

## USING INNOVATIVE TECHNOLOGIES IN TEACHING AND LEARNING LANGUAGE

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### ANNOTATION

This article is about teaching and learning languages with the help of computer, multimedia assistance. From this article, you come across about virtual resource and their implementation to teaching process. In this article shows about internet learning, CALL and MALL science and teaching models.

**Keywords:** MALL, CALL, Imitation models, technology, multimedia.

### АННОТАЦИЯ

Эта статья про обучение и изучение языков при помощи компьютера и мультимедиа технологий. Из этой статьи вы узнаете о виртуальных ресурсах и их реализации в преподавательском процессе.

**Ключевые слова:** MALL, CALL, Имитационные модели, технология, мультимедиа.

### INTRODUCTION

There are plenty of resources for teachers and students in the internet, from file sharing to different type of software or virtual worlds. There is so much material and everything is so ephemeral that I think a present day classification could be beneficial for most of us. The rapidly advancing age of technology has made it possible to overcome many different challenges in our world today. But the benefits and versatility of technology are not as evident as it is with learning English. This is why more advocates support the integration of technology into education. The positive influence of technology when learning English is valuable and can maximize the overall experience.

### MATERIALS AND METHODS

Many educationalists appreciate its values and see it as a wonderful resource for making the learning process more diverse and attractive. Others have an inclination to criticize the limits of e Learning. Comparing e-based language learning to traditional eye-to-eye classes does not always show the former in the more favorable light. Especially so when we believe that in language learning, speaking and communication are crucial. As technology becomes a major part in today's world, students can have more freedom and support to fully absorb the material. More students are choosing to learn English with computer learning assessments. Technology and learning English go hand in hand and here are some reasons why more prefer online lessons [1, 67]. The biggest reason for incorporating technology into education is the overall changes in global communication. What was once inaccessible can now be easily reached by way of the internet. Technology opens doors to many more opportunities by linking the world together. The olden days of limited options for education are long gone and all thanks to

technological advances. Students will not only have flexibility with online schooling but also have access to more resources.

Designing instruction can be a monumental task, and a model would provide a systematic structure for the process. In one development approach, Stoney and McMahon adapted Gould's model of multimedia development and identified the following four basic phases: information design including the planning of the content and an analysis of the audience, interface design which connects the learner with the content in the most functional and intuitive way possible, navigation to connect the pages of content in a logical structure, and interaction design which determines how the program works and how the learner uses the program [2,32].

Teaching creativity to everyone is vitally important. If teachers persist in using methods that deny creativity, the brains of the learners are conditioned in the direction of accepting traditional assumptions and content without the means to question and test for validity and reliability in today's world. There will always be a creative few who can resist the drill and kill educational methods. However, tragically, when only a few are creative, the balance of power becomes distorted. The majority become impressionable slaves who can be convinced that their role is serve the creatively inspired experts. When this minority realizes how powerful they are, it can go to their heads. They can too easily take unfair advantage. The results include corruption, misuse of power, prejudice, scarcity, and many other unimaginable problems.

One of the most important issues of the school education today is that learners are not able to apply their knowledge that they have learned from the classroom to their real life. Situated Learning Theory would be one of the best solutions to solve these problems. However, current methods, which have been developed for instructional purpose until now, do not seem to reflect Situated Learning Theory enough. It is vital to investigate better applicable methods that can be practiced in education field based on Situated Learning Theory. Therefore, the purpose of this paper is to design and implement a Mobile Language Learning Assistant System using location awareness technology. This study has found that Mobile Language Learning Assistant System can be effectively utilized in providing authentic learning environment and its future prospect is very bright according to the learner evaluation. MALL has evolved to support students' language learning with the increased use of mobile technologies such as mobile phones MP3 and MP4 players and devices such as the iPhone or iPad. With MALL, students are able to access language learning materials and to communicate with their teachers and peers at anytime, anywhere. [4, 57-58].

Computer Assisted Language Learning (CALL) is often perceived, somewhat narrowly, as an approach to language teaching and learning in which the computer is used as an aid to the presentation, reinforcement and assessment of material to be learned, usually including a substantial **interactive** element. Levy defines CALL more succinctly and more broadly as "the search for and study of applications of the computer in language teaching and learning". Levy's definition is in line with the view held by the majority of modern CALL practitioners. It just happens that However, I think teachers in every area need to reflect on what they are doing that tends to foster or hinder the creative critical thinking that is so essential as a survival and success skill in today's world. Creative readers, whatever they teach, will recognize their own lessons and projects in this article. In the development of cognition, the ability to imagine is among the most advanced of all human traits. Although many CALL projects have been

designed organically, or with respect to general instructional design principles, attempts have been made by a number of scholars to characterize the unique qualities of CALL.

Perhaps the most elaborate design framework to date is that of Colpaert, which creatively blends engineering principles and pedagogical approaches and is specifically oriented towards the creation of language courseware. Another important work in this area is by Levy, who categorized the uses of the term design in a corpus of 93 CALL articles from 1999, including not only design of artifacts (e.g. software), online courses and materials, but 'design as a principled approach to CALL, including approaches to the design of CALL tasks [5,34].

Presentation videos (capture screens) are multimedia objects that represent recording of the screen. Actually, each procedure that described in the text realized practically in the computer. Simultaneously is added sound i.e. speech that describes the whole procedure, and all together are saved in files that will later be object of links placed in the text.

Animations are used to create a movement through the screen. In this system, animations are used to present the starting of the application and for the creation of dynamic menus.

There are so many things to consider. Yet I want to keep it as brief and concise as I possible. I believe so much the world needs more and more compassionate creativity to solve the many very difficult problems confronting us.

Creative people do not have answers, but they habitually wonder. They habitually ask better questions. They have optimism. When combined with empathy and compassion, creativity is bound to be a force for good. With computers and the internet now widely available, the multimedia packages can provide further resource support for students involved in off-campus, industry experience or for those enrolled in distance education programs. In general, such packages can complement face-to-face teaching and thus can be readily integrated into existing teaching programs.

By using multimedia packages, student learning can be more effective, and staff time more productive, because students are able to access concepts covered in the package at their own pace and time in a self-directed mode. If need be, they can further reinforce their learning of the concepts presented in the package in discussion and consultation with fellow students and resource staff. Multimedia learning projects in the classroom are not a new phenomenon, but advanced computer technology tools allow multimedia projects to be developed with enhanced interactivity, greater ease, and less cost than ever before.

## CONCLUSION

There is no uniform approach for faculty who are new to the design and development of multimedia projects, but there is a logical structured approach. The proposed ten-step model leads novice faculty and designers through the development process. This model does not suggest that development is a clean, linear process; on the contrary, it is an iterative, flexible, problem-solving process. Due to advances in cognitive science research, designers can develop learning projects that consider the complexities of cognition with various media. Technology is changing and students are changing, the methods for delivering education must change as well.

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