

## THE IMPACT OF INTERACTIVE PLATFORMS ON EDUCATIONAL EFFECTIVENESS

*Madrakhimov Shukhratjon Shukurovich* - assistant-teacher,  
*Madrakhimova Makhfuza Akhmedovna* - assistant-teacher,  
*Jurakuzyeva Makhliyo Inomjon kizi* - student  
*Kokand State University, Uzbekistan*

**Abstract:** This article is dedicated to the study of methods for using interactive platforms in teaching the subject "Informatics and Information Technologies" in general education schools. It highlights the techniques for creating interactive tasks using the LearningApps platform.

**Keywords:** digital education, informatics, didactic materials, interactive platforms, LearningApps, educational effectiveness.

**Аннотация:** Ushbu maqola umumta'lim maktablarida informatika va axborot texnologiyalari fanini o'qitishda interaktiv platformalardan foydalanish metodikasini o'rganishga bag'ishlangan. Unda LearningApps platformasidan foydalangan holda interaktiv topshiriqlar tayyorlash usullari yoritilgan.

**Калит so'zlar:** raqamli ta'lim, informatika, didaktik materiallar, interaktiv platformalar, LearningApps, ta'lim samaradorligi.

**Аннотация:** Данная статья посвящена изучению методики использования интерактивных платформ при преподавании предмета «Информатика и информационные технологии» в общеобразовательных школах. В ней раскрыты способы подготовки интерактивных заданий с использованием платформы LearningApps.

**Ключевые слова:** цифровое образование, информатика, дидактические материалы, интерактивные платформы, LearningApps, эффективность обучения.

In the current era of globalized information, one of the primary objectives of educational reforms in the Republic of Uzbekistan is to modernize the organization of the teaching and learning process by educators. This involves creating educational and methodological support that activates students' cognitive activities, enhances educational effectiveness, and develops and updates the necessary methodological knowledge, skills, and competencies to meet state requirements and international educational standards. Particularly, the use of interactive platforms in teaching computer science and information technology plays a crucial role in increasing students' learning engagement and preparing them for modern professions.

Platforms like LearningApps, Gimkit, Kahoot, and Baamboozle are widely used as effective tools for creating engaging didactic materials in teaching computer science and IT. Each of these platforms has unique features and serves various purposes in the educational process. Below, we explore methods for creating engaging didactic materials using the LearningApps platform.

LearningApps.org is a free online platform for teachers and students, primarily used to access interactive educational resources across various subjects. This platform offers the following key features:

- Access to thousands of materials available on LearningApps.org, covering various subjects that teachers can utilize in their lessons.

- Teachers and students can obtain interactive learning materials from various types of exercises.
- The created system can be managed, shared with LMS platforms, or embedded into websites (e.g., Moodle) using embed codes.

LearningApps.org offers several types of interactive exercises:

Tests – Various formats of test questions.

Matching – Matching tasks based on images, text, or audio.

Games (jumble, puzzle, memory) – Games designed to develop memory and logical thinking.

True or False – Statements to be identified as true or false.

Chronology (sequencing) – Arranging events or items in a sequential order.

Crosswords – Interactive crosswords for collaborative work with students.

Voice-based dialogues – Audio tasks aimed at developing students' speaking skills.

Advantages of LearningApps.org:

Free and open platform – can be used without registration.

Suitable for any subject – including mathematics, language learning, history, computer science, and more.

User-friendly interface – efficient, convenient, and easy to understand.

Compatible with mobile devices – works on computers, tablets, and smartphones.

Supports various media – including video, audio, and image-based content.

Disadvantages:

Limited language options – primarily available in German and English; a full Uzbek version is not yet available.

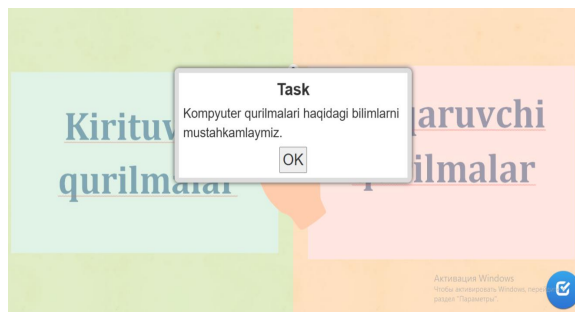
Requires internet connectivity – no offline functionality.

Does not support complex designs – only simple interactive mechanisms can be created.

LearningApps.org is a convenient and useful platform for teachers and students, enabling the creation of interactive lessons. If you wish to create interactive activities or utilize existing resources, this site can be highly beneficial.

For instance, to create didactic materials on the topic of "Computer Devices," you can use LearningApps.org. This material aims to teach students about the main components of a computer, their functions, and interconnections in an interactive manner. Familiarity with basic computer devices is an essential part of technological literacy in our daily lives.

Our objectives include: introducing students to the main computer devices (monitor, keyboard, mouse, printer, system unit), explaining the functions of each device and their interconnections, and reinforcing the topic through interactive tasks and tests.



Assignment to reinforce knowledge of computer devices:

Students can independently complete the task available at the following link:

<https://learningapps.org/watch?v=ptqgdc48t24>

Crosswords, as didactic materials, are highly effective tools for reinforcing students' knowledge and skills, developing logical thinking, and reviewing learned topics. Their significance is evident in the following aspects:



Assignment for 7th-grade students in general education schools on the subject of Computer Science and Information Technology.

Students can independently complete the tasks available at the following link:

<https://learningapps.org/watch?v=pw9cv68kk24>

Interactive platforms play a significant role in increasing students' motivation, improving the quality of knowledge, and developing practical skills. These platforms contribute to the development of digital education by engaging young people in scientific research and preparing them for modern professions. For teachers, the following recommendations can be made:

Purposefully and systematically use platforms during lessons.

Utilize the unique features of each platform to organize various tasks (crosswords, quizzes, games).

Employ the analytical tools of platforms to assess students' knowledge levels.

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