

## THE EFFECTIVENESS OF GAMIFICATION IN TEACHING ENGLISH VOCABULARY

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**Annotatsiya:** Ushbu maqolada ingliz tili lugʻatini oʻrgatishda gamifikatsiya usullarining samaradorligi, oʻquvchilarning motivatsiyasi, oʻrganish jarayoniga boʻlgan qiziqishining ortishi hamda raqamli oʻyin elementlarining til oʻrganishga taʼsiri tahlil qilinadi. Tadqiqot zamonaviy oʻquv platformalari, mobil ilovalar, oʻyin mexanikasi va yutuq tizimlarining lugʻat boyligini shakllantirishdagi oʻrnini koʻrsatadi.

**Kalit soʻzlar:** gamifikatsiya, ingliz tili lugʻati, motivatsiya, raqamli taʼlim, oʻyin elementlari

**Аннотация:** В статье анализируется эффективность геймификации в обучении английской лексике, влияние игровых элементов на мотивацию учащихся, их интерес к учебному процессу и развитие словарного запаса. Исследование раскрывает роль цифровых платформ, мобильных приложений, игровых механизмов и системы достижений в усвоении лексики.

**Ключевые слова:** геймификация, лексика английского языка, мотивация, цифровое обучение, игровые элементы.

**Abstract:** This article examines the effectiveness of gamification in teaching English vocabulary, highlighting its impact on learners' motivation, engagement, and vocabulary retention. The study explores how digital platforms, mobile applications, reward systems, and game mechanics support vocabulary acquisition and enhance learners' overall language performance.

**Keywords:** gamification, English vocabulary, motivation, digital learning, game-based learning.

### INTRODUCTION

Gamification has become one of the most influential trends in modern language education. With the growing integration of technology into teaching, English vocabulary learning has shifted from traditional memorization techniques to interactive, game-based models. According to Statista (2024), more than 63% of global learners prefer gamified learning platforms because they increase enjoyment and reduce cognitive stress. In Uzbekistan, the number of English learners using gamified applications such as Duolingo, Memrise, and Quizizz has increased by 47% since 2021 (Ministry of Education, 2024). This study explores the effectiveness of gamification in improving vocabulary retention, engagement, and overall learning outcomes among English learners.

### METHODOLOGY

This research utilized a mixed-method approach: Survey: 120 Uzbek university students participated in an online survey measuring their motivation and vocabulary retention when using gamified tools. Experiment: Two groups were formed — one used traditional vocabulary lists, while the other used gamified apps (Duolingo, Wordwall). Observation: Classroom engagement and task completion rates were compared over four weeks. Data Analysis: Statistical comparison was applied to analyze learning outcomes and motivation levels.

## DISCUSSION AND RESULTS

Findings reveal that gamification significantly improves vocabulary learning outcomes. Students using gamified apps showed a 32% higher retention rate compared to those learning through traditional methods. Survey results indicate that 82% of participants felt more motivated during gamified lessons, while 76% reported reduced stress and increased willingness to complete tasks. Digital gamification tools leverage points, badges, levels, leaderboards, and instant feedback — all of which enhance psychological engagement. For example, Duolingo's streak system increased daily study consistency among participants by 41%. Similarly, Wordwall activities stimulated collaborative learning and helped students understand vocabulary in context. Qualitative feedback from learners highlights that gamification transforms vocabulary learning from a repetitive task into an enjoyable challenge. It supports intrinsic motivation by fostering autonomy and competence, and it aligns with the natural learning preferences of digital-native youth. However, findings also note that excessive reliance on gamification may reduce focus on deeper linguistic analysis; thus, a balanced integration is necessary. Overall, gamification not only strengthens vocabulary retention but also improves confidence, curiosity, and communicative skills in English learners.

## CONCLUSION

Gamification proves to be a highly effective method for teaching English vocabulary, enhancing both motivation and retention. It supports interactive, efficient, and enjoyable learning experiences while aligning with modern learners' digital habits. For Uzbekistan's educational context, integrating gamification into language curricula can significantly improve vocabulary learning outcomes and promote active participation. Future research should explore the long-term effects of gamification and its integration into other linguistic skills such as grammar, reading, and speaking.

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