

MODERN METHODS OF TEACHING JAPANESE



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Abstract. *The article highlights modern methods of teaching the Japanese language using artificial intelligence, interactive games and case-based tasks in education. The findings examine that interactive and technology-supported methods contribute to better learning outcomes and development of practical language skills.*

Keywords: *Modern teaching methods, Japanese language, interactive games, case-based learning, artificial intelligence, kanji.*

Introduction

In the era of modernization, the trends in education system have shifted from old-school methods toward more interactive, e-learning and student-centered approaches. Nowadays for youngsters it is challenging to keep up with traditional teaching methods, which mainly rely on monotonous repetition and memorization, that are often insufficient and tedious for developing practical language skills. This issue is relevant in teaching of the Japanese language too.

Japanese language is often considered one of the most difficult foreign languages after Mandarin Chinese and Arabic, especially for students whose native language use alphabetic writing system. Overall, there are three factors that can make a foreign language difficult to learn which are essential to understand. These are Phonetic complexity, grammatical barriers and orthographic. When it comes to Japanese the first difficulty students face is unique alphabets: Hiragana (for native words), Katakana (for foreign terms) and kanji, which includes more than 2000 commonly used characters, many of them have multiple reading depending on content. Besides them there are challenges related to listening comprehension, reading and vocabulary acquisition, that are often slow down progress of learners

and reduce their motivation, leading to drop out of learning the new language. Therefore, actively involving students into the process of learning with implementation of modern teaching methods.

The aim of this article is to describe the usage of interactive games, artificial intelligence and case-based tasks in teaching Japanese and to analyze their effectiveness based on student feedback in classroom practice.

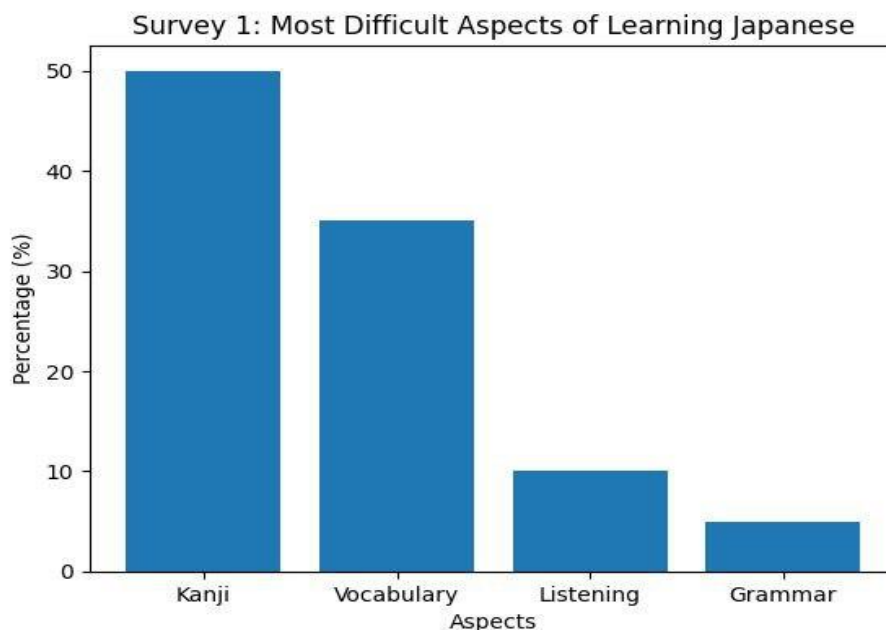
Main part

The process of learning additional languages in the 21 century extends far beyond the traditional walls. It encompasses a rich interplay of cognitive functions, social interactions, environmental contexts, and emotional experiences. [Douglas H. B., Lee H. 2025, p. 7]. In other words students learns more effectively when they are engaged in tasks, that are require thinking out of the box, collaboration and decision-making. Game-based learning method is one of the most popular and effective way to achieve goal.

Creating an emotionally supportive and inclusive learning environment is essential, due to emotions play key role in learning process, influencing motivation, engagement, and creating positive environment. Students are less afraid of mistakes and are more willing to participate in classroom activities.

As was mentioned before, specific features of learning the Japanese language is it's unorthodox writing system, which includes: hiragana, katakana and kanji, that terrifying students most. According to survey below, which was conducted among 80 students learning Japanese in University of World Economy and Diplomacy, the biggest challenge half of them are facing is kanji, 35% of students struggling learning new words, the rest have problems with listening and grammar. Memorizing characters, readings, writings, and meanings requires a great amount of time, constant practice and revision. Each has not only several readings, but it's proper writing orders and rules, every dot, every stick has it's own way and sequence. Moreover, listening comprehension and reading Japanese texts also demands rich vocabulary knowledge and contextual understanding. That are reasons of application of modern interactive and visual teaching methods.

Table 1



One of the practical initiatives realized by student during the course was use of digital tools such as Kahoot. It is a platform which allows to create quizzes in game format. These quizzes are used mainly to practice vocabulary or kanji recognition. Usually it include 10-15 slides with questions and are conducted in the beginning for warm-up or in the end of the lesson o consolidate completed topic. This approach allows integrate testing several skills at the same time, helping students to learn new material through visual and auditory methods.

Another practical teaching method is case-based task or role-play based on real life situations, that encourage students to use language in context. For instance, shopping or travel-related case, where they create dialogue using polite Japanese forms and learned grammar structure. These tasks are very useful in developing speaking skills encouraging learners to construct independent dialogues and solutions, that will be helpful in life, rather than learning how to solve tests.

The COVID-19 pandemic has significantly affected education worldwide, forcing a rapid shift to online learning platforms. Language teachers and learners had to adapt quickly to virtual classrooms, relying heavily on technology o facilitate interaction and engagement. This sudden transition highlighted both potential and the limitations of digital tools in language education [Douglas H. B., Lee H. 2025, p. 3]. Artificial intelligence become powerful tool in area of education. By advancement of technologies were created various apps and AI based chat bots, that can be personalized to any user, providing opportunities to practices anywhere,

anytime. Additionally, AI driven platforms can adapt to a learner's proficiency level, focusing on areas that require improvement and providing instant corrections.

Conclusion

Overall, the possibility of integration of several skill developments, likewise, creativity, listening, speaking and etc., is one of the main advantages of such interactive lessons, allowing to evaluate progress of students efficiently and helping to understand clearly the strengths and weaknesses of students. Teaching Japanese effectively requires modern, interactive methods due to its complex writing system and grammar. Tools like game-based learning, case-based tasks, and AI platforms engage students, support practical language use, and provide personalized practice. These strategies enhance motivation, comprehension, and participation, ultimately improving learners' proficiency and sustaining their interest in the language.

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