
INTERACTIVE GAMES IN LANGUAGE TEACHING FOR BILINGUAL STUDENTS

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Abstract: *This article aims to explore the evolution of interactive games and the potential benefits of incorporating them in language education for bilingual students. It explores ways to implement them in the classroom and help bilingual students make language learning more meaningful and enjoyable.*

Key words: *methods, culture, collaboration, drills, error correction.*

РОЛЬ ИНТЕРАКТИВНЫХ ИГР В ОБУЧЕНИИ ЯЗЫКОВ ДЛЯ БИЛИНГВАЛЬНЫХ УЧЕНИКОВ

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Аннотация: *В данной статье рассматривается развитие интерактивных игр и их потенциальные преимущества для обучения языкам у билингвальных учеников. Далее обсуждается, как можно использовать интерактивные игры в классе, чтобы сделать изучение языков для билингвальных учеников более интересным и эффективным.*

Ключевые слова: *методы, культура, сотрудничество, упражнения, исправление ошибок*

IKKI TILLI TALABALAR UCHUN TIL O'RGATISHDA INTERAKTIV O'YINLAR

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Annotatsiya: Ushbu maqola interaktiv o'yinlarning rivojlanish tarixi va ularni ikki tilli talabalar uchun til o'qitishga tutgan o'рни borasida keng ko'lambda ma'lumot beradi. Maqola davomida qanday qilib ushbu metodni sinfxonada qo'llash hamda til o'rganish jarayonini yanada mazmunli va qiziqarli qilish haqida so'z yuritiladi.

Kalit so'zlar: metodlar, madaniyat, hamkorlik, mashqlar, xatolarni to'g'irlash.

Language learning, like the rest of education, has experienced a tremendous transition as technology has advanced. Interactive games, once considered mere entertainment, have evolved into powerful tools for engaging students and fostering language acquisition. This evolution has been shaped by advancements in technology, pedagogical research, and a growing understanding of how games can cater to diverse learners, including bilingual students. The Introduction of games into language courses began slowly, with basic computer applications and activities. The 1970s and 1980s witnessed the rise of text-based adventure games and early instructional software centered on vocabulary exercises and simple grammar tasks. While these early attempts were interesting, they lacked the immersive and engaging aspects of today's interactive games.

Several key figures and movements deserve recognition for their pioneering efforts in integrating interactive approaches into language pedagogy.

The Direct Method and its Proponents:

The last centuries saw the rise of the Direct Method, a language teaching approach that emphasized communication and interaction in the target language. Proponents like François Gouin and Charles Berlitz advocated for using real-world objects, gestures, and role-playing activities to immerse students in the language. While not involving technology as we understand it today, these methods laid the foundation for interactive language learning by prioritizing active participation and contextualized communication [1].

Audiovisual Pioneers

The development of audio and visual technologies in the last century opened new opportunities for interactive language learning. Paul Pimsleur's audio-lingual method, developed in the 1960s, utilized structured dialogues and repetition drills to train students in pronunciation and basic conversational skills.

Similarly, the language laboratory, equipped with tape recorders and headphones, allowed students to practice listening and speaking exercises at their own pace, providing an early form of individualized and interactive learning [2].

Early Computer-Assisted Language Learning (CALL):

The 1970s and 80s witnessed the emergence of CALL, with researchers and educators exploring the potential of computers to enhance language learning. John Underwood and Patrick Suppes were among the pioneers in this field, developing software programs for vocabulary drills, grammar exercises, and language games. These early programs, often text-based and limited in scope, nonetheless paved the way for the more sophisticated and engaging interactive language learning software we see today. The history of interactive activities in language learning is a rich tapestry woven by numerous contributors. From the early advocates of the Direct Method to the pioneers of audiovisual and computer-assisted learning, each generation has built upon the work of their predecessors, ultimately shaping the diverse and dynamic landscape of interactive language pedagogy we experience today.

Bilingual students navigate a unique linguistic landscape, traversing between two or more languages and cultures. While this offers cognitive and social advantages, it also presents distinct challenges in language learning environments. Interactive games, with their engaging and adaptive nature, can be particularly beneficial for bilingual students, offering a supportive and effective platform for language development [3].

Increased Engagement and Motivation:

Traditional language classrooms can sometimes feel intimidating or monotonous for bilingual students, especially if they perceive a gap between their proficiency levels in different languages. Interactive games, however, inject an element of fun and challenge, transforming language learning into an exciting adventure rather than a tedious chore. Gamified elements such as points, badges, and leaderboards tap into students' intrinsic motivation, encouraging them to persevere and strive for mastery [4].

Contextualized Learning and Cultural Exploration:

Many interactive games immerse players in real-life scenarios and culturally relevant contexts. This allows bilingual students to not only practice language skills but also gain a deeper understanding of the cultural nuances associated with each language. Games can expose them to diverse accents, idiomatic expressions, and social customs, fostering cross-cultural awareness and appreciation [5].

Personalized Learning and Differentiated Instruction:

Bilingual students often have varying levels of proficiency in their different languages. Interactive games can cater to individual needs through adaptive learning features that adjust the difficulty level based on the student's performance. This personalized approach ensures that students are challenged

appropriately, preventing frustration or boredom and promoting optimal learning outcomes. For example, Khan Academy Kids offers a personalized learning path for young bilingual children. The app adapts to each child's skill level, providing appropriate challenges and activities based on their individual progress [6].

Development of Multiple Language Skills:

Interactive games offer a holistic approach to language learning, targeting various skills simultaneously. Vocabulary building, grammar practice, listening comprehension, and pronunciation improvement can all be seamlessly integrated within a game's narrative and challenges. This multifaceted approach helps bilingual students strengthen their overall language proficiency in a cohesive and engaging manner.

Safe Space for Experimentation and Error Correction:

The fear of making mistakes can hinder language learning progress. Interactive games provide a safe and low-pressure environment where students can experiment with the language, take risks, and learn from their errors without the fear of judgment or embarrassment. Immediate feedback mechanisms within games allow for self-correction and reinforce learning in a positive and encouraging way.

Promoting Collaboration and Community:

Interactive games can foster a sense of community among bilingual students, providing opportunities for collaboration and peer-to-peer interaction. Multiplayer games, for instance, encourage teamwork and communication in the target language, while online forums and communities allow students to connect with other language learners and share their experiences. As an example, Minecraft allows bilingual students to collaborate on building projects and communicate with each other in the target language. This fosters teamwork and communication skills while providing a fun and engaging context for language practice [7].

Interactive games offer a powerful toolkit for empowering bilingual students in their language learning journey. By fostering engagement, providing contextualized learning experiences, and catering to individual needs, these games can unlock the full potential of bilingual learners and help them achieve their language learning goals.

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