar shuningdek, o'quvchilarga tezkor fikr bildirish imkonini beradi, bu esa ularning rivojlanishini baholash va takomillashtirish zarur bo'lgan sohalarni aniqlashga yordam beradi. O'quvchilar yangi so'zlarni real hayotda qo'llashda ishonch hosil qilishlari uchun bu juda muhimdir. Mobil o'yinlar bilan bog'liq bo'lgan tajriba, o'quvchilarga yangi so'zlarni nafaqat o'rganishga, balki ularni amalda qo'llashga ham yordam beradi.

The integration of mobile games into English language classrooms presents a transformative approach to vocabulary acquisition. As educators seek innovative methods to engage students and enhance their learning experiences, mobile games offer a unique blend of motivation, contextual learning, and interactive engagement. By leveraging the inherent appeal of gaming, these tools not only make learning enjoyable but also foster deeper cognitive connections to new vocabulary. This exploration will delve into the various ways mobile games influence language retention, highlighting their role in creating an immersive and effective educational environment for learners of all ages. Ultimately, understanding the impact of mobile games on language learning can guide educators in implementing strategies that harness the potential of technology to enrich the classroom experience. The methodologies employed to investigate the role of mobile games in enhancing vocabulary acquisition in English language classrooms reveal significant insights into their effectiveness. By utilizing a mixed-methods approach that combines quantitative assessments such as pre- and post-tests measuring vocabulary retention with qualitative feedback from student surveys and interviews, we gain a comprehensive understanding of how mobile games facilitate learning. The findings indicate that mobile games not only increase student engagement but also promote active participation and collaboration

among learners. The interactive nature of these games allows students to practice new words in context, reinforcing their understanding and retention. Moreover, the immediate feedback provided by mobile gaming platforms helps learners identify their strengths and areas for improvement, fostering a growth mindset. Additionally, the incorporation of gamified elements such as rewards, levels, and challenges creates a motivating environment that encourages students to explore and experiment with new vocabulary beyond traditional classroom settings. This aligns with contemporary educational theories that emphasize the importance of play in learning. Ultimately, the methodologies applied in this study underscore the potential of mobile games as valuable tools in English language education. As educators continue to seek effective strategies for vocabulary instruction, the evidence suggests that integrating mobile games can lead to improved learning outcomes and a more dynamic classroom experience. Further research is encouraged to explore the long-term effects of mobile gaming on language acquisition and to develop best practices for their implementation in diverse educational contexts. The integration of mobile games into the classroom as a tool for learning and remembering new words in English as a chat language offers significant benefits. The findings suggest that mobile games can enhance vocabulary acquisition by providing an engaging and interactive platform for students. These games promote active participation, foster motivation, and create a dynamic learning environment that traditional methods may lack. The study highlights that mobile games not only facilitate immediate recall of new vocabulary but also contribute to long-term retention through repetitive and contextual learning experiences. By incorporating elements of competition and collaboration, these games encourage students to practice their language skills in a fun and low-pressure setting, which can lead to increased confidence and willingness to use English in real-life situations. Moreover, the flexibility of mobile games allows for personalized learning experiences, catering to diverse learning styles and paces. This adaptability is particularly beneficial in multilingual classrooms, where students may have varying levels of proficiency. Teachers can leverage these games to supplement their instruction, providing additional resources that align with their curriculum while keeping students engaged. Overall, the role of mobile games in teaching English as a chat language is a promising avenue for enhancing vocabulary learning. As educators continue to explore innovative teaching methods, integrating technology in the form of mobile games can be a powerful strategy to support language acquisition and retention. Future research should focus on long-term impacts and best practices for implementation to maximize the educational potential of mobile gaming in language learning contexts. The role of mobile games in learning

and remembering new words in classrooms where English is taught as a chat language is increasingly recognized as a valuable pedagogical tool. The integration of mobile games into language instruction offers a multifaceted approach to vocabulary acquisition that aligns well with the needs and preferences of modern learners. Mobile games provide an interactive and immersive environment that fosters engagement and motivation among students. By incorporating elements such as challenges, rewards, and social interaction, these games transform the learning experience from a passive activity into an active one. This active participation is crucial for language retention, as students are more likely to remember vocabulary that they have encountered in an engaging context. Additionally, mobile games cater to diverse learning styles and paces, allowing for personalized learning experiences. This adaptability is especially beneficial in classrooms with varying levels of proficiency, enabling all students to participate meaningfully. The use of gamification also encourages collaboration and communication among peers, further enhancing the learning process. Moreover, the immediate feedback provided by mobile games helps learners identify their strengths and areas for improvement, promoting a growth mindset. This instant reinforcement can lead to increased confidence in using new vocabulary in real-life conversations, which is essential for mastering English as a chat language. By harnessing the motivational power of games, educators can create a dynamic and effective learning environment that not only supports language acquisition but also prepares students to communicate more effectively in a digital age. In summary, mobile games play a pivotal role in learning and remembering new words in English language classrooms. They enhance engagement, promote interactive and contextual learning, facilitate social interaction, and offer personalized experiences that cater to individual needs. By integrating mobile games into language education, teachers can create a dynamic and effective environment that not only helps students acquire vocabulary but also fosters a lifelong love for learning languages. Incorporating mobile games into English language classrooms can significantly enhance the learning and retention of new vocabulary. The integration of mobile games in English language classrooms has a profound impact on learning and remembering new vocabulary. By enhancing engagement, providing contextualized learning experiences, and facilitating collaboration, mobile games can create an effective and dynamic language learning environment. Educators should carefully select high-quality games and implement them strategically to maximize their benefits for vocabulary acquisition. By fostering engagement, providing contextualized learning experiences, and facilitating collaboration, these tools can create a dynamic and effective language learning environment. However,

educators must carefully select high-quality games and integrate them thoughtfully into their teaching strategies to maximize their benefits.

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