

Using Digital Tools to Improve English Language Learning

Nosirova Dilnoza Rizoqulovna
Lecturer at Asia International University

Abstract

The incorporation of technology in education has revolutionised the way we learn languages in the digital era. This article investigates how digital technologies might help English language learners. Mobile applications, websites, online courses, virtual reality (VR), and augmented reality (AR) all provide a wealth of materials and interactive elements that make language learning more interesting and successful. These technologies enable learners to study at their own speed and receive targeted feedback by providing accessibility, flexibility, and personalization. VR and AR technologies' interaction and immersive encounters produce realistic language practice settings. The variety of online materials appeals to a wide range of learning interests and objectives. Digital technologies also enable instant feedback, progress tracking, and collaboration and community participation opportunities. Learners may improve their language abilities, increase motivation, and build a firm foundation in English communication by utilising these digital resources.

Keywords: digital tools, English language learning, educational technology, mobile apps, websites, online courses, virtual reality, augmented reality, artificial intelligence, accessibility, flexibility, personalization, interactivity, online resources, immediate feedback, progress tracking, collaboration, and community engagement.

INTRODUCTION

The approach to teaching has altered greatly in today's technologically advanced society. Digital technologies are rapidly being incorporated into the learning process, influencing how we acquire, retain, and apply information. This tendency is not limited to English language learning. Students and instructors may benefit from a variety of dynamic tools that make the learning experience interactive, engaging, and successful with the modern educational technology accessible. This article investigates how digital technologies might help English language learners.

English language study using digital tools

Any programme or application that can be used on a computer, smartphone, or tablet is referred to as a digital tool. These tools might include mobile applications, websites, online courses, virtual reality (VR), and augmented reality (AR) for English language learning. They provide a wealth of tools, including interactive exercises, language games, video courses, live chats, and much more.

1. Mobile applications and websites

Mobile language study programmes such as Duolingo, Babbel, and Rosetta Stone give students a flexible, on-the-go way to practise English. These applications provide instruction in everything from vocabulary and grammar to pronunciation and communication. They also use gamified aspects to make learning more interesting.

Websites such as BBC Learning English and the British Council provide a wide collection of materials such as grammar exercises, listening activities, video content, and even the ability to communicate with other learners.

Because of their accessibility and interactive characteristics, mobile applications and websites have become increasingly popular tools for language acquisition. Here are some examples of language learning mobile applications and websites:

1. Duolingo: Duolingo is a popular language learning programme that provides classes in a variety of languages. It employs gamification approaches to make the learning process more interesting and pleasant, such as earning points and unlocking levels.
2. Rosetta Stone: Rosetta Stone is a language learning platform that uses a combination of visual and auditory clues to create interactive courses. Users may practise speaking, listening, reading, and writing in the target language with this software.
3. Memrise: Memrise is an app and website that helps users memorise vocabulary and phrases in many languages by using spaced repetition and mnemonic methods. It has a large selection of user-generated content and community-created courses.
4. HelloTalk: HelloTalk is a language exchange software that brings together language learners from all around the world. Users may discover language partners, have text, phone, or video discussions, and receive corrections and feedback on their language abilities.
5. FluentU: FluentU is a language learning platform that teaches languages using real video material such as movie snippets, news videos, and music videos. Users may browse vocabulary lists, watch films with interactive subtitles, and practise language abilities with quizzes and activities.
6. The BBC Languages website provides free language study tools in a variety of languages. Audio and video courses, interactive activities, cultural insights, and grammatical explanations are all included.
7. Anki is a flashcard programme that use spaced repetition to assist users with memorising vocabulary and grammatical ideas. Users can make their own flashcard decks or obtain decks created by other language learners.
8. italki: italki is an online language learning platform that links students with language teachers via video chat for one-on-one courses. Users may select from a variety of languages and search for teachers based on their competence and availability.
9. Babbel: Babbel is a language study software with classes in a variety of languages. It focuses on practical vocabulary and conversation skills through interactive exercises and conversations that allow students to practise speaking and listening.
10. Lingodeer: Lingodeer is a language study software that offers extensive courses in a variety of languages. Through interactive lessons and tests, it teaches language abilities such as listening, speaking, reading, and writing.

2. Online Training

Massive Open Online Courses (MOOCs) sites like Coursera, Udemy, and FutureLearn provide extensive English language courses. These courses, which are frequently offered by universities or well-known language schools, offer structured learning paths and frequently include certifications upon completion. They also provide learners with the opportunity to interact with teachers and classmates, building an online community.

3. Augmented Reality and Virtual Reality

Immersive language learning experiences may be provided using VR and AR. Learners can use VR to imitate real-life circumstances that involve the usage of English, such as buying food in a restaurant or attending a job interview. This can boost learners' confidence while also improving

their practical language abilities. AR can create interactive learning environments by superimposing digital information on real-world situations, which can be especially effective for Visual learners.

There are several benefits to studying English with digital tools, which result in a more effective and enjoyable language learning experience. Here are some key advantages:

1. **Flexibility and accessibility:** Anyone with an internet connection may study English using digital resources. Learners may access materials and tools at their leisure, scheduling study sessions around their busy schedules. Individuals may learn at their own speed, whether they have a few minutes during their commute or devoted study time at home, thanks to this flexibility.

2. **Personalization:** Digital tools frequently use adaptive learning technology to tailor material and activities to the requirements of individual learners. These tools measure the strengths and weaknesses of learners, give tailored tasks, and provide personalised feedback. This personalised method improves learning by allowing students to concentrate on areas that need work and go at their own pace.

3. **Interactive Learning:** Using multimedia features, gamification, and interactive activities, digital technologies generate interactive learning experiences. This interaction engages students and can lead to a better knowledge of English language ideas. Quizzes, games, and simulations make the learning process more pleasurable, prompting learners to actively engage and remember knowledge more efficiently.

4. **Immersive Language Practise:** To develop immersive language practise settings, several digital applications use virtual reality (VR) or augmented reality (AR) technology. Learners may digitally immerse themselves in real-life events such as placing an order at a restaurant or attending a business meeting. These simulations give hands-on language practise, boost confidence, and bridge the gap between classroom instruction and real-world application.

5. **Extensive materials:** The internet world is rich with English language learning materials. Grammar explanations, vocabulary exercises, listening activities, speaking practise, and cultural insights are all available through online courses, mobile applications, websites, and language learning platforms. Learners may access a huge reservoir of materials to improve their language skills by exploring numerous resources to meet their learning preferences and goals.

6. **Real-Time Feedback and Progress Tracking:** Digital tools frequently give real-time feedback on exercises, pronunciation, and grammar, allowing students to fix errors and reinforce learning in real time. Learners may use progress monitoring capabilities to check their progress, create objectives, and measure their success over time. This feedback loop increases self-awareness and assists students in identifying areas for growth.

7. **Community and Collaboration:** Many internet platforms allow students to communicate with their classmates, language coaches, and native speakers. Learners can use discussion boards, chat tools, and online groups to practise their language skills, ask questions, and get help. Collaborative activities promote communication and cultural interaction, generating a sense of belonging and motivation among language learners.

Conclusion

For English language learners, the internet era provides a cornucopia of materials. While conventional classroom-based learning is still important, digital solutions that allow flexibility, customisation, and engagement may be excellent supplements. As the educational landscape evolves, utilising these digital technologies may allow learners to take ownership of their own learning path, creating.

Reference:

1. Nosirova, D. (2023). HARNESSING DIGITAL TOOLS FOR ENGLISH LANGUAGE LEARNING. *Modern Science and Research*, 2(10), 39–44.

2. Nosirova, D. (2023). USING DIDACTICAL GAMES IN SPEAKING LESSONS. *MODERN SCIENCE AND RESEARCH*, 2(10), 706–709.
3. Nosirova, D. (2023). TYPOLOGICAL CHARACTERISTICS OF THE PARTS OF SPEECH OF THE RUSSIAN, UZBEK, AND ENGLISH LANGUAGES AND THEIR TEACHING METHODS IN PRIMARY EDUCATION. *Modern Science and Research*, 2(4), 564–567.
4. Nosirova, D. (2023). LEARNING GRAMMAR THROUGH CONTEXT: ENHANCING LANGUAGE PROFICIENCY. *Modern Science and Research*, 2(7), 349–351.
5. Nosirova, D. (2023). LEARNING ENGLISH AS A SECOND LANGUAGE: CHALLENGES AND STRATEGIES. *Modern Science and Research*, 2(9), 165–170.
6. Nosirova, D. (2023). SECOND LANGUAGE ACQUISITION AND THE ROLE OF DIDACTIC GAMES IN SLA. *Modern Science and Research*, 2(5), 1143–1145.
7. Носирова, Д. Р. (2023). ТИПОЛОГИЧЕСКАЯ ХАРАКТЕРИСТИКА ЧАСТЕЙ РЕЧИ РУССКОГО, УЗБЕКСКОГО И АНГЛИЙСКОГО ЯЗЫКОВ И МЕТОДИКА ИХ ОБУЧЕНИЯ В НАЧАЛЬНЫХ КЛАССАХ. *PEDAGOGS journali*, 1(1), 87-87.
8. Носирова, Д. Р. (2022). ТВОРЧЕСКИЕ СПОСОБЫ ОБУЧЕНИЯ ЧАСТЯМ РЕЧИ НА УРОКАХ РУССКОГО ЯЗЫКА В НАЧАЛЬНЫХ КЛАССАХ. *PEDAGOGS journali*, 1(1), 66-68.
9. Носирова, Д. Р. (2023). ИЗУЧЕНИЕ ИНОСТРАННОГО ЯЗЫКА И РОЛЬ ДИДАКТИЧЕСКИХ ИГР В ИЗУЧЕНИИ ИНОСТРАННОГО ЯЗЫКА. *Educational Research in Universal Sciences*, 2(4), 256-260.
10. Rizoqulovna, N. D. (2023). LEARNING ENGLISH AS A SECOND LANGUAGE: CHALLENGES AND STRATEGIES.
11. Nosirova, D. (2023). TYPOLOGICAL CHARACTERISTICS OF THE PARTS OF SPEECH OF THE RUSSIAN, UZBEK, AND ENGLISH LANGUAGES AND THEIR TEACHING METHODS IN PRIMARY EDUCATION. *Modern Science and Research*, 2(4), 564-567.
12. Berdiyeva, S. U. (2023). THE DIFFERENCE BETWEEN GAME-BASED LEARNING AND GAMIFICATION [Data set]. Zenodo.
13. Berdiyeva, S. (2023). BENEFITS OF TEACHING FOREIGN LANGUAGES THROUGH ROLE-PLAYING ACTIVITIES. *MODERN SCIENCE AND RESEARCH*, 2(10), 723–729. <https://doi.org/10.5281/zenodo.10034991>
14. Berdiyeva, S. (2023). A STORY-BASED APPROACH IN TEACHING FOREIGN LANGUAGE. *Modern Science and Research*, 2(10), 262-266.
15. Berdiyeva, S. (2023). THE IMPORTANCE OF ROLE PLAYING ACTIVITIES IN IMPROVING LEARNERS' LANGUAGE SKILLS. *Modern Science and Research*, 2(9), 75-78.
16. Utkirovna, B. S. (2023). Characteristics of the Works of Charles Dickens. *European Science Methodical Journal*, 1(3), 24-28.
17. Utkerovna, B. S. (2023). SHUM BOLA ASARINING TARJIMASIDA TARJIMON MAHORATI. *DENMARK" THEORETICAL AND PRACTICAL FOUNDATIONS OF SCIENTIFIC PROGRESS IN MODERN SOCIETY"*, 14(1).
18. Berdiyeva, S. (2023, October). ADVANTAGES AND DISADVANTAGES OF TEACHING THROUGH ROLE-PLAYING ACTIVITIES. In *Academic International Conference on Multi-Disciplinary Studies and Education* (Vol. 1, No. 19, pp. 88-92).

19. Tursunova, M. (2023). USING INDUCTIVE AND DEDUCTIVE APPROACH IN TEACHING GRAMMAR. *Modern Science and Research*, 2(10), 11-17.
20. Tursunova, M. (2023). ROLE OF THE 4C METHOD IN LANGUAGE TEACHING. *Science and innovation in the education system*, 2(11), 75-83.
21. Tursunova, M. R., & Karimov, R. A. (2023). PARALLEL KORPUSDA BADIY ASARALARNING ASLIYAT TARJIMASI TADQIQI(O). HOSHIMOVNING "DUNYONING ISHLARI" ASARI ASOSIDA).
22. Tursunova, M. (2023). BADIY TARJIMA ASARLARDA ASLIYAT MUAMMOSI TADQIQI. *Interpretation and researches*, 1(8).
23. Tursunova, M. (2023). BADIY TARJIMADA LINGVOKULTUROLOGIK XUSUSIYATLAR. *Журнал: Союз Науки и Образования*, 5(2), 12-15.
24. Fayzullayeva, N. S. qizi . (2023). Theoretical Views on the Use of the Term "Concept" in Cognitive Linguistics. *EUROPEAN JOURNAL OF INNOVATION IN NONFORMAL EDUCATION*, 3(5), 27–31. Retrieved from <https://www.inovatus.es/index.php/ejine/article/view/1685>
25. Fayzullayeva, N. (2023). USAGE OF THE FLORA IN THE EARLY MODERN ENGLISH POETRY. *Modern Science and Research*, 2(9), 36–39. Retrieved from <https://inlibrary.uz/index.php/science-research/article/view/24078>
26. Sur'at qizi Fayzullayeva, N., & Kilicheva, M. R. (2022). UOLT UILTMAN NASRIDA "AMERIKA ORZUSI" KONSEPTI. *INTERNATIONAL CONFERENCE ON LEARNING AND TEACHING*, 1(8), 574-576.
27. Fayzullayeva, N. (2023). THE CONCEPT OF THE AMERICAN DREAM AND WALT WHITMAN. *Solution of social problems in management and economy*, 2(11), 137-142.
28. Fayzullayeva, N. (2023). THE ROLE OF THE AMERICAN DREAM IN UOLT WILTMAN'S POEMS. *Modern Science and Research*, 2(10), 714–718. Retrieved from <https://inlibrary.uz/index.php/science-research/article/view/24676>
29. Durova Shakhnoza Shokirovna. (2023). A PRACTICAL WAY OF STUDYING CONDITIONALS. *International Journal Of Literature And Languages*, 3(10), 39–43.
30. Durova, S. S. (2023). KEYS TO LEARN LANGUAGE EFFECTIVELY. *Educational Research in Universal Sciences*, 2(10), 4-6.
31. Durova, S. S. (2023). WHY IS IT IMPORTANT TO LEARN ENGLISH?. *Educational Research in Universal Sciences*, 2(9), 415-417.
32. Shokirovna, D. S. (2022, June). PRAGMATIC ANALYSIS OF CONDITIONAL SENTENCES IN THE FRAMEWORK OF POLITENESS THEORY. In *Next Scientists Conferences* (pp. 50-52).
33. Durova, S. (2023). THE BENEFITS OF USING MODERN TECHNOLOGIES IN TEACHING AND LEARNING ENGLISH. *Modern Science and Research*, 2(10), 84-89.
34. Tasheva, N. (2023). EXPLORING THE RICH TAPESTRY OF LINGUISTICS: A COMPREHENSIVE OVERVIEW. *Science and innovation in the education system*, 2(11), 51-57.
35. Tasheva, N. (2023). SEMANTIC ANALYSIS OF LEXEMES WITHIN THE CONCEPT OF THE IDEA OF THE GREAT MAN IN MARLOWE'S DRAMA "TAMERLANE THE GREAT". *Инновационные исследования в современном мире: теория и практика*, 2(18), 90-93.
36. Tasheva, N. (2023). EXPRESSION OF LEXICAL-SEMANTIC AND SOCIO-EDUCATIONAL PARAMETERS IN THE CREATION OF A GREAT HUMAN FIGURE

IN ENGLISH RENAISSANCE DRAMA: A COMPREHENSIVE ANALYSIS. *Solution of social problems in management and economy*, 2(7), 11-14.

37. Tasheva, N. (2023). THE ROLE OF CHRISTOPHER MARLOWE IN THE DEVELOPMENT OF NATIONAL ENGLISH DURING THE RENAISSANCE. *Models and methods in modern science*, 2(7), 14-19.
38. Tasheva, N. (2023). THE IMAGE OF THE EAST IN THE PLAY "TAMERLANE THE GREAT" BY K. MARLOWE. *International Bulletin of Applied Science and Technology*, 3(3), 113-120.
39. Tasheva, N. (2023). THE GREAT TAMBURLEN AS THE PSYCHOTYPE OF THE EASTERN RULER IN THE POETRY OF CHRISTOPHER MARLOW. *Академические исследования в современной науке*, 2(4), 52-58.
40. Tasheva, N. (2022). INDIVIDUALISM OF THE PHENOMENON OF A STRONG PERSONALITY IN THE AGE OF THE RENAISSANCE. *Евразийский журнал академических исследований*, 2(13), 454-462.
41. Tasheva, N. (2023). LEXICO-SEMANTIC WORD WORK AS A WAY OF FORMING THE THEATRICAL TERMINOLOGY OF THE ENGLISH LANGUAGE. *Modern Science and Research*, 2(10), 75-83.
42. Mavlanova Mehnbonu Obid qizi, & Koryogdiyev Zufar Okhunjonovich. (2023). THE ROLE OF NATIONAL VALUES AND SPIRITUAL AND EDUCATIONAL WORKS IN THE EDUCATION OF THE YOUNG GENERATION. *Spectrum Journal of Innovation, Reforms and Development*, 17, 81–84. Retrieved from <https://sjird.journalspark.org/index.php/sjird/article/view/753>
43. Корёгдиев, З. О. XIX АСР ОХИРИ–XX АСР БОШЛАРИДА АМУДАРЁ ФЛОТИЛИЯСИ ФАОЛИЯТИ ТАРИХИДАН (“ТУРКИСТОН ТЎПЛАМИ” МАТЕРИАЛЛАРИ АСОСИДА). *УЧЕНЫЙ XXI ВЕКА*, 20.
44. Okhunjonovich, K. Z. (2021). Self-Awareness of Gypsies: Traditionality and Modernity. *American Journal of Social and Humanitarian Research*, 2(7), 33-42.
45. Okhunjonovich, K. Z. (2023). THE EDUCATIONAL VALUE OF NATIONAL CUSTOMS AND TRADITIONS IN THE ERA OF GLOBALIZATION. *American Journal of Interdisciplinary Research and Development*, 18, 64-66.