

THE HISTORY OF THE EMERGENCE OF APPLICATIONS FOR INTERACTIVE LANGUAGE LEARNING

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Abstract: *This thesis is devoted how language learning apps have evolved since their inception. Over time, these apps have become instrumental in developing various language skills, thereby increasing their user base.*

Key words: *application, language learning, interactive learning, skills, users.*

The life of a modern person is impossible without the use of various technologies, whether it's a phone for communication or kitchen appliances that simplify our household chores. The biggest step towards development was the emergence of the first applications.

What is a mobile application? A mobile application is a type of software product, a variety of application software designed to work on smartphones, tablets, and other mobile devices. Its range of uses is very extensive, such as messaging, monitoring bank accounts, various games, as well as learning and studying different languages.

The first mobile applications developed for education appeared in 2010. Initially, they were designed for teaching foreign languages, mathematics, and other sciences, but over time they began to evolve and expand. One of the first language learning applications were Rosetta Stone, Babbel, Memrise, and Duolingo.

The very first one on this list is the Rosetta Stone application. According to students of the company, the program's founder Allen Stoltzfus learned German by immersing himself in a new environment and found it an easy way to master foreign languages. This application can teach 24 languages. Languages such as Chinese, English, French, German, Italian, Russian, and Spanish have 5 levels to complete. Each level is divided into 4 parts, and each part consists of 4

main lessons, additional exercises, a quiz, and a checkpoint. During the main lessons, the student will learn a new language, while completing additional exercises will help reinforce the material learned. The quiz will allow the student's knowledge to be assessed [2]. The checkpoint will present a real-life situation where the acquired knowledge can be used in practice, participating in a conversation from a first-person perspective. Additionally, for an extra fee, students can receive consultation from native speakers, which is also very beneficial for learners.

The company Babbel is managed by Lesson Nine GmbH in Berlin. It employs over 450 freelance employees. The company was founded in 2007 by Markus Witte and Thomas Holl. Babbel is an application for learning various languages. Currently, it offers courses in 14 languages such as German, English, French, Spanish, Portuguese, Italian, Swedish, and others. All educational materials are original and developed by a personal team of linguists. There are courses for all levels, including beginners, intermediate, and advanced, as well as vocabulary lessons, tongue twisters, idioms, conversational expressions, and proverbs. Courses with different focuses are also available, such as marketing English or PR English.

The Memrise app is an educational platform that uses flashcards as a tool for learning various languages. The app offers over 150 language courses in 25 different languages. More than 20 million people are registered in this app. Memrise was created by Ed Cooke and Greg Detre, neurobiologists from Princeton University specializing in human memory studies in 2010. To motivate students, a rating system is used to compare and share ratings with friends. This app supports languages such as English, German, French, Spanish, and others.

Guatemalan native Luis von Ahn launched the mobile app Duolingo, which allows completely free language learning in a gamified manner for 30 different languages. Today, this app has over 300 million users, and the

company itself was valued at \$700 million last year. As Luis von Ahn says, "In self-learning, the most important thing is not to lose motivation; that's why we added various features to make learning your addiction" [3]. How can we see applications have become an integral part of students' lives. The aforementioned applications can help to perfect language learning, develop skills, and spark students' interest regardless of place and time. In conclusion, it is worth mentioning that the use of various applications is often observed in our university, which undoubtedly pleases everyone.

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