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ENHANCING STUDENTS' ENGLISH ORAL COMMUNICATION SKILLS THROUGH VIRTUAL REALITY TECHNOLOGIES

Tohirova Shahribonu
O'zMPU Ingliz tili kafedrasi o'qituvchisi
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Abstract

This article explores the potential of Virtual Reality (VR) technologies in enhancing students' English oral communication skills. VR environments simulate real-life communicative situations, providing learners with immersive and interactive language practice. The study highlights the impact of VR-based activities on students' speaking performance, motivation, and confidence. Additionally, the advantages and challenges of integrating VR into the educational process are discussed.

Keywords:
virtual reality, speaking skills, English language teaching, communicative competence, interactive learning, technology

Annotatsiya

Mazkur maqolada talabalarining ingliz tilida og'zaki nutq ko'nikmalarini rivojlantirishda Virtual Reallik (VR) texnologiyalaridan foydalanish imkoniyatlari tahlil qilinadi. VR muhitlari real hayotiy kommunikativ vaziyatlarni simulyatsiya qilish orqali til o'rganishda samarali vosita sifatida qaraladi. Tadqiqotda VR asosidagi interaktiv metodlarning talabalarning nutq faolligi, motivatsiyasi va o'ziga ishonchini oshirishdagi roli yoritilgan. Shuningdek, ushbu texnologiyaning afzalliklari va uni ta'lim jarayoniga integratsiya qilish muammolari muhokama qilinadi.

Kalit so'zlar: virtual reallik, og'zaki nutq, ingliz tili o'qitish, kommunikativ kompetensiya, interaktiv ta'lim, texnologiya

Аннотация

В данной статье рассматриваются возможности использования технологий виртуальной реальности (VR) для развития навыков устной речи на английском языке у студентов. VR-среда позволяет моделировать реальные коммуникативные ситуации, что делает процесс обучения более эффективным. В исследовании анализируется влияние VR на повышение речевой активности, мотивации и уверенности студентов. Также обсуждаются преимущества и проблемы интеграции данной технологии в образовательный процесс.

Ключевые слова: виртуальная реальность, устная речь, обучение английскому языку, коммуникативная компетенция, интерактивное обучение, технологии

Introduction

In the context of globalization and international communication, proficiency in English has become an essential skill for students. Among the four core language skills, speaking is often considered the most challenging to master due to psychological barriers such as anxiety, lack of confidence, and limited exposure to authentic communication. Traditional teaching methods do not always provide sufficient opportunities for real-life interaction.Recent technological advancements, particularly Virtual Reality (VR), have introduced new possibilities for enhancing language learning. VR enables students to engage in simulated real-world environments, making the learning

process more dynamic and effective. Therefore, the integration of VR into English language teaching represents a promising direction for improving students oral communication skills.

Literature Review

The concept of communicative competence, introduced by Dell Hymes, emphasizes the importance of using language appropriately in social contexts. Later, Canale and Swain expanded this concept by identifying grammatical, sociolinguistic, discourse, and strategic competencies. Modern language teaching methodologies focus on developing these competencies through interactive and student-centered approaches. Researchers have highlighted the importance of immersive learning environments in language acquisition. According to Krashen's Input Hypothesis, learners acquire language more effectively when they are exposed to meaningful and comprehensible input. VR technology supports this by providing contextualized language exposure. Recent studies indicate that VR enhances learner engagement and reduces speaking anxiety. Students participating in VR-based activities demonstrate higher levels of motivation and willingness to communicate compared to those in traditional classrooms.

Methodology and Practical Implementation

The implementation of VR in language learning involves various interactive techniques. These include role-playing simulations, virtual discussions, and scenario-based learning tasks. For example, students may practice ordering food in a virtual restaurant, participate in job interviews, or give presentations in simulated conference settings. The use of VR headsets and specialized software allows learners to interact with virtual characters and environments. Teachers act as facilitators, guiding students through tasks and providing feedback. Assessment methods may include performance-based evaluation, peer feedback, and self-reflection activities.

In addition, VR can be combined with other digital tools such as mobile applications and online platforms to create a blended learning environment.

Results and Discussion

The integration of VR into English language teaching has shown positive outcomes. Students become more active participants in the learning process and demonstrate improved speaking fluency and pronunciation. The immersive nature of VR helps learners overcome fear of making mistakes, as virtual environments provide a safe space for practice. Moreover, VR promotes learner autonomy and personalized learning. Students can repeat scenarios multiple times and learn at their own pace. However, despite these advantages, several challenges remain. These include the high cost of VR equipment, technical difficulties, and limited access in some educational institutions.

Teacher readiness is another critical factor. Educators need proper training to effectively integrate VR into their teaching practices. Without pedagogical support, the potential of VR may not be fully realized.

Conclusion

Virtual Reality technology represents a transformative tool in modern language education. Its ability to simulate real-life communication scenarios makes it particularly effective for developing students' oral communication skills. By increasing engagement, motivation, and confidence, VR contributes to more effective language acquisition.

However, successful implementation requires addressing technical, financial, and pedagogical challenges. Future research should focus on developing cost-effective solutions and exploring long-term impacts of VR on language learning outcomes. Overall, VR has strong potential to reshape the future of English language teaching.

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