THE IMPORTANCE OF MULTIMEDIA AND MOBILE APPLICATIONS IN TEACHING FOREIGN LANGUAGES

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A B S T R A C T	K E Y W O R D S
Multimedia is an effective and engaging tool that can be used to improve vocabulary acquisition for all learners and engage them in the learning process. The development of modern society occurs in the era of informational technologies and characterized by the use of information technology tools in many areas of human activities, including in the field of education. The rational combination of education means with the modern information and computer technologies (ICT) is one of the possible ways for solving the problem of educational modernization. This article explains the role of multimedia in foreign language teaching and the importance of mobile applications in the effective organization of leisure time. Moreover, the most popular mobile apps and their summaries are given in this paper.	

Foreign language is a subject that, due to its specificity, namely, the creation of an artificial language environment for students due to a lack of natural language, presupposes the most flexible and wide use of various technical means of instruction. Therefore, it is not surprising that mobile learning[1], or m-learning, has recently emerged as a new type of learning model which allows learners to obtain learning materials anywhere and anytime, which can be defined as the use of mobile or wireless devices for educational purpose while on the move. Using mobile technologies and the Internet learners become more involved in learning process. Given that mobile learning refers to a set of technological devices, including smartphones, MP3 players and hand-held computers, learners get a huge benefit from these devices in language learning. Moreover, for some, such learning can be regarded as the facilitator of

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[1] https://massaget.kz/blogs/23591/

learning, and easily access to educational materials for students using mobile devices via a wireless medium. ·That is, it is an education model that emerged with the development of mobile technologies. It is admitted that face-to-face teaching in some certain situations is quite limited for many learners and they need more time and opportunities to interact and be exposed to the target language. In order to compensate this gap and supplement the EFL face-to-face class[2], mobile learning[3] or e-learning might be used. Besides, using real world resources for teaching and learning in the classroom can make education more meaningful and relevant to our students.

The multimedia applications can significantly facilitate and upgrade the learning process. Multimedia applications are beneficial for the teachers who adapt the lesson content and activity according to learners' particular needs. Multimedia applications can be as well aimed at achieving specific tasks depending on the situation in the learning process. Multimedia technology can be considered as the platform for teaching a language taking advantage of modern digital technologies which makes it easier for students to develop language learning skills.[4] Multimedia stimulates learners to practice and master more languages through audio support and creates foreign language contexts as the crucial aspect in developing their knowledge of vocabulary, pragmatics and genres of the target language.

Multimedia applications can be recommended for use as a communicative component of the educational environment. The reasons for the effectiveness of using multimedia applications are as follows:

• great opportunities for multimedia applications in conducting effective and entertaining lessons;
• The ability to present information digitally and combine several types of information in one product (video, audio, animation, visualization, text, graphics);
• improving class productivity;
• increase the motivation of students when using multimedia applications;
• The possibility of activating independent development;
• The ability to provide interactivity — information in multimedia resources is presented in an interactive mode, which provides an opportunity for active interaction between the educational resource and students;
• Visual representation of the content of education;

Multimedia applications are divided into the following types:

• presentations. Presentations are a way of visualizing information using audiovisual means. The presentation is a combination of computer animation, graphics, video, music and sound, which are organized into a single environment. The presentation has a plot, a script and a structure organized for the convenience of information perception;
• Animated videos. This is a reproduction of a sequence of pictures that give the impression of a moving image.

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[2]English as a foreign language
[3] "learning across multiple contexts, through social and content interactions, using personal electronic devices"

[4] Sethi. Multimedia Education: Theory and Practice. — Mittal Publications, 2005.

• interactive presentation. This is a set of multimedia components prepared in order to increase motivation and involvement in classes with the help of presentation games, presentation tasks;

• games. The game is a multimedia application aimed at satisfying the needs for entertainment, pleasure, as well as the development of certain skills and abilities;

• audio applications are programs that work with digital audio;

• web application or websites based on specific resources and topics.

The possibilities of learning a second language in a mobile-based environment are demonstrated accompanying by some examples of learning via mobile devices.[5] Here, it has been tried to show the benefits of using mobile phones in learning English as a second language. Areas of mobile-based language learning discussed in this paper are vocabulary, listening, grammar, and reading comprehension.

Language laboratories are widely used. They extend the ability to master absolutely any English language skills: reading, listening, speaking, grammar, culture of speech. Also, speech reproduction tools are widely used - electronic dictionaries, audio and video courses.[6]

Learning vocabulary

The type of activities focusing on vocabulary learning via mobile phone differs from one research project to another, depending on the level of language proficiency of the learners. Sending e-mail or SMS[7] to students is a common way of learning new vocabulary based on the lessons covered in the classroom.

Listening and speaking comprehensions

One of the characteristics of online interactions that has emerged with the explosive growth of mobile technology has been the merging of modalities, i.e., text, image and audio / video, often today converging in texting, blogging, and in all forms of social media. This convergence will necessarily be reflected in the use of mobile devices in language learning. Tasks – in class and at home – are likely to combine text with other media. Watching video clips or listening to podcasts[8] can serve as models for students themselves creating multimedia. This is in fact one of the most used features of modern phones, to take pictures and record audio / video. The voice recording feature can be used to record selected classroom activities for later study, reflection or transcription. Voice and video recording are ideal vehicles for practicing presentations, assigned dialogues. Listening exercises may be considered the first stage in learning a second language. With the advent of the second generation of mobile phones, it is now possible to design a mobile multimedia system for learning listening skills through listening exercises.. A multimedia materials website that uploaded and maintained video materials, and a set of multimedia English listening exercise on the mobile phone for the learners to repeat exercises in English listening in a ubiquitous learning environment.

Learning Grammar

Grammatical points can be learnt through a specifically designed program installed on mobile devices, in which grammatical rules are taught, followed by multiple-choice activities where learners select the correct answer from the given alternatives. Grammatical exercises can be in the form of 'true-false' or

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[5] file:// moluch_148_ch8_1.pdf

[6] https://articlekz.com/en/article/33416

[7] is a text messaging service component of most telephone, Internet and mobile device.

[8] https://www.podbean.com/all

'fill-in the blanks' which are to be responded by the learners. Grammatical explanations may also be presented to learners via vocal service or short message service.

Pronunciation

The second generation of mobile devices enable their users to access multimedia functions including listening and speaking ones. A good m-learning service should consist of speech facilities for transmitting voice. Having such facilities, the

can learn the correct pronunciation of unfamiliar or new words to be able to fulfill their learning needs. Mobile devices with multimedia function give the learners the opportunity to record their own voice. Then, teachers are able to make a better assessment of the students' weaknesses in pronunciation. This way, by enhancing various functions of the system like providing a dictionary for looking up unfamiliar words and their correct phonetic form, the pronunciation as well as speaking skills of the learners can be well improved.

Reading Comprehension

Practices help learners to enhance their vocabulary, and vocabulary knowledge, in turn, helps them to promote reading comprehension. Reading activities can be offered to learners either via a well-designed learning course installed on the mobile devices or through SMS sent to the learners. In either case upon finishing the reading activity, the learners are provided with a reading text function to evaluate their reading comprehension skill.

The following is a list of mobile apps for learning English:

Duolingo is the world's most popular English learning app today and a highly recommended app for English beginners. Duolingo is one of the best free English learning apps. Duolingo exercises are tailored to help users learn new words and vocabulary effectively. It helps you to master new English words, phrases and grammar with game-like lessons. Duolingo is an app that helps you learn grammar, spelling, words, phrases, and conversational English.

BoldVoice is a pronunciation app that helps non-native English speakers communicate clearly and confidently in English. With BoldVoice, you can practice your pronunciation and receive immediate feedback on your pronunciation accuracy through the advanced speech-recognition technology. The app helps you improve the sounds that are difficult for you with video lessons from top Hollywood accent coaches.

Lillypad is a fantastic website and app that has been designed to help people have a greater access to reading and so also improve people's abilities in their reading as well as their enjoyment around it too.

Rosetta Stone is one of the more interesting English learning apps. It is an interactive, English learning app that progressively guides the user through language study in a game. You can practice English by talking to native speakers which is a great bonus feature. It's a very immersive method that makes it one of the best apps for learning English.

Busuu is one of the best English language apps available today and highly recommended for learning English at a beginner level. This app is designed by the linguists and it combines human interaction and AI-powered teaching to help you learn a language faster. With Busuu, you can talk with native English speakers to practice your English speaking. You can also provide feedback to people learning English languages or get feedback from more advanced English learners. You'll only learn useful English words that you can use in real-life situations.

Thus, it can be concluded that in the modern conditions of the development of multimedia and digital technologies, which provide ample opportunities for improving the educational process, the use of

multimedia applications in the educational process makes it possible to move from a passive to an active way of carrying out educational activities, in which the student is the main participant in the learning process. The effective use of pedagogical scenarios for the use of multimedia in the educational process contributes to the development of an active position of the student as a subject of communicative interaction, stimulates his independence and creativity. When choosing a multimedia application, the teacher must take into account the specifics, features, goals and objectives of a particular academic subject, psychological and pedagogical, methodological, ergonomic requirements and norms of their use in the classroom.

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