



# THE INTEGRATION OF TECHNOLOGY INTO FOREIGN LANGUAGE TEACHING

Aripova Nasiba Rustamovna

Tashkent University of Architecture and Civil Engineering

**Abstract.** The article discusses the main digital educational technologies, among which the following stand out: cloud technology, mobile space, web quest, online courses and gamification. The functions of technologies are revealed: managerial, educational and communication. The purpose of the article is to reveal the essence of digital technologies in the educational space and determine their advantages, which include visibility, accessibility, and focus on the individual abilities of students.

**Key words:** mobile space, web quest, gamification, visibility, accessibility, comprehensive development, digital games-based learning.

The development of information technologies and changing requirements of the modern labor market, the issue of using digital technologies in the educational space is currently becoming more urgent. Modern employers need specialists who are fluent in using electronic technologies in their professional activities. Digital technologies are an integral part of the life of society and provide ample opportunities for developing the competence of a specialist. The article discusses the main digital educational technologies, among which the following stand out: cloud technology, mobile space, web quest, online courses and gamification. The functions of technologies are revealed: managerial, educational and communication. The purpose of the article is to reveal the essence of digital technologies in the educational space and determine their advantages, which include visibility, accessibility, and focus on the individual abilities of students. Various digital technologies in the educational space are aimed at the comprehensive development of students, developing their practical skills, increasing motivation to learn, as well as simplifying and making the work of teachers easier. It is shown that digital educational technologies in the educational space are a necessary condition for increasing the efficiency and effectiveness of the educational process.

The use of digital technologies to learn a foreign language is not limited to a certain age group. Therefore, teachers are beginning to increasingly use these technologies in their activities. Teachers with experience in working with computer technology strive to interest students in “digital games,” creating favorable opportunities for learning a foreign language through the use of computer games within the educational process or digital games-based learning. It is advisable to use digital technologies in the learning process when organizing such language learning activities as: oral practice, development of reading and writing skills. These technologies are especially effective when they are integrated with project-based language teaching technology, since in this case the language can be learned in a natural way through the use of thematic types of learning activities and various academic disciplines.

The current situation created by past and ongoing worldly pandemic has posed a major challenge to educational institutions at all levels around the world and likewise in Bosnia and Herzegovina. The teaching process has completely shifted from classrooms to students' homes with the use of different technological devices and online meeting platforms as basic instructional tools. This required a change in methods of teaching as well as in the instructional materials, which needed to be adapted to this new mode. Students were also under pressure to



get accustomed to those modes, looking for new ways to do projects, homework assignments, and to increase their class participation. All these circumstances, accompanied by occasional internet connection problems, have led to students' aiming to become better self-directed learners and search for information, do tasks and exercises on their own.

While teaching a foreign language at a university, there is an urgent need for the emergence of proprietary courses designed specifically for use on modern electronic platforms, taking into account the specifics of professional training in a particular area, as well as the educational needs and capabilities of students. In the process of creating your own electronic courses, electronic educational and methodological materials, the teacher is required to have both certain technical and methodological training, which includes, first of all, the identification of educational material intended for placement in digital form; adaptation of training content to a specific electronic platform; development of testing materials with automated verification and evaluation.

In the process of creating a foreign language teaching course, you can experiment with online platforms, gaming platforms and applications. A gaming activity course may include a ready-made educational program based on digital educational resources. In particular, to learn a foreign language you can use applications such as Classcraft, Quizizz, Kahoot, English Grammar Test, Learningapps, etc.

The choice of the right strategy when using digital technologies in the process of teaching a foreign language is influenced by many factors: the age of the students, the competence of the teacher, the availability of resources, the educational space, etc. In turn, the Internet can become a rich source of authentic materials: songs, e-books, podcasts and video clips that will help students improve their pronunciation, learning and memorization of new vocabulary. Such learning tools also help teachers update their knowledge.

In conclusion, the use of digital technologies in teaching foreign languages contributes to the modernization of education and improvement of the quality of training. The use of information technologies is possible not only during special integrated, but also regular foreign language classes at various levels of student education. The introduction of digital technologies into the context of a traditional lesson makes the learning process more interesting, varied, and intense

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