

# Effectiveness of Modern Teaching Methods in Improving English Language Proficiency: An Empirical Analysis

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## ABSTRACT

Presenting new methodologies in study halls can possibly progress training as well as resident strengthening, government effectiveness, and public energy for arriving at the human improvement objective. The meaning of English as an overall language might appear to be incontestable. However assessments of understudies' and educators' English language abilities in Iraqi colleges have reliably uncovered a bleak degree of skill. It was likewise shown that educators might be better ready to oblige various kinds of understudies by utilizing a more extensive assortment of informative methods. Nonetheless, there seem, by all accounts, to be not much exploration taking a gander at what various ways to deal with teaching English could mean for understudies' language abilities. Along these lines, the review's all-encompassing design is to examine the effect of contemporary educational practices on understudies' phonetic capability in English. The five parts of English language proficiency are perused/tune in, compose, grammar/language arts, and talk/tune in. Remembered for the rundown of proposed exceptional instructive methodologies for the system are gamification, total physical response (TPR), interactive, spaced repetition, online, and sensational ways to deal with training. This study's discoveries propose that the utilization of state of the art instructive techniques works on understudies' command of the English language.

**Keywords:** *Modern teaching methods; English language proficiency; The gamification method; The total physical response (TPR) method; Interactive methods; Spaced repetition technique; Online learning; Dramatization.*

## INTRODUCTION

### Preliminaries

As a diverse philosophical idea, modernity is both unassuming and relative. All of our age shares a typical encounter: the deterioration of long-held convictions and values welcomed on by the change of the state structure during the 1990s. The speedy speed of mechanical change has likewise worked with worldwide collaboration and altogether affected the manner in which people direct business with each other. Learning an unknown dialect for proficient purposes doesn't stand latently by, yet rather clearly answers every one of the progressions occurring in contemporary society.

Instructors today much of the time utilize state of the art rehearses. Adequacy in the study hall is significantly upgraded by the utilization of contemporary educational practices. It's ideal to pick one of these methodologies for every example in light of what you want to achieve with your teaching. Keeping up with the regular way to deal with instruction while improving it with a scope of ways that draw in understudies' activities supports understudies' degrees of dominance. There is a developing interest in the coordination of bleeding edge logical, mechanical, educational, and enlightening practices into the homeroom. This is to a limited extent on the grounds that, in contrast to previously, where understudies were educated to just remember raw numbers, the present understudies can figure out how to effectively search out data and apply decisive reasoning abilities to figure out what they need to be aware. The teacher assumes the part of administrator and guide in this cycle, laying the basis for the understudy's development,

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improvement, arrangement, and securing. The student expects a focal job in the instructive methodology.

Educators and students the same interpretation of greater obligation in the present homerooms. In the present homerooms, students are no longer spectators. The conventional educator's position has moved to that of a coach or guide, with more noteworthy accentuation put on understudy office in the study hall. Teaching and learning are presently a powerful dance in which every member adds to the other. Students partake in the whole course of guidance and assemble information by means of analysis and application in the present homerooms. In the present homerooms, the accentuation is put vigorously on the last, reasonable utilization of what students have realized. Students are supposed to show authority of the idea subsequent to taking part in broad practice.

Everything considered, it's not difficult to see the reason why educators fly off the handle when their illustrations crash and burn or when they witness an understudy's advantage in learning English fade. Accordingly, students' English language abilities might decline. Specialists, notwithstanding, feel that in the event that educators approached a more extensive assortment of approaches, they will be better ready to address the issues of the numerous different kinds of students who will definitely be signed up for their classes.

The previously mentioned reasons give motivation to trust that changing around how English is shown in the homeroom can assist understudies with learning the language all the more actually. Therefore, this exploration means to understand and the jobs of various contemporary academic practices and English language capability.

## **LITERATURE REVIEW**

Proof from investigations of current instructive practices proposes that innovation progress is driving a change towards additional inventive ways to deal with teaching languages like English. The capability of advanced assets, interactive stages, and mixed learning ways to deal with further develop jargon, grammar, and language proficiency has been demonstrated in a few examinations. In spite of the fact that reviews have demonstrated these techniques to be powerful, obviously there is opportunity to get better concerning educator readiness, educational program improvement, and transformation to meet the prerequisites of many students. Furthermore, the writing stresses the significance of continually surveying and changing contemporary academic practices to improve their impact on students' command of the English language.

## **MODERN TEACHING METHODS**

In her paper "Working on the Nature of Teaching by Modern Teaching Methods," distributed in "Issues of Training in the 21st 100 years" in 2010, Holubová examines the likelihood that modern teaching methods can work on the standard of schooling around the world. The paper gives a theoretical establishment to fathoming the present educational practices, despite the fact that there isn't anything in that frame of mind of supporting realities. Innovation, understudy focused methodologies, and dynamic learning are undeniably worried by Holubová. Notwithstanding, because of its length and absence of observational proof, this article fills in as an underlying examination of the point, demonstrating the requirement for more exploration to dissect the useful impact of modern teaching approaches on teaching quality in various instructive settings.

Rahmonova's discussion at the Interdisciplinary Meeting of Youthful Researchers in the Sociologies (2021) is a brief examination of how contemporary educational practices could further develop understudy learning. The review addresses the subject momentarily, underlining the worth of modern methods of guidance in advancing scholarly achievement. Nonetheless, given the show's thin concentration and short length, it is best seen as a prologue to the issue rather than a careful analysis of it. Rahmonova's exploration features the meaning of novel educational methodologies, however further review is expected to assess the viability and complexities of these methodologies in further developing training across many fields and circumstances.

## **ENGLISH LANGUAGE PROFICIENCY**

In an examination distributed in the Diary of Asia TEFL (2018), Renandya, Hamied, and Nurkamto talk about the hardships and open doors related with working on English capability in Indonesia. Educational plan improvement, educator viability, and social impacts are only a couple of the numerous features of English language teaching in Indonesia that are investigated in this review. The review frames the difficulties of English language guidance in Indonesia and offers supportive bits of knowledge into the potential for development around here. It is vital to take note of that this concentrate principally gives a wide outline rather than a top to bottom analysis, making it a helpful beginning stage for understanding the intricacies of English language schooling in Indonesia yet suggesting the

requirement for further examination to investigate explicit techniques and mediations for improving English language proficiency in the country.

Wolf and Steward's (2017) study of English language capability tests focused on youthful students is a useful asset for checking the cutting edge in this field. The creators lead a careful analysis of the many instruments, approaches, and factors used to measure the proficiency of youthful students in the English language. This paper gives a complete outline of the subject, making it a valuable beginning stage for educators, scholastics, and policymakers who need to get familiar with the different evaluation procedures and the specific hardships of measuring language proficiency in youthful students. It ought to be worried, notwithstanding, that the essential capability of this outline is enlightening, suggesting the requirement for extra review to dive into the complexities and viable outcomes of these evaluations in different instructive settings.

### **The Aim of the Study**

Since studies have more than once shown low degrees of understudy achievement across all levels, the topic of English language ability has emerged as one of the major issues in modern instructive talk. Innovation's inescapability in the present society implies it has definitely advanced into study halls all over the planet. This exploration plans to evaluate the viability of contemporary educational techniques for further developing ESL capability. These methodologies incorporate gamification, total physical response (TPR), interactive methods, spaced repetition technique, online learning, and dramatization..

### **METHODOLOGY**

There is a squeezing need for more investigation into how well current informative practices work to help students' English language abilities. New methods have been coordinated into modern instructional method, exploiting logical revelations and mechanical improvements in the domain of the brain. In working on one's command of the English language, certain systems, like gamification, Total Physical Response (TPR), interactive strategies, spaced repetition, online learning, and dramatization, have shown promising outcomes. By integrating game mechanics into the learning system, gamification expands interest and maintenance. TPR energizes dynamic investment and epitomized learning, which has been displayed to further develop jargon maintenance. By mimicking regular discussion, interactive techniques energize dynamic investment and learning. By looking into material at decisively chose stretches, spaced repetition further develops long haul memory maintenance. Adaptable planning and an abundance of instructive choices portray online schooling. At the point when language is utilized in a sensational setting, both familiarity and understanding get to the next level. All together, these state of the art methods furnish educators with dynamic and moldable assets to suit the changing demands of English language students in a more interconnected world. Their exhibition shows the chance of upgraded language learning programs, preparing individuals to prevail in a globalized society where English skill is more important.

### **Research Design**

A cross-sectional overview system was embraced. It was difficult to track down the best contemporary way to deal with teaching English in the training stage, as various methodologies might work better in various settings. Various instructors have arrived at various resolutions in regards to which teaching methodologies work best. Ventures from the accompanying exploration technique were used to finish the undertaking.

- **Step 1:** To understand the theoretical underpinnings and reasonable utility of the present educational practices, a writing survey was led..
- **Step 2:** A short poll was given out to 80 unique students to get their input. Every understudy needed to conclude which of four methods was most proper by addressing four essential inquiries.
- **Step 3:** Students' responses to a review were dissected measurably to lay out the best technique for the learning system's last stage, the training stage.
- **Step 4:** Computer-assisted qualitative data analysis software (CAQDAS) computerized demonstrating of the teaching-and-learning process for the purpose of approving the best practice technique.
- **Step 5:** Rules for viable guidance have been determined through experience and conference with experts.

**Sample Size**

200 people were chosen as samples, with a 5% margin of error.

**Sampling Technique**

The associations were picked utilizing an orderly determination technique from a rundown of enrolled associations in the country. Quantifiable and exact, the methodical testing technique assists scientists with focusing in on delegate tests of the objective populace. Researchers can set the extent of their examinations by partitioning the beneficial example size by the entire populace. Effective testing utilizes probability breaking down by randomly choosing a model from the whole gathering consistently. Precise examining is characterized as a logical method in which a specialist chooses guineas pigs after a laid out "reviewing range" and parts from the objective populace by drawing at random.

**Tools of Data Collection**

Essential and auxiliary data were consolidated for this review. Essential data were gathered by the organization of polls enhanced by face to face meets, while auxiliary data were gathered using optional sources such books, diaries, and the web. A 5-point Likert scale was utilized in the overview's plan. The study was conveyed in 200 unique duplicates. Each and every one was finished and handed back.

**Tools for statistical Analysis**

Engaging insights were utilized to present the field data, and Pearson's correlation and regression were utilized to test the important hypotheses at the 0.05 importance level utilizing data broke down on a computer involving the Statistical Package for the Social Sciences (SPSS 23.0 variation).

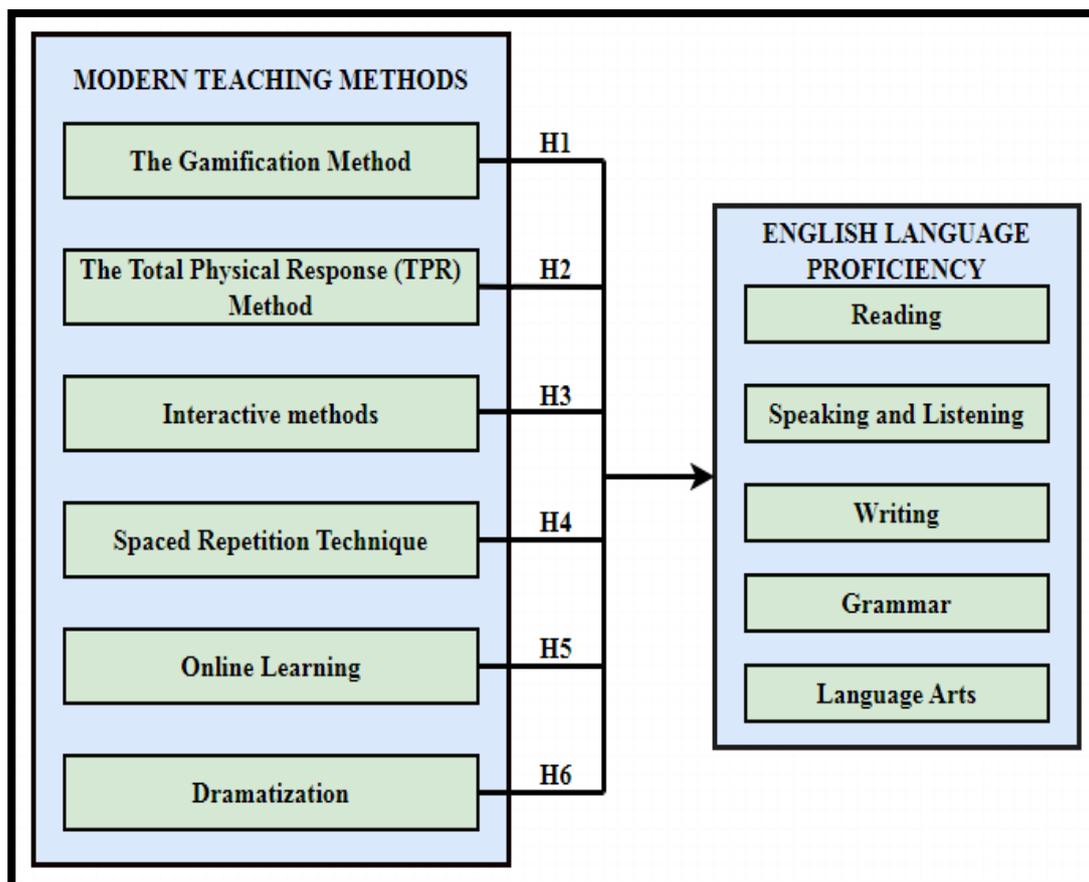


Figure 1: The Conceptual Framework

## Variables used in this study

### Independent Variables

- **The Gamification Method**

For language study, gamification implies including game mechanics. Rules, targets, foes, and a proportion of karma are fundamental parts of any game. Gamification's essential goal is to arouse students' curiosity and rouse them to learn. The final product is a more excited and self-propelled understudy since they will connect learning with positive feelings. Focuses, identifications, levels, competitor lists, and difficulties are instances of gamification perspectives that can keep players intrigued and persuaded. Students' performance is quickly reflected in their point totals. The utilization of levels guarantees a legitimate progression of information and activities. Identifications (accomplishments) add a social aspect to courses by assisting students with interfacing with others who share their inclinations and take a stab at similar targets. Lists of competitors, which are in many cases in view of focuses and identifications, are utilized to spur understudies to keep up with their performance over a more extended timeframe.

The utilization of game mechanics in schooling builds commitment and excitement. The capacity to give drawing in, entertaining, and informative substance is a critical advantage of gamifying the learning system. Notwithstanding, research proposes that the present children, particularly the people who were raised with computers and the Web, flourish in study halls where they might take part in cooperative games with their teachers and schoolmates. Therefore, it follows that gamification can possibly expand individuals' advantage. An extra addition is the upgrade of information that moves creativity in students. Specifically, gamification energizes dynamic investment and pretend using cutthroat components, giving a more extensive and drawing in setting for learning English.

The utilization of gamification in settings where English is being scholarly has been displayed to support students' and educators' excitement for the branch of knowledge. It helps teachers in achieving their educational objectives through game systems. As per the remarks, students work effectively generally speaking. Eventually, teaching English is about something beyond bestowing etymological information. Information acquired in an example can be all the more effectively held with the utilization of gamification. It's enhancing on the grounds that you get to expand your brain and discover some new information. On account of the omnipresence of computer games in modern culture, gamification can assist students of the English language with understanding how their homeroom information can be utilized in reality. To put it another way, gamification can possibly improve and advance the instructive encounters of the present understudies. An effective game must therefore consider the proficiency and proficiency levels of its players..

- **The Total Physical Response (TPR) Method**

While working with students, it is fundamental for a TPR to execute TPR works out. Anybody who thinks they can possibly get a degree of unconstrained and imaginative familiarity with other languages can do as such. TPR is the best method for teaching students new words, elocution, and semantics. TPR is useful for offspring of all ages to retain English examples, yet it was particularly generally welcomed by grade school students during the "script-less" period. The manner in which a student approaches language learning impressively affects their TPR. The initial not many directions from the educator are probably going to be fairly essential (Close the window, pick up the pace), yet later on, the instructor might give more mind boggling guidelines (I would rather not go to the sanctuary). Students may likewise well since they partake in the straightforwardness with which they can learn new words and sounds, which supplements the advantages of physical action. TPR's ubiquity traverses the ages due to the tomfoolery and commonality it brings to members at all ages. James J. Asher's examination on the beginnings of TPR recognizes various ways of thinking in brain science, learning theory teaching method, and language guidance as compelling elements.

- **Interactive Methods**

Students not just advantage from the material traded during interactive methods of teaching English, yet in addition from the improvement of their open capability in the objective language, the act of thought creation, the advancement of speed of response, and the act of answering recreated local speakers. The job of the educator shifts from that of pioneer to that of partner, prepared to supply the legitimate word or point out a blunder instantly. The most common way of learning English as a subsequent language can be extraordinarily accelerated by utilizing interactive methods of guidance.

Students' scholar and expert improvement can be affected by taking English courses at specialized colleges. Learning English, such as learning some other language, strengthens a specialist's ability for comprehensive analysis. The English language is only one of a few expert abilities that designers need to master in school. The cooperative nature and open discourse of this field need the execution of participatory methodologies. Since "teaching correspondence can't occur in spiritless climate," "the foreign language illustration is described by the formation of imaginative character." because of their capacity to support students' energy and feeling of direction while likewise permitting educators to structure examples to such an extent that all students partake in English language speaking, interactive teaching systems have generally replaced open ones.

- **Spaced Repetition Technique**

To guarantee that key information is held by students, the spaced repetition method includes logically longer periods between audits. This method is intended to keep up with clearness while helping meaningfulness. The Spaced Repetition Technique is a useful asset for improving one's command of the English language. It's predicated on the possibility that students will hold more information assuming they return to it at progressively longer stretches over the course of time. Practically speaking, this suggests that terms from the student's jargon, rules from the student's grammar, or ideas from the student's language are inspected at foreordained stretches, starting with more limited holes and advancing to longer ones as the student displays authority. Utilizing this method, students are ensured to survey and strengthen their command of English consistently. Students can further develop their English language abilities over the long haul by purposely scattering practice meetings to unite information and increment language learning productivity.

- **Online Learning**

Many individuals currently get their instructions online on the grounds that they accept it offers significant advantages to the homeroom experience. Accordingly, numerous countries have begun progressing their school systems from utilizing customary study halls to online platforms. There has been a general shift towards allowing students to learn at their own speed and in the manner best suits them, and English language preparing is no special case. Dynamic learning is another advantage of considering online. What's more, paying little heed to class size or accessible time, all students can add to the discourse, voice their considerations, and offer their mastery while utilizing excellent online learning devices or software. Connecting with students in their examinations is fundamental for their progress in English Language Learning. Concentrating on English at home with the assistance of easy to use online resources is presently conceivable. There are various useful projects and assets accessible for anybody who need to learn English. so they can concentrate on it well at home.

- **Dramatization**

Study hall dramatization is an extraordinary method for rehearsing public speaking in a controlled setting. In this methodology, understudies take on specific obligations. It sets them up for real discussion in the objective language by permitting them to rehearse it beforehand. Thus, students can rehearse the language in a more regular setting, one where they can unreservedly communicate with each other, seek clarification on some pressing issues, and switch subjects in little gatherings or couples. Making one basic stride is more successful than reading 100 course books. The sensational component adds enjoyable to the instructive interaction. Changing the customary homeroom format can valuably affect students' performance and mentality towards the course all in all. Students can profit from theater practices in English illustrations since they permit them to learn without the standard strain and stress related with homework. Sensational issue circumstances are introduced, permitting students to place themselves in the shoes of others and gain understanding into their own points of view. It's an incredible method for learning new things and sharpen old ones since it opens up a universe of conceivable outcomes. The understudy is displayed in an emotional light as an essential piece of the English language learning process. Pretend, reproduction, emulate, and language games are emotional components that cultivate self-learning and gathering communication in reasonable settings.

### **Dependent Variable**

- **English language proficiency**

An individual who is conversant in English is one who can impart effectively in every aspect of the language, including hearing, speaking, reading, and writing. This scope of capability, from rudimentary correspondence capacities to cutting edge familiarity, is critical for working with useful contact and support in English-speaking settings. The capacity to understand, put oneself out there in, and manage the intricacies of the English language is at

the core of any sort of progress in the scholar, proficient, or social domains. An individual's proficiency in the English language is estimated by their overall command of the language, including their capacity to peruse, compose, talk, and tune in. It has a large number, all of which add to a total range of abilities:

- **Reading:** The capacity to peruse and understand composed English is called reading skill. Reading understanding, jargon development, and the ability to investigate and assess many composed materials are parts of this sub-variable. Fit per users are comfortable exploring a large number of materials, from easy to muddled scholarly works of art, scholastic distributions, and specialized documentation.
- **Speaking and Listening:** This element looks at how well a candidate can put themselves out there verbally. Sub-elements of correspondence in discourse incorporate word decision, cadence, stress, and cognizance. Master communicators can put themselves out there articulately, carry on inside and out exchanges, and successfully pass their perspectives on to their audience members. The capacity to listen mindfully, understand speakers with changing accents, and stay aware of any sort of discussion or show is what we mean when we discuss listening abilities.
- **Writing:** An individual's command of the English language written down can be measured by their degree of writing proficiency. Parts like as grammar, jargon, construction, and soundness can be assessed. Talented authors can form reasonable sentences, sections, and whole articles, all while complying to the standards of grammar.
- **Grammar:** To dominate grammar, one high priority a strong handle of the English language's hidden designs, rules, and customs. Parts of discourse, sentence construction, and accentuation abilities the entire fall under this classification. Having a firm information on grammar implies that both composed and verbal correspondence are not difficult to peruse and understand.
- **Language Arts:** Sub-factors in language arts incorporate an appreciation for ideas like allegorical language, way of talking, scholarly gadgets, and complex methods. High level writing, abstract analysis, and the pleasure in books and composed articulation all advantage extraordinarily from coarse speech arts abilities. It adds subtlety and inventiveness to correspondence.

These parts cooperate and are fundamental if you have any desire to become conversant in English overall. Having capability there empowers individuals to convey effectively in a large number of conditions, from formal scholar and expert circumstances to relaxed social communications. It not just assists you with getting into better schools and land better positions, however it likewise assists you with valuing the nuances and magnificence of the English language more. To prevail in the present interconnected and phonetically different world, a strong handle of the English language and its subtleties is all significant.

### Research Hypothesis

**H1:** The gamification method has a major impact on English language proficiency.

**H2:** The TPR method has a considerable impact on English language proficiency.

**H3:** The impact of interactive methods on English language proficiency is strong.

**H4:** The spaced repetition technique has a considerable impact on English language proficiency.

**H5:** Online learning has a substantial impact on English language proficiency.

**H6:** Dramatization has a substantial impact on English language proficiency.

## RESULTS

### Reliability

While surveying the steadfastness of a poll, one could utilize the Cronbach Alpha dependability test accessible in SPSS. It is ordinarily utilized to assess the dependability of a Likert scale when a poll is built using that scale's declarations.

**Table 1:** Cronbach’s Alpha value

Reliability Statistics	
Cronbach's Alpha	No. of Items
.756	8

Unwavering quality analysis can be utilized to inspect the highlights and parts of estimation scales. The dependability analysis creates a bunch of regularly utilized scale unwavering quality measures and gives knowledge into the interrelationships of the scale's singular parts. Cronbach's alpha is the most famous proportion of interior consistency. Cronbach's alpha shows a serious level of inside consistency for our scale, with a worth of 0.756 (table 1) for this specific data set.

**Sample Adequacy**

**Table 2:** KMO and Bartlett’s Test

KMO and Bartlett's Test		
Kaiser-Meyer-Olkin Measure of Sampling Adequacy		.851
Bartlett's Test of Sphericity	Approx. Chi-Square	540.239
	df	10
	Sig.	.000

KMO is a test used to decide how well the pieces understand each other concerning the parts' deficient relationship. The ideal KMO esteem is generally 1.0, while levels underneath 0.5 are considered unseemly. At present, most scholastics contend that a KMO of 0.80 or higher is expected before factor analysis might start. Table 2 shows that our examination yielded a KMO esteem of .851. This recommends that the parts are profoundly interconnected or that there is a lot of missing data. Therefore, it's a good idea to lead a variable analysis.

**Table 3:** Matrix of Anti-image Correlation

Anti-image Matrices		Gamification method	TPR method	Interactive methods	Spaced repetition technique	Online learning	Dramatization
Anti-image Covariance	Gamification method	.556	-.136	-.142	-.057	.025	-.138
	TPR method	-.136	.363	-.107	-.101	-.093	.365
	Interactive methods	-.142	-.107	.523	-.046	-.053	-.109
	Spaced repetition technique	-.057	-.101	-.046	.353	-.187	-.103
	Online learning	.025	-.093	-.053	-.187	.403	-.095
	Dramatization	-.138	.365	-.109	-.103	-.095	-.101
Anti-image Correlation	Gamification method	.869 <sup>a</sup>	-.303	-.264	-.129	.053	-.305
	TPR method	-.303	.856 <sup>a</sup>	-.245	-.283	-.242	-.138
	Interactive methods	-.264	-.245	.897 <sup>a</sup>	-.107	-.116	-.247
	Spaced repetition technique	-.129	-.283	-.107	.825 <sup>a</sup>	-.495	-.285
	Online learning	.053	-.242	-.116	-.495	.823 <sup>a</sup>	-.244
	Dramatization	-.305	.269	-.247	-.285	-.244	.858 <sup>a</sup>

a. Measures of Sampling Adequacy(MSA)

Utilizing the counter picture lattices, one can choose if certain factors ought to be avoided with regards to the component analysis. Those numbers in the slanting that address the example size have a "a" superscripted on top of them. Table 3 takes into account an analysis of the qualities. There is a critical variety in the counter picture correlation values between online learning (.823) and interactive methodologies (.897). In this way, the variable analysis might represent all possible elements.

**Pearson Correlation****Table 4:** Correlation Matrix between the Modern teaching methods and English language proficiency

Correlations		Gamification method	TPR method	Interactive methods	Spaced repetition technique	Online learning	Dramatization
Gamification method	Pearson Correlation	1	.619**	.568**	.535**	.454**	.596**
	Sig. (2-tailed)		0	0	0	0	0
	N	200	200	200	200	200	200
TPR method	Pearson Correlation	.619**	1	.632**	.706**	.665**	.656**
	Sig. (2-tailed)	0		0	0	0	0
	N	200	200	200	200	200	200
Interactive methods	Pearson Correlation	.568**	.632**	1	.573**	.540**	.591**
	Sig. (2-tailed)	0	0		0	0	0
	N	200	200	200	200	200	200
Spaced repetition technique	Pearson Correlation	.535**	.706**	.573**	1	.743**	.621**
	Sig. (2-tailed)	0	0	0		0	0
	N	200	200	200	200	200	200
Online learning	Pearson Correlation	.454**	.665**	.540**	.743**	1	.569**
	Sig. (2-tailed)	0	0	0	0		0
	N	200	200	200	200	200	200
Dramatization	Pearson Correlation	.535**	.656**	.591**	.621**	.569**	1
	Sig. (2-tailed)	0	0	0	0	0	
	N	200	200	200	200	200	200

\*\* . Correlation is significant at the 0.01 level (2-tailed).

Table 4 shows that the gamification approach is decidedly related with computerized instruction, as estimated by a correlation coefficient of 0.454. With a P-esteem of .005, this correlation coefficient is statistically huge. The online learning climate is transitionally connected with the spaced repetition method ( $r=0.743$ ). The relationship between online learning and interactive procedures is moderate, at 0.540.

**Regression**

**Table 5: Model summary of variables**

Model Summary				
Model	R	R Square	Adjusted R Square	Std. Error of the Estimate
1	.773 <sup>a</sup>	.597	.589	.90049

a. Predictors: (Constant), Gamification method, TPR method, Interactive methods, Spaced repetition technique, Online learning, Dramatization

**Table 6: Anova summary**

ANOVA <sup>a</sup>						
Model		Sum of Squares	df	Mean Square	F	Sig.
1	Regression	234.071	4	58.518	72.165	.000 <sup>b</sup>
	Residual	158.124	195	.811		
	Total	392.195	199			

a. Dependent Variable: English language proficiency  
 b. Predictors: (Constant), Gamification method, TPR method, Interactive methods, Spaced repetition technique, Online learning, Dramatization

**Table 7: Coefficient of Determination of the Variable**

Coefficients <sup>a</sup>						
Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig.
		B	Std. Error	Beta		
1	(Constant)	-.757	.303		-2.498	.000
	Gamification method	.065	.088	.045	1.742	.000
	TPR method	.378	.108	.255	3.486	.000
	Interactive methods	.161	.099	.102	1.629	.000
	Spaced repetition technique	.694	.087	.529	7.952	.001
	Online learning	.163	.101	.104	1.631	.000
	Dramatization	.380	.110	.257	2.488	.002

a. Dependent Variable: English language proficiency

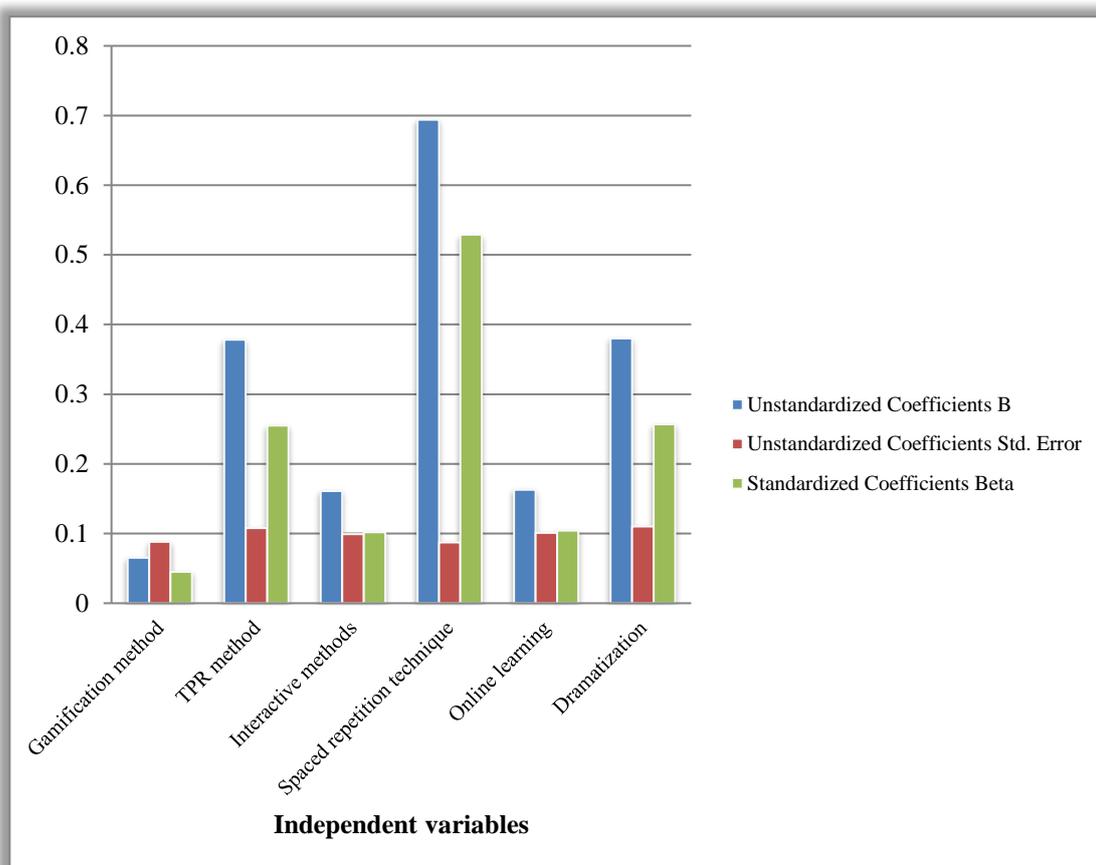


Figure 2: Graphical representation of Standardized and Unstandardized Coefficients of Independent Variables

Regression analysis was utilized to ask into the impacts of free factors on a reliant variable. One ward variable and six free factors were used in the analysis. Regression analysis likewise shows the model's handiness by working out its R square worth. Regression analysis is utilized to test hypotheses by estimating how much one variable impacts another. Hierarchical outcomes because of transformational administration are displayed in Table 3. As per the coefficient of assurance (r-square), the contemporary methods of guidance represent 77.3% of the total fluctuation in students' phonetic ability with the English language.

**DISCUSSION**

Table 8 gives a compact rundown of the hypotheses examined and the ensuing outcomes from a writing survey or investigation. It gives a compact and coordinated method for imparting the main discoveries considering the first exploration questions or hypotheses.

Table 8: Summary of Hypothesis

Hypothesis	Findings
H1: The gamification method has a major impact on English language proficiency.	Accepted
H2: The TPR method has a considerable impact on English language proficiency.	Accepted
H3: The impact of interactive methods on English language proficiency is strong.	Accepted
H4: The spaced repetition technique has a considerable impact on English language proficiency.	Accepted
H5: Online learning has a substantial impact on English language proficiency.	Accepted
H6: Dramatization has a substantial impact on English language proficiency.	Accepted

The hypotheses are all acknowledged with a Sig 0.5 coefficient since the exploration model incorporates six free factors that all make a positive difference.

The outcomes support H1, which hypothesizes that utilizing gamification as a teaching technique essentially affects students' semantic capacities in English. This implies that the review or exploration found proof for the hypothesis that gamification further develops language abilities, for this situation English.

The outcomes likewise support H2, which suggests that the Total Physical Response (TPR) approach impressively affects English proficiency obtaining. This gives further proof that the TPR approach is helpful for working on etymological skill in English.

It is acknowledged that H3 recommends that interactive teaching approaches fundamentally affect students' semantic capability in English. This implies that the review or examination found significant proof for the possibility that interactive methods are useful for improving English language abilities.

The spaced repetition method, as proposed by H4, is found to essentially affect the student's degree of English. This intends that there is persuading proof that spaced repetition is valuable for working on one's command of the English language.

We likewise support H5, which sets that online schooling sizeably affects students' phonetic capacities in English. This implies that the review or examination found that English language abilities may be worked on through online guidance.

The hypothesis H6 that dramatization fundamentally affects language procurement is upheld. This demonstrates that the review or exploration uncovered solid verification that dramatization as a teaching method works on students' command of the English language.

The suspicions are all affirmed by the data in table 8, recommending that all of the aforementioned educational procedures work on students' command of the English language. Educators and researchers keen on working on their ways to deal with teaching English as a foreign language can profit from the data introduced here.

## CONCLUSION

As a result of English's far and wide use, it has kept up with its importance and significance in the worldwide local area for many years. The particular objective of learning English in the ongoing worldwide setting may not be accomplished on the off chance that language educators keep on preparing students similarly they were recently prepared. In general, this examination has revealed various state of the art systems for schooling that have a decent shot of helping students' English abilities. Proven by the acknowledgment of a few hypotheses, the consequences of the ongoing review feature the worth of novel methods in language guidance, explicitly concerning the upgrade of students' command of the English language. There was an expansion of successful systems for teaching English, including pretending, computer games, interactive methodologies, spaced repetition, online learning, and dramatization. This aggregated group of proof not just features the adaptability of modern instructive methods, yet additionally features their ability to oblige different students' singular inclinations and learning styles. Teachers and organizations can unhesitatingly utilize these state of the art ways to deal with language teaching and learning as the requirement for English language capacities fills in our globalized society.

Students from one side of the planet to the other may now jump in and have a good time at their neighbourhood learning networks thanks to propels in instructive innovation. Students in virtual learning networks have the chance to cooperate on projects, share assets, and gain from each other's encounters. The most cutting-edge instructive innovations make for additional productive homerooms and effective students. Basically, state of the art innovative apparatuses for training are reshaping study hall practice to conform to worldwide standards..

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