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MOTIVATING LANGUAGE LEARNERS VIA MODERN DIGITAL TOOLS

The information technology (IT) has been steadily integrating into the present-day life bringing transformations in many fields and particularly in education. Hence, new virtual tools are considered to be inevitable in an everyday class work of a teacher. Insufficient use of appropriate information technologies while teaching languages and the necessity to adopt various teaching methods emphasizes the demand to spark concern to train a foreign language which is the **topicality** of the study. The **aim** of this paper is to investigate how to attract technological tools to raise the motivation in mastering English as a Foreign Language. The objective stipulates the following **tasks**: to define the information and communicative technology, analyze types of the technologies, to investigate their valid application and how they can motivate to achieve academic success in languages.

Firstly, IT can be defined as a framework and its constituents enabling cutting-edge computing. Despite the absence of a single, common definition of ICT, the term generally means all possible devices, networking components, applications and systems allowing people and organizations to interact in the digital world [<https://cutt.ly/fJd4BtZ>]. It should be noted that IT includes various elements such the Internet environment, a mobile or computer operating by means of wireless networks. It also comprises obsolete technologies, in particular traditional telephones, radio and television. They still enjoy a wide usage now in company with contemporary IT pieces. It can be summarized that technology-based learning includes numerous electronic devices, in particular computers, phones and laptops, the global system of the Internet and others, namely chat rooms, video conferencing, webcasts, etc.

Therefore, in today's classroom, technology can potentially enhance motivation of the language learners via numerous tools, media and strategies. Another issue is due to the COVID-19 pandemic and other mishaps preventing from the regular attendance is that learning does not necessarily take place in the auditorium, but anywhere comfortable, such as at home, in the park, library or club [2].

Hence the primary task of a teacher is to stimulate students' interest and assist them in all possible ways with the motivation in his mind. Methodology of a teacher seems to be another aspect challenging students' motivation. Thereupon, it is essential for the teacher to introduce absorbing activities on the basis of latest information technologies. On the whole, technology makes students feel confident as they are used to it, supports learning with pleasure, creates satisfaction and increases motivation [1, p. 127]. While applying IT during language sessions, it reduces stress, enables to present hard pieces of grammar or vocabulary material in an easy soft way, and motivates students not only to change their attitude but also to require additional skills in operating programs and applications. IT also provides individual and group learning with plenty of benefits for the learners. Finally, teachers can use not only interactive boards and computer software, but also various internet platforms, such as Google

Maps, Google Earth, E-portfolio, Google Drive, Skype, Facebook, Google Class, Google Meet, Zoom, as well as podcasts, on-line games, puzzles, riddles, crosswords.

Podcasts make it possible for the students to work individually or a teacher can have a hybrid class when one student has a face-to-face communication, while the rest are busy doing podcast lecture.

Versatile games, riddles and crosswords turn a tutorial into an interactive exciting game training some rules of grammar or learning vocabulary, etc.

Thus, online tools and platforms can be chosen by the students for their convenience and with the teacher's assistance, enabling them to work in various modes, that is individually, in groups or in a hybrid way. Such a type of tutorials is likely to turn the lessons into engrossing and nonintrusive ways of language learning.

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