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ENHANCING VOCABULARY ACQUISITION THROUGH MOBILE APPLICATIONS

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Annotation: A strong vocabulary forms the fundamental basis of language proficiency and plays a crucial role in mastering the English language. For this reason, individuals who begin learning a new language, first of all, tries to expand their vocabulary as an essential first step. In recent years, the rapid development of technology has significantly affected education, in particular, the process of learning and teaching English. There are numerous ways to improve vocabulary with the help of mobile applications as these smart apps use advanced technologies. They create a mobile assisted language learning environment, using spaced repetition systems in order to review new words continuously on certain time intervals. Multimedia materials, such as audios, videos, images and sounds, double the productivity and lead to the long-term memory retention. The gamification method keeps learners engaged and motivated to practice daily preventing the lack of interest during study.

Key words: spaced repetition systems (SRS), mobile assisted language learning (MALL), gamification, multimedia materials, Dual Coding Theory, mobile applications, Kahoot, Duolingo, Baamboozle, motivation, virtual speaking partner.

Аннотация: Богатый словарный запас составляет фундаментальную основу владения языком и играет решающую роль в освоении английского языка. Поэтому люди, начинающие изучать новый язык, прежде всего стремятся расширить свой словарный

запас, что является важным первым шагом. В последние годы стремительное развитие технологий оказало значительное влияние на образование, в частности, на процесс изучения и преподавания английского языка. Существует множество способов улучшить словарный запас с помощью мобильных приложений, поскольку эти интеллектуальные приложения используют передовые технологии. Они создают мобильную среду для изучения языков с помощью интерференционной терапии, используя системы интервального повторения для непрерывного повторения новых слов через определенные промежутки времени. Мультимедийные материалы, такие как аудио, видео, изображения и звуки, удваивают производительность и способствуют долговременному запоминанию. Метод геймификации поддерживает вовлеченность и мотивацию учащихся к ежедневной практике, предотвращая потерю интереса к учебе.

Ключевые слова: Системы интервального повторения (SRS), мобильное обучение языкам с поддержкой мобильных устройств (MALL), геймификация, мультимедийные материалы, теория двойного кодирования, мобильные приложения, Kahoot, Duolingo, Baamboozle, мотивация, виртуальный партнер для разговорной практики.

Annotatsiya: Kuchli lug'at tilni bilishning asosiy poydevorini tashkil qiladi va ingliz tilini o'zlashtirishda hal qiluvchi rol o'ynaydi. Shu sababli, yangi tilni o'rganishni boshlagan shaxslar, birinchi navbatda, muhim birinchi qadam sifatida o'zlarining so'z boyligini kengaytirishga harakat qilishadi. So'nggi yillarda texnologiyaning jadal rivojlanishi ta'limga, xususan, ingliz tilini o'rganish va o'qitish jarayoniga sezilarli ta'sir ko'rsatdi. Mobil ilovalar yordamida so'z boyligini yaxshilashning ko'plab usullari mavjud, chunki bu aqlli ilovalar ilg'or texnologiyalardan foydalanadi. Ular ma'lum vaqt oralig'ida doimiy ravishda yangi so'zlarni ko'rib chiqish uchun intervalgacha takrorlash tizimlaridan foydalangan holda mobil yordamli til o'rganish muhitini yaratadilar. Audiolar, videolar, tasvirlar va tovushlar kabi multimedia materiallari mahsuldorlikni ikki baravar oshiradi va uzoq muddatli xotirani saqlashga olib keladi. Gamifikatsiya usuli o'quvchilarni mashg'ulotlarga jalb qiladi va har kuni mashg'ulotlarga undaydi, bu esa o'qish davomida qiziqishning etishmasligini oldini oladi.

Kalit so'zlar: intervalli takrorlash tizimlari (SRS), mobil yordamli til o'rganish (MALL), o'yinlash, multimedia materiallari, Dual kodlash nazariyasi, mobil ilovalar, Kahoot, Duolingo, Baamboozle, motivatsiya, virtual nutq hamkori.

Introduction. The unlimited possibilities of the Internet and technology have opened a new page in the process of language learning. Now, there is no need to spend hours memorizing new words in a foreign language. Today, there are many mobile applications designed for language learning, in particular, vocabulary development. Such applications have given rise to mobile assisted language learning (MALL), unlike old traditional methods such as rote memorization or paper flashcards. The positive side of this is that students can use these applications and practice vocabulary anytime and anywhere using their smartphones. It is especially convenient for learning while commuting on a bus or traveling to or from an educational institution. This also significantly improves time efficiency. Moreover, it is based on self-paced learning, so everyone can create their own personal learning plan based on their language proficiency level, prior knowledge, current vocabulary and academic preferences. As a result, they can learn new words at their own pace, rather than studying under constant pressure with the lack of interest. According to Ryan and Deci (2000), intrinsic motivation, which arises from genuine interest and enjoyment, promotes deeper engagement and more effective learning than motivation based purely on external pressure.

Almost all modern language learning platforms are built on spaced repetition systems (SRS) which help users remember information for a longer time by reviewing it at increasing intervals. The concept of spaced repetition is based on the forgetting curve proposed by Hermann Ebbinghaus, which shows that newly learned information is quickly forgotten unless it is reviewed at spaced intervals (Ebbinghaus, 1913). Apps like Anki, Quizlet, and Duolingo often incorporate spaced repetition systems (SPS), which help learners retain newly learned vocabulary over longer periods. They are not only interesting, but also help deal with the difficulty of long-term memory preservation. A 2025 action research study found that using the Anki spaced repetition application significantly enhanced English vocabulary acquisition for high-school EFL learners. The study also reported improved learner motivation and confidence when SRS was systematically integrated into vocabulary learning.

One of the unique features of mobile apps aimed at increasing vocabulary is that they make effective use of the gamification method. Gamification is a method of teaching and reinforcing students' knowledge by using game and competition elements in the educational process. This method is highly effective in the teaching process, ensuring that the lesson is interesting and promotes motivation, engagement, active participation and fosters a sense of connection among students. According to Kapp (2012), gamification elements such as badges and

leaderboards can significantly enhance learner engagement in educational settings. Game-like elements such as points, badges, levels, streaks, rewards, challenges quickly attract the attention of the student and increase interest. Students also spend at least a few minutes every day to maintain their daily streak and earn points or not to fall off the leader board and to take first place. As a result, their vocabulary increases without them realizing it. Mobile games such as Kahoot, Quizizz, Baamboozle are particularly effective and convenient for playing as a team in the classroom, creating an interesting and competitive environment, which is one of the important factors in increasing educational efficiency. Students also develop teamwork and communication skills. In addition, mobile applications make extensive use of multimedia materials including audio, images, video, animations and interactive contents. This can bring together multiple senses, speed up the process of learning new words and ensure their long-term retention in memory. Dual Coding Theory (Paivio, 1986) suggests that vocabulary paired with images and sounds is more likely to be encoded and remembered. Students tend to absorb information better when it is presented in both visual and audio forms as this engages multiple cognitive channels. Some apps even function as virtual speaking partners. This is a great way to practice and use the newly learned words in real-life situations. In general, mobile apps have many useful features that help increase vocabulary. Especially in an era where young people are increasingly addicted to mobile devices, it is very important to use technology purposefully and productively. It follows that using mobile apps to increase vocabulary plays an important role in long-term productivity.

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