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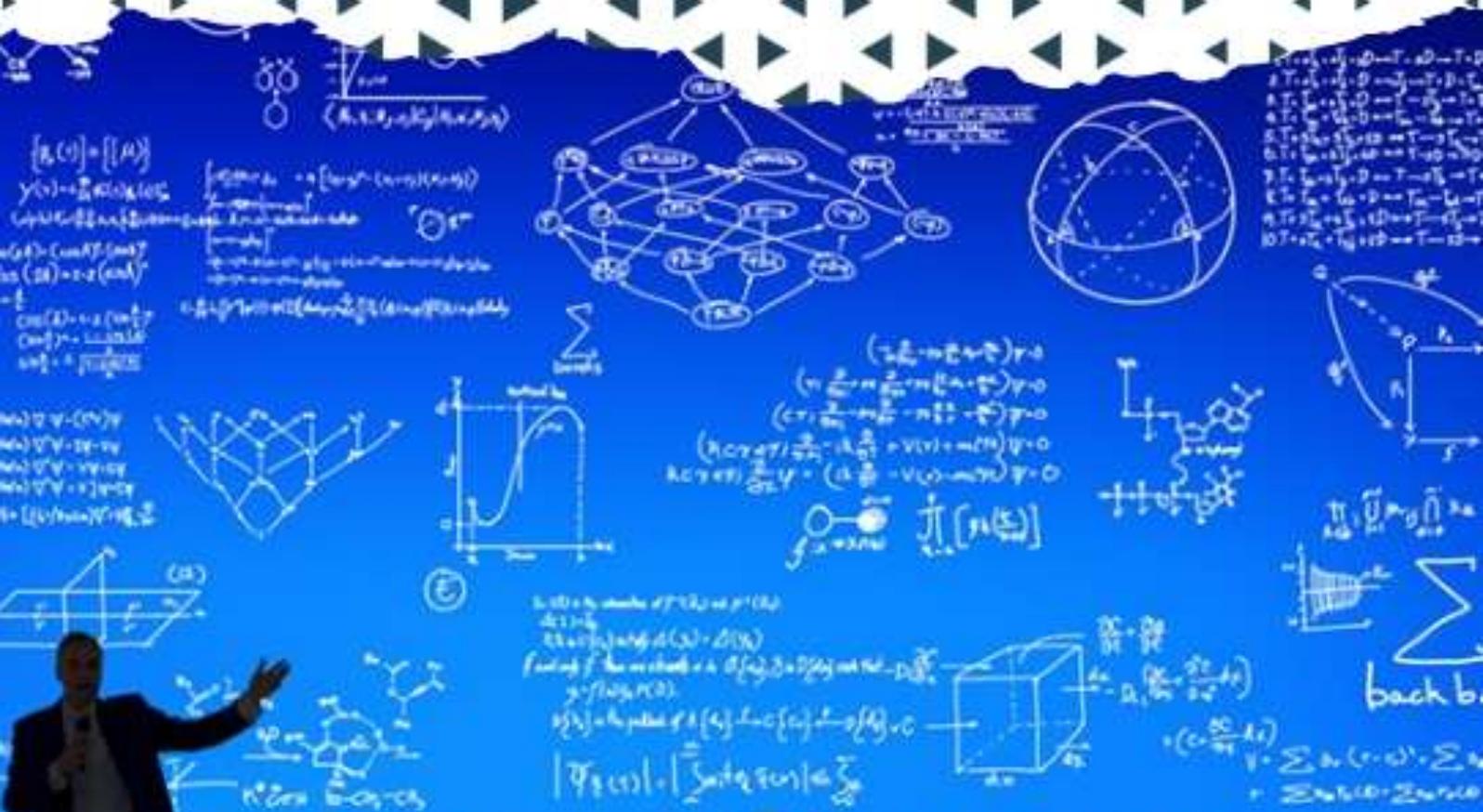Ilmiy tadqiqotlar markazi

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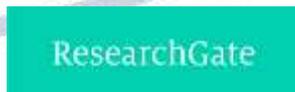*"Innovative World" Ilmiy Tadqiqotlar Markazi*   www.innoworld.net

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Using interactive tools to improve listening and vocabulary skills

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Abstract. This article examines the use of interactive tools as a modern approach to improving listening and vocabulary skills in EFL classrooms. The study argues that tools such as online quizzes, language learning apps, multimedia resources, and interactive games provide authentic input, promote learner engagement, and facilitate the acquisition of new vocabulary in context. Practical classroom strategies and technological applications are discussed, showing how learners develop both comprehension and lexical competence efficiently.

Keywords: interactive tools, listening skills, vocabulary acquisition, EFL methodology, language learning technology.

MAIN PART. Interactive tools provide learners with authentic, engaging input that facilitates both listening comprehension and vocabulary acquisition[1]. Multimedia resources such as videos, podcasts, and language apps expose students to natural speech, varied accents, and contextual vocabulary, helping them understand meaning through context[2]. For instance, apps like Quizlet, Kahoot!, or Duolingo offer interactive exercises where learners match words with definitions, complete listening tasks, and receive immediate feedback[3].

Story-based and scenario-based listening activities allow learners to practice comprehension in real-life contexts. When combined with interactive tasks, such as gap-filling exercises, multiple-choice questions, or role-play simulations, students develop both receptive and productive vocabulary skills[4]. Interactive games that include audio narration, dialogue choices, and vocabulary challenges further reinforce lexical retention and listening accuracy[5].

From a pedagogical standpoint, these tools align with Communicative Language Teaching (CLT) and Task-Based Learning (TBL) principles. Learners actively engage with language input and output, promoting cognitive processing and long-term retention[6]. Teachers can scaffold activities by pre-teaching target vocabulary, guiding learners through interactive exercises, and providing reflective tasks to consolidate learning[7].

Empirical studies indicate that students exposed to interactive listening and vocabulary tasks demonstrate higher engagement, improved comprehension scores, and greater lexical recall compared to traditional instruction[8]. In addition, integrating technology enhances motivation, supports differentiated

learning, and allows learners to practice at their own pace[9]. Another significant advantage of interactive tools is their ability to simulate real-life communication scenarios, which develops both listening comprehension and contextual vocabulary usage. For example, interactive role-play applications or virtual conversation platforms expose learners to authentic dialogues spoken by native speakers. In these digital environments, learners must listen carefully to understand context, identify key vocabulary, and respond appropriately. Such simulations mirror real communication challenges, encouraging learners to apply listening strategies such as predicting content, inferring meaning, and identifying tone or emotion.

Moreover, interactive tools incorporate adaptive learning mechanisms. These platforms analyze learner performance and adjust the difficulty level of listening and vocabulary tasks. For example, if a student demonstrates difficulty understanding native-speed speech or recalling new words, the system may offer slower audio versions, simplified vocabulary, or additional practice activities. This increases learning efficiency, as tasks become personalized according to each learner's progress and needs.

The use of gamification elements in interactive tools is another powerful tool for motivation. Features such as badges, leaderboards, time-based challenges, levels, and streak rewards encourage consistent participation. As learners compete with themselves or others, they become more willing to engage in repeated listening and vocabulary exercises. Gamified quizzes can be designed to test vocabulary retention through multiple contexts, ensuring deeper understanding rather than surface memorization.

In addition, interactive mobile applications like language learning apps, digital dictionaries with pronunciation guides, and chatbot assistants help learners practice listening and vocabulary on the go. These tools allow users to interact with spoken language anytime and anywhere, increasing exposure to English outside of the classroom. Notifications and daily practice reminders help maintain regular learning habits, which is crucial for vocabulary acquisition and listening fluency.

Interactive podcasts and video-based lessons are also effective. Many platforms allow learners to listen to short audio clips followed by comprehension questions or vocabulary challenges. Some tools offer "listen and repeat" functions, helping learners improve not only listening recognition but also pronunciation. Video-based learning supports comprehension by providing visual context, which aids in understanding new words and meaning.

CONCLUSION. The findings of this study suggest that interactive tools are highly effective in improving listening and vocabulary skills in EFL classrooms. By using multimedia resources, apps, quizzes, and interactive games, learners receive authentic input, immediate feedback, and engaging

practice opportunities[1]. Teachers are encouraged to incorporate technology-driven activities that promote active listening, contextual vocabulary learning, and learner autonomy[2]. Future research may explore integrating AI-based adaptive tools, gamified listening platforms, and cross-cultural multimedia resources to further enhance language acquisition[3].

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