

METHODS OF USING DIGITAL TECHNOLOGIES IN FOREIGN LANGUAGE TEACHING

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Abstract: the article analyzes the significance of digital technologies in foreign language teaching, focusing on effective methods of their application in higher education. The research highlights the role of blended learning, mobile-assisted language learning (MALL), multimedia resources, virtual classrooms, and gamification. The findings emphasize that the integration of digital tools develops communicative competence, enhances learner motivation, fosters intercultural awareness, and supports learner autonomy. At the same time, challenges related to digital literacy, technical issues, and pedagogical adaptation are discussed.

Keywords: digital technologies, foreign language teaching, blended learning, communicative competence, mobile-assisted learning, intercultural awareness.

The rapid development of digital technologies in the 21st century has transformed education, particularly in the sphere of foreign language teaching. Globalization, international cooperation, and academic mobility require learners not only to master linguistic structures but also to apply them in real communication. Traditional methods of language teaching, while valuable, often fail to meet the demands of modern learners who expect interactivity, authenticity, and flexibility. Digital technologies thus appear as a natural response to these new educational challenges (Richards & Rodgers, 2001).

Language pedagogy has always been influenced by technological innovations. The communicative approach, task-based learning, and intercultural education have all benefited from the emergence of digital tools that support interaction, authentic input, and collaboration. According to Warschauer (1996), computer-assisted language learning (CALL) creates opportunities for learners to engage in authentic communication beyond the classroom. Similarly, Kukulska-Hulme (2008) emphasizes the importance of mobile technologies for providing flexible, personalized, and interactive language learning experiences.

Blended learning combines traditional face-to-face teaching with online activities. It allows teachers to deliver theoretical content through online platforms while devoting classroom sessions to communicative and problem-solving tasks. For example, grammar explanations and vocabulary practice can be completed via Moodle or Google Classroom, while in-class discussions focus on applying this knowledge in real-life contexts. This method not only saves classroom time but also develops learner autonomy.

Mobile technologies are widely used in foreign language teaching due to their accessibility and interactivity. Applications such as Duolingo, Memrise, or Quizlet provide learners with vocabulary drills, pronunciation practice, and gamified exercises. Speech recognition features available in many mobile apps enable learners to self-assess their pronunciation and fluency. MALL supports micro-learning, where students can learn in short, regular sessions, making language learning a part of their daily routine.

The use of films, podcasts, news websites, and digital libraries exposes learners to authentic linguistic input. This enhances listening comprehension, cultural knowledge, and discourse awareness. As Kramsch (1993) notes, language cannot be separated from culture, and multimedia materials serve

as a bridge between linguistic competence and intercultural understanding. Moreover, multimedia promotes learner motivation by making the learning process more engaging and relevant to real-life situations.

Virtual learning environments such as Google Classroom, Moodle, Edmodo, and Microsoft Teams provide platforms for delivering lectures, assigning homework, and offering feedback. Tools such as Padlet, Jamboard, and collaborative writing software encourage students to work together on projects, thereby developing teamwork and communication skills. Virtual classrooms also enable learners from different cultural backgrounds to interact, thereby promoting intercultural competence.

Gamification is increasingly used to enhance learner engagement. Platforms such as Kahoot, Quizizz, and Socrative turn quizzes into competitive games, creating a motivating learning environment. Badges, leaderboards, and point systems reward learners' achievements and encourage consistent participation. Gamification aligns with modern learners' expectations and makes language learning enjoyable.

Benefits of digital technologies in foreign language teaching

- Authenticity: exposure to real-life language use through videos, podcasts, and online communication;
- Interactivity: enhanced participation in discussions, forums, and collaborative projects;
- Learner autonomy: access to self-paced learning resources;
- Motivation: gamified activities and multimedia content stimulate learners' interest;
- Intercultural competence: interaction with global communities fosters tolerance and cultural awareness.

Despite their advantages, digital technologies also present certain challenges. The digital divide limits equal access to resources, particularly in regions with poor Internet infrastructure. Teachers may also face difficulties in adapting to new platforms, requiring continuous professional development. Furthermore, excessive reliance on technology may lead to superficial learning if not balanced with pedagogical principles. Therefore, teacher training, institutional support, and methodological guidance are crucial for the successful integration of digital technologies into foreign language teaching.

Digital technologies have become an integral component of modern foreign language teaching. Their effective use enriches the educational process, supports the development of communicative competence, motivates learners, and enhances intercultural awareness. At the same time, their successful application requires a careful balance between traditional teaching methods and innovative digital practices. The future of foreign language education lies in the synergy of pedagogy and technology, where human interaction is supported—not replaced—by digital tools.

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