METHODS OF TEACHING ENGLISH LANGUAGE TO STUDENTS IN TERMS OF DIGITAL TECHNOLOGY WITH THE HELP OF GAMIFICATION

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ABSTRACT

this article focuses on the sensitive and emotional activity of mastering educational material in English, the ability to master the language, determining the level of development of competencies, creating teaching aids, recommendations on the use of gamification technologies in mastering educational information and their application in the educational process, and analyzing its effectiveness.

Keywords: Gamification, technology, methodology, device, resource, digital technology.