BENEFITS OF USING THE TEACHING APPLICATIONS IN THE PROCESS OF LEARNING FOREIGN LANGUAGES

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Annotation

This article discusses the benefits of applications in the process of teaching foreign languages to students. Because language learning is a bit more complicated and tedious for students, it is a good idea to use a variety of applications and games to keep them from getting bored of the lessons.

Introduction

The effective use of ICT in the teaching of science is a nominal issue. information technology is a necessary tool for education, it allows students to develop knowledge, skills and abilities, and helps to develop personal qualities, increase their interest in learning. Today, one of the main tasks of every teacher is to bring up young people as a harmoniously developed generation. The rapid development of modern technology has recently become a way to diversify classic educational programs in order to meet new requirements of learners in the 21st century. It is clear that traditional methods and forms of education are slowly wasting away[1] (Abrioux, 2013, pp.20-37; Alyaz, 2016). The use of information technology in the classroom provides endless opportunities for individualization and differentiation of the learning process. The students have a varied offer of support activities as conversation clubs, tutorials, and idioms labs. Additionally, the professors of the institute suggest to the students the use of virtual tools to improve their communicative competence.

One of the challenges for the professors is to create consideration in the students about the importance of the constant practice for the development of abilities in foreign languages; specifically, in the listening comprehension. To address this, the professors employ in class some listening exercises of a guide CD that acts as a complement of the guide text.

Pedagogical technology used in the classroom ensures the development of individual learning in each student. There are big changes in the learning process, which are

aimed at developing thinking and imagination as the main processes necessary for successful learning; effective organization of students' cognitive activities.

With the use of ICT, it has become easier to take a personal-oriented approach to education, and it has become possible to effectively organize the entire learning process. Today's modern student lives in the world of e-culture. Many educators today are technically and psychologically ready to use information technology in their teaching. As the teacher teaches, he or she can revive any phase of the lesson by introducing new techniques. Important recommendations for building an effective learning process were the understanding that there is a need make more resources to support staff in the embedding of mobile digital learning games into lesson plans and schemes of work in order to offer the potential to maximise their use for teaching and learning[2].

Nowadays, teaching English requires a new approach from the teacher, to keep pace with the times. The use of different pedagogical technologies and ICT in the classroom ensures a diverse and interesting learning process. Teachers use the Kahoot program to determine how well students have mastered the subject in English.

Kahoot is a very interesting program where learners can learn topics and concepts in a very interesting way, which can be very useful for teachers and students, or even to share knowledge with friends. With this app, you can take contests to measure your students 'knowledge. If you are a teacher and want to assess your students' knowledge of a particular topic, you can develop the topic, questions, difficulty system, and options yourself.

Kahoot! was the first Student response systems(SRS) designed to provide a game experience using game design principles from theory on intrinsic motivation[3] and game flow[4].

Kahoot! is, therefore, a combination of using audience responses, role-plays and, using video and audiovisual aids. The motivation for this literature study was to investigate the effect of combining the concept of a student response system and a video game.

Kahoot! it is a web service for social education just like a game. That is, if you move forward and have a lot of hits, then the higher your score, the higher you will climb to the top of the podium.

The best part of this system is that anyone can create a new game, "Kahoot!" in a program called, you can create Goth kings, geometric shapes, mathematical features, or a test that matches the topic or lesson topic you want, according to your interests or goals. This app is not only available for Android devices, but also created a web version for PCs. We can also find it in the iPhone Operating System (iOS) App store.

English is studied in several parts. First of all, grammatical knowledge is formed in the student. After passing a Grammar topic, quick question tests are prepared in the "kahoot" application to determine how well the students have mastered the topic. These tests are in the form of quizzes, and the number of students who are the first to determine the correct answer will increase. At the end of the test, the student with the highest score wins. The use of this program in the classroom will help students to better understand the topic.

The results showed that Kahoot! performed significantly better than using the textbook (p = .02, effect size large)[5]. Finally, an experiment compared how the use of Kahoot! and a multiple-choice approach affected the final grade[6]. There are also a few other studies related to learning in Kahoot! that do not compare the learning effect in Kahoot! to other approaches. One example is an article investigating how the learner as a leader strategy, where students create and host their own quizzes in Kahoot! affects the learning outcome[7]. The main finding was that the learner as leader strategy contributed to enhancing discussions in groups, especially for the leading group, and benefited those who acted as leaders. Another study showed that the number of Kahoot! quizzes the students played affected their final grade, and a tendency that the more quizzes they had played – the better they performed on the final exam[8].

The program can also be used in university lectures. The program allows the lecturer to conduct quick questions and answers during the lecture. The questions and answers prepared by the teacher are displayed on the screen in the classroom. Listeners choose the answer to the question on their phone or computer. The results of the questions and answers are displayed on the screen in the auditorium. The system works online. Through this the teacher:

1. Monitor the mastery of the lecture.

2. After reading a part of the lecture, draw students' attention to the content of the lecture by determining how well it is mastered and conducting short questions and answers.

3. Give the audience appropriate points based on the results of the short questions and answers. Audience scores can be added to the Interim and Final control scores.

4. Identify students who listen attentively and actively participate in the lecture and assess their knowledge.

Further studies report that students found Kahoot! to be helpful to prepare for the exam[9], that Kahoot! increased their interest in learning more about what they had learned and that they told others about it, that the students motivation and confidence increased, and they felt more secure and safe in class[10], and that students felt

comfortable answering anonymously in class making the classroom-friendly and fun[11].

The main challenges reported by students included technical problems such as unreliable internet connections, hard to read questions and answers on projected screen, not being able to change answer after submission, stressful time-pressure for giving answers, not enough time to answer, afraid of losing, and hard to catch up if an incorrect answer had been given.

In general, quick questions and answers during a part of the lecture will allow students to pay close attention to the content of the lecture.

In further scientific exploration, it is planned to systematize the most effective mobile applications for learning foreign languages in the context of the formation of linguistic and digital competences of educational recipients. The application "Kahoot" allows you to determine the activity of students in the classroom, the level of knowledge and ensure that they do not get bored in the classroom, as well as master the subject. The use of such programs in the classroom makes the lesson unconventional and meaningful, and increases the student's interest in the subject.

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