

## THE VALUE OF THE GAME- BASED TECHNOLOGY IN THE DEVELOPMENT OF SPEAKING SKILLS

**Zulfizar Karimova**

Senior teacher, Tashkent branch of Moscow State University named after M.V. Lomonosov

&

**Laylo Akhmedova**

Doctor of Pedagogical Science, Professor, Uzbek State World Languages University

### ABSTRACT

This paper analyzes the role of game-based learning technology in a classroom setting, namely, simulation as an effective method of developing students' oral speech. The article also provides examples of a problem situation and describes the course of the lesson using game-based learning technology. Methods, procedure and results of game-based learning technology are provided in this article as well. Furthermore, the article analyses some of the challenges that arise before students within game-based learning technology. As well as difficulties faced by the teachers in preparation for the classes. At the same time, the advantages of game-based learning for the development of oral speech and the application of the acquired skills in practice are highlighted.

**Keywords:** Game-based technology, simulation, language-learning strategies, speaking skills, interaction, discourse, syllabus, English-speaking environment, role-play, culture, proficiency-oriented tests, motivation, grammar and vocabulary, discussion.