THE ONLINE PLATFORMS FOR CREATING GAMES IN SECOND LANGUAGE STUDY

Rajapova Ruzigul Mansurbekkizi*; Kurbonbayeva Sojidabonu Mukhtar kizi**

*Student,
Urgench State University,
Urgench, UZBEKISTAN
Email id: rajapovaruzigul2201@gmail.com

**Student,
Urgench State University,
Urgench, UZBEKISTAN

ABSTRACT

This article gives information about using digital language teaching. It shows several online platforms for using in second language teaching. It also describes their useful features and it is highly recommended to utilize them for teachers in order to acquire a foreign language in an easy way.

KEYWORDS: *Language, Platform, Quizzes, Digital Games, Quiz Maker.*

INTRODUCTION

Nowadays useful platforms have been created as technologies are being advanced day by day. These are helpful to use to create digital games. These games which are intended for education, can allow second language teachers to make their students indulgent in learning the language not only in individual way but also in team working.

L. Wang and R. Huang (2019) complained that most of teachers taught English by the means of PPT and other methods which were complementary, the course time for studying a language was limited for learners though [6]. Based on the research on Memrise virtual platform, H. G. Valencia and et. al... (2020) found out that the use of online platforms in language teaching seemed more helpful for students than traditional teaching approach. According to the survey of L. M. Gorsu-Radulescu and Veronica-Maria Stan (2018), virtual learning can create chance of time flexibility and the feature of this motivates learners. "Classes in a technogenic educational environment based on digital platforms and tools support the systematic and methodological assistance of the educational process, including interaction and students' results monitoring which makes it possible to register indicators of students' progress in terms of a learner-centered approach in the system of teaching English" said V.V. Vonog, I. V. Batunovaand V.V. Kolga. As considered above mentioned statements, online platforms should be used in teaching English blended with offline teaching in classrooms.

There exist so many online platforms which have been developed to be intended for education.

Quizlet

This is such an interactive online platform that it can encourage students to learn a foreign language by created games on acquisition of its components. Erika (2021) counted the following features of the online quiz maker:

- "Flashcard format

- Diverse question template: Multiple choice, written answer, audio button

- Gamification to make content more engaging

- Audio function for auditory learners and for people of all accessibility needs

- Curated study sets available for different topics

- Readily available flashcards for everyone to access

- Backed up by a Learning Assistant Platform".

Gilbert Dizon supported that teachers should utilize Quizlet to learn vocabulary in the EFL classroom and be aware of the benefits of using it.

Kahoot

Kahoot! is a game-based learning platform, intended for educational purposes in schools and other educational institutions as an educational tool. Its learning games, "kahoots", are user-generated multiple-choice quizzes that players can access via a web browser or the Kahoot app. Whereas Kahoot is a tool for increasing motivation and fun, it is a great way of revising the taught theme and making students engaged in classes passionately for teachers. According to the research of P. Kaur and R. Madarajan (2020), the features of Kahoot like competitiveness among peers, time-based activities, interactive nature were beneficial to the students' language learning.

Edapp

Edappis on the whole mobile. That approach it is online-primarily based totally and may be accessed from numerous devices. It is designed, on the whole, for enterprise studying however additionally works nicely for instructors and college students. The device gives a integrated authoring device that permits instructors to create training from scratch as they need. But it additionally functions an app to clearly supply the ones training to college students, on their devices. There are a number of rewards to hold college students engaged and analytics alternatives so instructors can see how college students are progressing. The platform makes use of gamification to make those training a laugh for college students. However, this does not imply literal video games as its miles nonetheless a enterprise-targeted device. The reality every interest is designed to be brief in period makes it best for the ones college students with shorter interest spans or studying difficulties. It also can be beneficial as a method of organization paintings wherein unique components of the magnificence paintings in numerous areas.

Quizstud

QuizStud is a web platform in which anyone can layout and play their personal thrilling quizzes and in which massive businesses of gamers can solution the more than one preference questions with their telephone or tablet. It is mainly designed to check the know-how of small and massive businesses of gamers stay on a massive screen. QuizStud is such an online platform in that instructors can create their personal thrilling interactive quizzes and in that college students can solution the more than one preference questions with their telephone or tablet. It's mainly designed to check the know-how of college students with inside the study room formative.

Thrive Quiz Builder

The tool creating great, conversion-centred quizzes is Thrive Quiz Builder. There is a chance of making 4 types of quizzes from different 3 quiz templates. Craft badges are available for quiz takers to share on social media.

Trivia maker

Trivia maker is considered as the most efficient quiz maker by educators and trainers all over the world. It allows them to create quizzes in a game format. The game styles are developed in inspiration with popular TV game shows such as Jeopardy, Family Feud, Wheel of Fortune and multiple choices. There are 4 types of game style: grid, list, trivia and wheel in the platform. These game styles are absolutely entertaining and engaging for learners.

Proprofs Quiz Maker

There is another popular online platform which is being used by many universities and educational institutions owowing to the high quality service in making quizzes. It is called Proprofs and regarded as one of the best online tools. It allows teachers to create new quizzes or to use ready ones so as to evaluate their students' progress. Teachers can also add pictures, videos and presentations into their quizzes by this tool.

Educaplay

This online platform is free of charge for everyone and it is full of quiz templates to create digital quizzes. They are different from each other with not only their styles but also peculiar feature of interest. In addition to this, this platform was designed to utilize in second language teaching in order to improve teaching styles and methods to improve second language students' acquisition in learning a foreign language.

Google Forms

Google forms are designed to create forms, surveys or quizzes for free. There are a mixed variety of question types to make the above mentioned ones. ZulvanArif said (2020) "Educators can use Google forms to assess the students at the beginning of the class and gauge pre-existing knowledge".

Above mentioned online platforms can be used to teach a foreign language by the teachers. If they prefer employing them during their class, they can manage to encourage their students and make them indulgent in the lessons without any difficulties.

Krenare PirevaNuci and et. al... found some features of online platforms (Kahoot! & Google forms) according to 3 categories:

- **Usability**
- Simplicity
- Accessibility
- Easy efficiency
- **Game experience**
- Engagement
- Timeliness
- Untimeliness

- Competition

- Interactivity with platform

- **Interactive teaching and learning**

- Interactivity among students and professor

- Teaching and learning

- Assessments and evaluation.

CONCLUSION

Many second language teachers prefer using the traditional methods in foreign language teaching. But technology age learners cannot be satisfied with them. That's why, it is highly recommended to gain knowledge in the latest technologies for these kinds of educators. Because technology can attract any kind of learner's attention to itself. So an online platform can have great impact on increase the quality and interest of second language learners if teachers use one of different types of it in each lesson.

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