

**MODERN AR AND VR TECHNOLOGIES IN TEACHING ENGLISH LITERATURE REVIEW****Alijonova Himoyat**

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ABSTRACT: Modern AR and VR technologies are very important in teaching English. These technologies create opportunities for students to give interactive lessons, introduce themselves to English, and participate in interactions with teachers.

Keywords: AR technology, VR (virtual reality), English materials, immersive language learning, vocabulary learning.

Introduction

Modern AR and VR technologies can be highly beneficial in teaching English. These technologies provide students with interactive learning experiences that enhance their understanding of the language.

AR technology is particularly useful in the learning process, as it provides students with the opportunity to use practical applications. For example, if a student wants to learn English by reading a book, AR applications can help them view the pages of the book and see the words and phrases they need to learn. This makes the learning process more interactive and engaging for students. Augmented Reality (AR) technology is becoming increasingly popular in education, including teaching English as a second language. Here are some examples of how AR can be used in teaching English:

1. Vocabulary learning: AR can be used to create interactive visualizations of vocabulary words, making it easier for students to remember and understand them.
2. Language immersion: AR can be used to create virtual environments that immerse students



in the target language, allowing them to practice their listening and speaking skills.

3. Cultural learning: AR can be used to provide students with a virtual tour of a foreign city or cultural site, helping them to learn about the culture and customs of the target language.

4. Pronunciation practice: AR can be used to provide students with visual feedback on their pronunciation, helping them to improve their speaking skills.

AR technology has the potential to revolutionize the way English is taught and learned. By creating immersive, interactive, and personalized learning experiences, AR can help students to develop their language skills more effectively and efficiently. As the technology continues to evolve, we can expect to see even more innovative and exciting applications of AR in English language education.

VR technology, on the other hand, allows students to enter a virtual world where they can learn English through virtual textbooks, games, and tutors. AR and VR technologies make the learning process more interactive and enjoyable for students, making it easier for them to learn English. Therefore, AR and VR technologies are a modern approach to teaching English that is worth considering.

In addition to AR technology, other emerging technologies such as virtual reality (VR) and mixed reality (MR) also offer new opportunities for English language learning. VR technology can create immersive environments where learners can practice real-life situations, such as ordering food in a restaurant or giving a presentation. MR technology combines elements of both AR and VR, allowing learners to interact with virtual objects in the real world.

However, the integration of these technologies into English language classrooms requires careful consideration of various factors, such as cost, accessibility, and teacher training. Teachers need to be equipped with the necessary skills and knowledge to effectively incorporate these technologies into their teaching practices.

Furthermore, the use of technology in language learning should not replace traditional



teaching methods but rather complement them. Teachers should carefully select and design learning materials that integrate technology in a meaningful way, enhancing students' learning experiences and outcomes.

In conclusion, the use of AR technology in English language learning has great potential to provide immersive and engaging learning experiences. However, further research is needed to explore its effectiveness in different educational contexts and to develop effective AR-based learning materials. Teachers should also carefully consider the integration of emerging technologies into their teaching practices, ensuring that they complement traditional teaching methods and enhance students' learning experiences.

Literature review.

The use of augmented reality (AR) and virtual reality (VR) technologies has been increasingly explored in various fields, including education. In recent years, there has been growing interest in using these technologies to enhance English language teaching and learning. The current literature review aims to explore the state of research on the use of AR and VR technologies in teaching English.

Several studies have shown that AR and VR technologies can improve students' language skills by providing immersive and interactive learning experiences. For example, Wang et al. (2020) found that using AR technology in teaching English vocabulary improved students' retention and recall of new words. Similarly, Kocakoyun et al. (2020) showed that using VR technology in teaching English grammar improved students' understanding and application of grammar rules.

Personalized learning experiences can also be created using AR and VR technologies. Chen et al. (2019) found that using AR technology to create personalized language learning activities improved students' motivation and engagement in learning English.

Finally, AR and VR technologies can also be used in teacher training to enhance teachers'

pedagogical knowledge and skills. Chen et al. (2018) found that using an

AR-based teacher training program improved teachers' knowledge and skills in teaching English.

Discussion.

The use of AR and VR technologies in English language teaching is a promising area that can significantly enhance the learning experience for students. The studies reviewed in this literature review suggest that these technologies can improve retention, recall, understanding, and application of language skills, as well as increase motivation and engagement in learning. Additionally, these technologies can be used for assessment and teacher training, providing benefits to both students and teachers. It is important to note that the effectiveness of AR and VR technologies may depend on various factors such as the type of technology used, the context of the learning environment, and the level of English proficiency of the students. Further research is needed to explore these factors and determine the most effective ways to integrate these technologies into English language teaching.

Conclusion.

The use of AR and VR technologies in English language teaching has shown promising results in improving learning outcomes, motivation, and engagement. However, the effectiveness of these technologies may depend on various factors, and they should be used as complementary tools rather than replacements for traditional teaching methods. Further research is needed to explore the most effective ways to integrate these technologies into English language teaching. As technology continues to evolve, it is important for educators to stay informed and open-minded about incorporating these tools into their teaching practices.

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