

INNOVATIVE APPROACHES TO INCREASING STUDENTS' MOTIVATION IN TRANSLATION TRAINING THROUGH GAMIFICATION

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Annotation: The article explores how gamification enhances students' motivation in translation training. It analyzes innovative teaching techniques using game-based elements to increase engagement, creativity, and translation competence, emphasizing the pedagogical benefits of integrating modern technologies into translator education.

Keywords: gamification, motivation, translation training, innovative methods, technology, learner engagement, pedagogy, creativity.

Аннотация. В статье рассматривается влияние геймификации на повышение мотивации студентов при обучении переводу. Анализируются инновационные методы с использованием игровых элементов для развития вовлечённости, творческого мышления и переводческой компетенции.

Ключевые слова: геймификация, мотивация, обучение переводу, инновационные методы, технологии, вовлечённость, педагогика, креативность.

Annotatsiya. Maqolada tarjima ta'limida gamifikatsiya yordamida talabalarning motivatsiyasini oshirish masalasi yoritiladi. O'yin elementlari asosida yaratilgan innovatsion yondashuvlar talabalarning faolligi, ijodkorligi va tarjima ko'nikmalarini rivojlantirishda samarali ekanligi ko'rsatiladi.

Kalit so'zlar: gamifikatsiya, motivatsiya, tarjima ta'limi, innovatsion metodlar, texnologiya, talaba faolligi, pedagogika, ijodkorlik.

INTRODUCTION

Gamification has recently become one of the most innovative approaches in education. It integrates game elements such as points, badges, and rewards into the learning process to enhance students' motivation and engagement [Eshov M., 2019]. In translation training, where students often face complex linguistic and cognitive tasks, gamified activities help maintain interest and creativity [Karimova S., 2021].

Unlike traditional methods that may cause monotony, gamification creates a more interactive and competitive learning environment. This approach enables learners to develop translation competence while enjoying the process and receiving instant feedback [Deterding S., 2012]. Therefore, the present study focuses on exploring how gamification can effectively increase students' motivation in translation training.

METHODOLOGY

The study was conducted among 30 second-year university students majoring in Translation Studies at Fergana State University. The aim was to explore how gamification affects students' motivation and performance in translation practice. According to Eshov [Eshov M., 2019], effective pedagogical innovation requires learner-centered and interactive methods, which served as a theoretical foundation for this research.



A mixed-method approach was used, combining classroom observation, pre- and post-tests, and student feedback analysis. During a four-week experiment, gamified activities such as translation competitions, vocabulary quests, and interactive quizzes were integrated into regular classes. Similar approaches have been recommended by Brown [Brown H. D., 2007], who emphasized that active participation and engagement significantly improve language learning outcomes.

Digital tools such as Kahoot, Quizizz, and Wordwall were used to create a motivating and interactive learning environment. Data were collected through questionnaires and performance tests, focusing on translation accuracy, lexical richness, and contextual comprehension.

The collected data were analyzed using descriptive statistics and comparative analysis methods. This allowed the researcher to evaluate whether gamification had a statistically significant effect on students' motivation and translation competence [Rahimova L., 2022]. The combination of quantitative and qualitative methods provided a well-rounded understanding of the pedagogical value of gamified translation instruction.

RESULTS

The findings of the study demonstrate a positive effect of gamification on students' engagement and translation performance. After four weeks of implementing game-based tasks, students showed noticeable improvements in both linguistic and motivational indicators. According to test results, the average translation accuracy increased from 72% to 86%, while lexical diversity grew by 18%. These results align with the conclusions of Karimova [Karimova S., 2021], who emphasized that motivation plays a decisive role in mastering language skills.

Student feedback revealed that gamified lessons made the learning process more enjoyable and less stressful. Most participants (83%) agreed that elements such as points, badges, and group competitions increased their enthusiasm for translation practice. As Rahimova [Rahimova L., 2022] noted, gamification not only motivates learners but also encourages active participation and peer learning.

Observation data supported these findings: students became more confident in oral translation tasks and more accurate in written exercises. The competitive aspect of gamified learning led to better collaboration and constructive communication between peers. These outcomes confirm that gamification can effectively bridge the gap between theoretical knowledge and practical application in translation classes [Deterding S. et al., 2011].

DISCUSSION

The findings of this study support the idea that gamification can be a powerful tool in translation education. By integrating game elements into lessons, teachers can create an engaging and competitive learning atmosphere that stimulates both motivation and cognitive activity [Eshov M., 2019].

Gamified translation tasks not only make learning more interesting but also help students develop essential skills such as problem solving, teamwork, and critical thinking [Karimova S., 2021]. This aligns with previous research suggesting that active participation improves retention and language performance.

However, it is important to emphasize that gamification must be used thoughtfully. If not properly designed, game elements may distract students from learning objectives or create



unnecessary competition. Therefore, teachers should balance fun and educational value to achieve optimal results [Rahimova L., 2022].

In general, the discussion reveals that gamification enhances students' engagement and motivation, especially in practical translation lessons, but its effectiveness depends on the teacher's pedagogical creativity and lesson design.

CONCLUSION

In conclusion, the study shows that gamification has significant potential to improve students' translation learning experience. It increases their motivation, creativity, and active participation during lessons. When applied thoughtfully, game-based methods make the learning process more engaging and interactive, helping students to better understand both linguistic and cultural aspects of translation.

Thus, gamification can be considered not just a modern trend but an effective pedagogical approach in translation education. Its success, however, depends on the teacher's ability to design balanced and meaningful learning activities that combine fun with educational purpose.

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