

Об авторе:

ШАХИН Ольга Владимировна – кандидат филологических наук, доцент кафедры английского языка Тверского государственного университета, *e-mail*: nodm2005@yandex.ru.

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МОБИЛЬНОЕ ОБУЧЕНИЕ АНГЛИЙСКОМУ ЯЗЫКУ

В.Н. Юрданова

Сибирский федеральный университет, Красноярск

Во время интенсивного развития цифровых технологий, широко проникающих во все сферы жизни нашего общества, меняются и технологии методов обучения. В практику стремительно входят новые термины относительно технологий и методов обучения. В дополнение к уже имеющемуся понятию e-Learning появилось направление m-Learning.

Ключевые слова: *методы обучения, мобильное обучение, электронное обучение, мобильные технологии, смартфоны, инновации, удобство использования.*

M-Learning – mobile learning – is a relatively new concept that has emerged in teaching practice only in recent years. The emergence of mobile technologies, smartphones and tablets has revolutionized the consumer electronics industry, their widespread use in the everyday environment of students, as well as in education. All innovations in this area first perceive young people. When conducting a survey at the beginning of the semester, 99% of students from 12 groups gave a positive answer to the question of the availability of Android smartphones and the possibility of their use in the learning process. 1% included students who, in general, had a smartphone, but which are currently defective or lost. All students answered positively the question whether it is convenient to use smartphones in English classes. In this area, the younger generation is ahead of the older generation, that is, teachers. An overwhelming number of students always use mobile devices, it is very convenient for the teacher to load the necessary materials and links to the necessary materials for operational use into a “group”, any student can take a picture of any document prepared by the teacher and immediately start working with it during a lesson. It is very important for undergraduate students, Master’s students involved in technical translation to have on hand a Multitran dictionary and use it promptly not only when translating homework, but also during classes.

Technologies in this field are developing particularly rapidly. Others very quickly replace some smartphones with increasingly advanced technological developments. To meet the needs of users there was produced a revolution in soft-

ware technologies. There appeared the so-called «whole ecosystems». «The emergence of smartphones and tablets caused a revolution in the consumer electronics industry, which inevitably led to the evolution of software, which is less and less often the result of one team's efforts, and is created within alliances – ecosystems that include the developers of the application itself, the environment for its development, operation, maintenance, and recycling. All these components are interconnected by the processes of exchange of software products and “intelligence”» [Jansen 2013].

Why do students with interest and desire work with mobile devices? Because it is a constant novelty, no stagnation, a constant movement forward. Windows developers are trying to provide the user with the maximum choice of products and services of the entire ecosystem.

The main reasons why ecosystems are gaining popularity are:

- giving more choices and expanding the current offer for existing customers and users;
- increasing attractiveness for new customers and users, reducing the cost of upgrading functionality by dividing the cost of maintenance and other non-core functions with other ecosystem participants;
- acceleration of the introduction of innovations in the ecosystem due to more dynamic feedback from participants;
- the formation of new principles of software and hardware interaction and the development of universal scalable platforms to provide a wider range of software services.

Information is today becoming a key characteristic of society, one of its main social values, a development resource, a unifying environment, the foundation of social and economic life and the very existence of humanity ... Many researchers agree that information technologies are one of the main driving forces in the modern world [Голицына <http>].

The partner ecosystem includes service providers, distributors, equipment manufacturers, system integrators, and software developers. Separately, among the participants of the ecosystem, it is worth noting all interested persons and enthusiasts who are able to communicate their needs and thus stimulate all participants in the ecosystem.

Within the framework of the ecosystem, a comprehensive consulting support of software solutions providing full real-time management is being developed and implemented, which allows reducing the time taken to bring the product to the market, as well as improve the return on investment and the quality of customer service. The more customers use the technologies of the ecosystem, the more intensively the process of innovation development takes place, which, in turn, expands the choice of available products and increases the degree of customer satisfaction. University students are among the very first users of these advanced products of collective labor.

An important role in the use of such technologies are: increased usability (adaptation of applications to the device screen, customization of the interface, and so on). As well as the use of technological features of a mobile phone: geo-location, augmented reality, cameras, scanners, QR technology, fingerprint lock and the like. Developing technologies are quickly adapting in real life. The first generation begins to use them not only for everyday communication, but also for educational purposes.

Nowadays, tremendous speeds, spending a long time in vehicles; buses, trolley buses and trains, while traveling to the University and back, requires students to make effective use of travel time to acquire knowledge. The picture in public transport became habitual, when all passengers use smartphones while on the road. Students, as a rule, not only communicate, but also study the necessary educational material, prepare for classes. It has become a daily reality. On the way, during breaks, in moments of rest, and so on, students learn. To do this effectively, modern methods, technologies and forms of accelerated learning are needed.

M-Learning, a form of popular and effective trend in today's learning realm, when it comes to the format and design of mobile learning, is a form of knowledge that is given using hand-held and portable devices. While e-Learning is any form of learning that is delivered using electronic devices like the computer via channels like the Internet net works.

Using the capabilities of e-Learning is already firmly established in our practice, such as using the Moodle platform. Most teachers create electronic textbooks and work successfully, effectively using: a full e-Learning course or in combination with partial face-to-face teaching, which gives positive results and arouses interest among students. For collective mobile learning, the following applications can be used: Viber, WhatsApp, VK, Facebook and other social networks.

There are two forms of modern learning: m-Learning and e-Learning. Firstly, m-Learning and e-Learning have much in common, but they also differ in many ways. So, e-Learning (electronic learning) is structured, formal, and time-bound, while m-Learning (mobile learning) is useful to access information at the moment it is needed. It is best suited for short courses that can be viewed quickly. Computers and laptops, used in e-Learning, bind the learners to the desk, while smartphones and tablets, used in m-Learning can be used any time, anywhere and learning is the rule of the game. Finally, large screens are good for including a lot of material. While small screens require learners peeking at them while they are on the go.

E-Learning courses are longer and broader than m-Learning, about 20-30 minutes. M-Learning courses are shorter and bite-sized modules, about 3-15 minutes. Otherwise, on the go and being short of time students can lose interest and fail to learn the primary content.

E-Learning have streamline and mobile experience for speed Mobile learners expect the immediate response, while using their mobile phones for learning. Students adapt to the medium and consider how a mobile phone is used throughout the day in comparison to the use of a computer in the same period.

In e-Learning strategic layout is very important. Mobile users do expect to receive the most important information immediately. Chronological layout of material according to its importance is provided and it is the best way to use the platform. The most important information needs to be on the top of the slide. If users are unable to finish a module, they will at least have absorbed the key details. No long sentences, a program layout like this will provide the most positive and user-friendly application of the mobile platform.

Before launching new platforms, they are carefully tested on different users. Layout is adapted to the screen size, simplified and not overloaded. M-Learning is designed to capture feedback. Teacher is always in touch with to the learner, and can send out quick messages and notifications about educational materials.

However, e-Learning is evolving the use of mobile devices and thus presents new challenges for designers, changes can take place but do not have to be «full scale». Minor modifications to a lesson can enable a completely new audience for the new e-Learning platform. Thus, we can say that m-Learning opens many new prospectives in teaching foreign languages not only today but also in the future as it is the requirement of our time.

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MOBILE ENGLISH LANGUAGE TEACHING

V.N. Yurdanova

Siberian Federal University, Krasnoyarsk

During the intensive development of digital technologies, widely penetrating into all spheres of our society, the technologies of teaching methods are changing. In addition to the already existing concept of e-Learning, the m-Learning direction appeared at the behest of time.

Key words: *teaching methods, m-Learning, e-Learning, mobile technologies, smartphones, innovations, convenient to use.*

Об авторе:

ЮРДАНОВА Вера Николаевна – старший преподаватель кафедры иностранных языков для инженерных направлений Института филологии и языковой коммуникации Сибирского федерального университета, *e-mail*: verayurdanova@gmail.com