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EDTECH TOOLS WHILE TEACHING MARITIME ENGLISH

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Abstract. *The research investigates the problem of quality maritime education and training, namely Maritime English courses for future ship engineers nowadays in Ukraine. The objective of our investigation is to analyze the use of EdTech tools while developing the communicative competence of cadets of the Marine Engineering department. The tools used in classes of Maritime English at Kherson State Maritime Academy (KSMA) and Maritime Applied College of KSMA, Ukraine, are listed and analyzed in our research. The advantages and disadvantages of EdTech tools (e.g. Wooclap, Kahoot!, Quizlet) are named. The examples of EdTech tools in Maritime English classes are given in the article. The prospects of further research can be seen in the*

Key words: *digitalization, marine engineers, communicative competence, e-learning, Maritime English, maritime professionals*

Introduction. During the crisis events – the global pandemic and the war in Ukraine – digital learning was introduced. This model was crucial for the education industry. Therefore, 2020 became an impetus for developers to create accessible solutions for the global community. EdTech eliminates the shortcomings of the traditional system with the help of interactive tools, personalized classes and immersive multimedia. By applying innovative technologies to improve teaching, institutions can optimize learning, create an inspiring environment for teachers and students, and expand educational services to the digital sphere. EdTech is able to erase boundaries, making education accessible to everyone in the global community.

Educational technologies EdTech (from the English. Ed - education, and Tech - technology) is a dynamic and developing industry; the use of projects, virtual reality, 3D projections. In other words, Edtech is digital technology, such as computer hardware or software, designed to improve teaching and learning.

Industry experts predict the continued growth of EdTech tools and the boom in artificial intelligence; the widespread use of AR and VR-integrated educational technology products in education in the coming years.

It should be noted that information and communication systems are the basis for distance, electronic, mobile learning. Learning can be asynchronous - with self-study; synchronous - under the guidance of an instructor-teacher, as well as a combination of these two types of learning - blended (hybrid).

The goal of our research is to analyze the use of EdTech tools while developing the communicative competence of future ship engineers.

The main material of the study and its results. Blended learning is used at KSMA and MAC KSMA to diversify online learning by engaging students with new tools [1].

This approach aims to adapt learning to the strengths, skills, and interests of the student. Video content tools help students learn at their own pace, and because students can pause and rewind lectures, these videos can help them fully understand the material. With analytics, instructors can see which students are struggling with certain topics and offer additional help on that issue.

- On-demand video lectures allow for a focus on collaboration in the classroom.
- Gamified lessons engage students more deeply in their learning [2].
- Cloud computing with 24/7 access allows students to work from anywhere, at any time.
- Immersive learning. For today's learners, a simple textbook is not enough to understand the material.

Trends in educational technology and digital technologies are driving teachers to create engaging tutorials and lectures that teleport students in time or space for better understanding of the material [3].

Let's take a closer look at Wooclap. Wooclap (<https://www.wooclap.com/>) is an alternative platform for creating interactive exercises. This platform can be used in traditional learning as well as blended, synchronous, asynchronous, and distance learning, so the student's phone during the lesson becomes an assistant for the teacher.

After going to the Wooclap website, you must register (Figure 1) and enter your email. After registering, you are offered a demo version with tips on how to work in this environment.

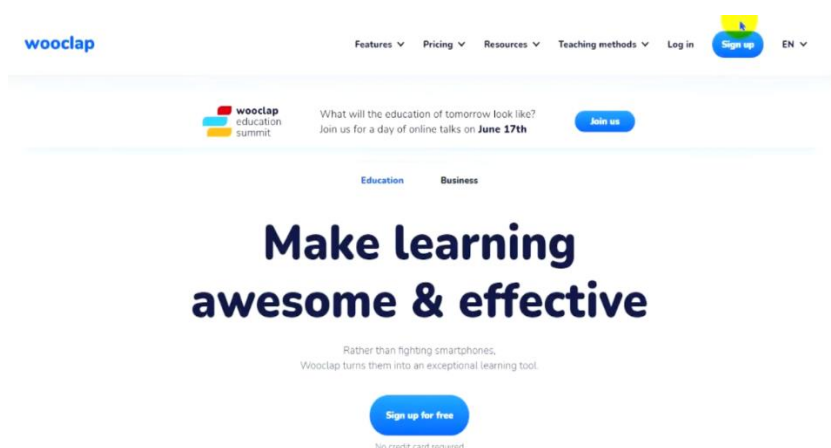


Fig. 1. Registration to Wooclap.

Wooclap allows you to conduct various surveys to assess the level of understanding of your students of the educational material in real time. This tool allows those present to ask and answer questions via their smartphones, tablets, or laptops. Among similar services, it is distinguished by its diversity and flexibility.

There are many formats to choose from in which you can do exercises [4]. You can make a “word cloud”, conduct a survey on any topic, answer an open question, use multiple choice, create a quiz, match words with their meaning, arrange some elements by priority, etc. (Fig.2),

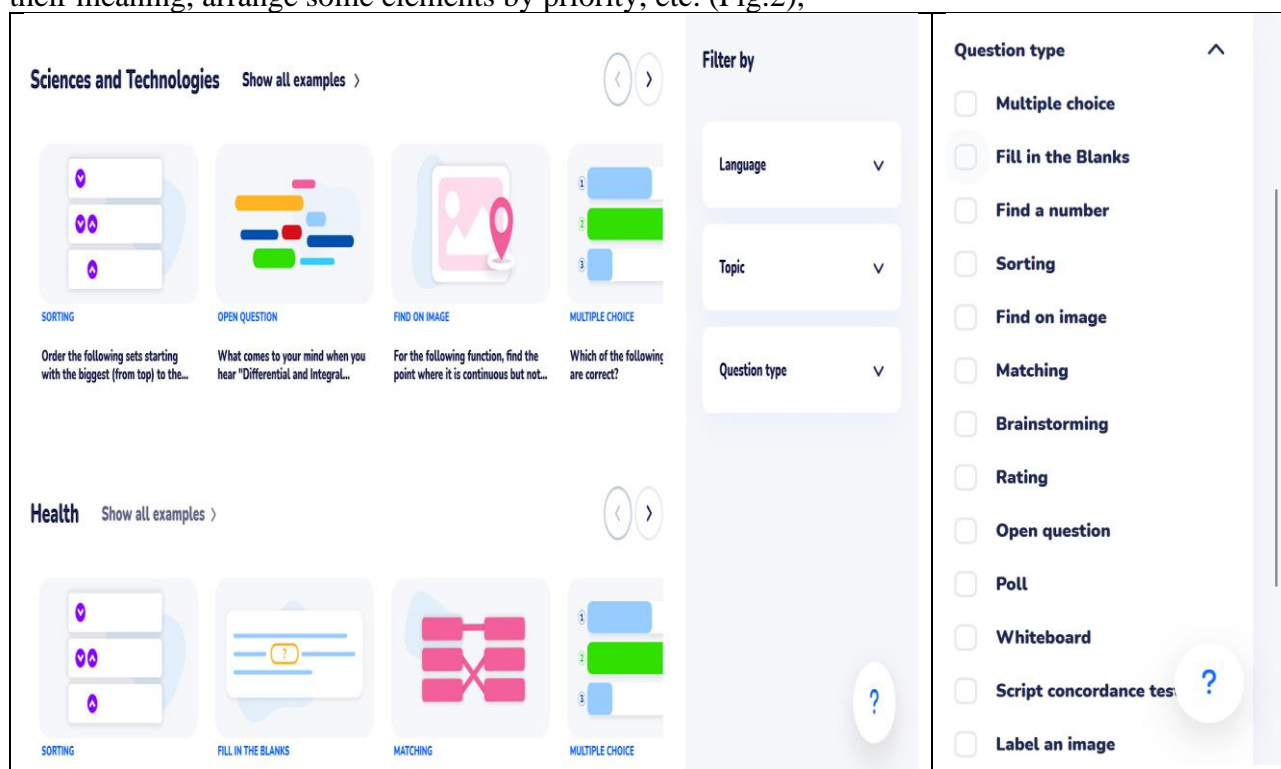
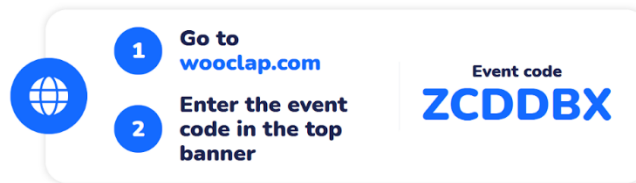


Fig. 2. Different variants of activities..

To respond, students can follow the link, enter the code, or use a QR code (Fig. 3).

How to participate?



[Copy participation link](#)

Fig. 3. The way to take part in Wooclap activities.

The tasks can be used separately or included in a presentation (for example, during a lecture, Fig.4). Simply upload it to the designer's website and drag and drop questions there. There is no need to connect any add-ons to the presentation program [5].

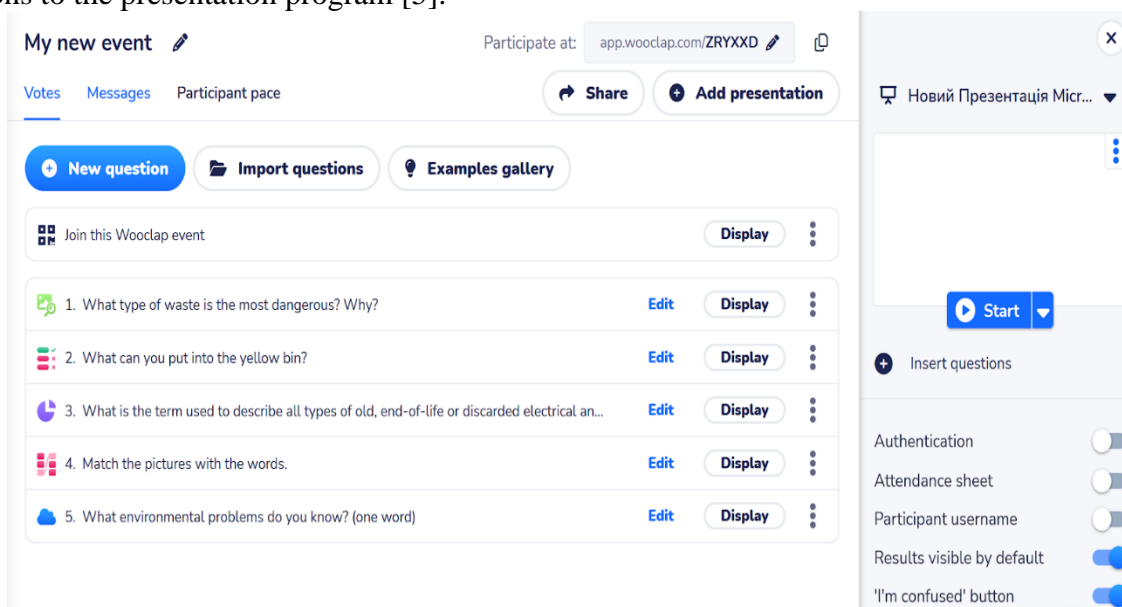


Fig. 4. Making a presentation with Wooclap.

Wooclap is a virtual learning environment that allows students to attend classes, take tests and surveys, submit homework, share files, and compete with team members on any device. Teachers can track students' learning progress and close possible knowledge gaps using the tool's analytical reports, which can also be exported to PDF or Excel. Due to its flexibility and convenience, this learning platform is ideal for both distance and face-to-face learning.

Every platform has its pros and cons. As for pros we can say:

- it is interactive one, which allows teachers to engage students through tests, surveys, brainstorming, etc;
- can give real time feedback, as the teacher immediately sees the results of the answers;
- easy to use, as the interface is intuitive and does not require long training;
- it integrates with presentations – easily combines with PowerPoint, Google Slides, Teams, etc;
- mobility – students can answer from their phone or computer without registration.

As for disadvantages we can name free version limitations because some features are only available with a paid subscription (for e.g.the choice of interaction formats is limited), Internet dependency because the

platform requires a stable connection, and language limitations – the interface is not fully localized into Ukrainian.

Wooclap is a simple interactive software that can be used in any subject and adapted to online teaching, which increases students' engagement in the subject [6]. In addition, it is an innovative tool that has the potential to increase their attention and motivation. Wooclap stands out for its versatility, with the ability to answer a variety of questions and allow the teacher to quickly identify the strengths and weaknesses of students' answers.



Fig. 5 Example of Wooclap activity while Maritime English online lesson

Another resource Kahoot (<https://kahoot.com/>) is an educational platform that allows you to conduct interactive classes and test the knowledge of students using online testing. You can access it through a web browser or the Kahoot application in Google Play or App Store.

First, you need to create an account and select the appropriate role (for example, teacher). Choose the basic version for free (Get Basic for free).

This access to the platform gives the teacher quite a lot of opportunities:

- allows you to involve up to 50 students in testing;
- questions can be created independently or ready-made ones from the question bank (there is a function for automatically shuffling answers in a question);
- limit the time for answering a question;
- determine the number of points for each correct answer;
- find out how each student answered the question.

The convenient thing about Kahoot is that in its database it offers a selection of ready-made tests / game-tests (Fig. 6) from various subjects for schools and disciplines of higher education institutions, which the teacher can use in the lesson. To do this, you need to review several ready-made tests (analyze the questions and answers, the time allotted for it, the number of questions, etc.), and choose the test that suits you. If you want to make certain changes and edit the test, you need to copy it by clicking Duplicate. On the Kahoot platform, you can quickly create an educational game using ready-made templates and send it to the students:

- quiz (Quiz): a question and 4 answer options, one of which is correct;
- test (True or False); each question has 2 answer options, one of which is correct.

The teacher can create a test and send it as homework or as a task to consolidate new material. To join the test, you need to go to kahoot.it from your computer or smartphone and enter the test code and your name. The code is generated automatically after the test is created, and the teacher must notify the test

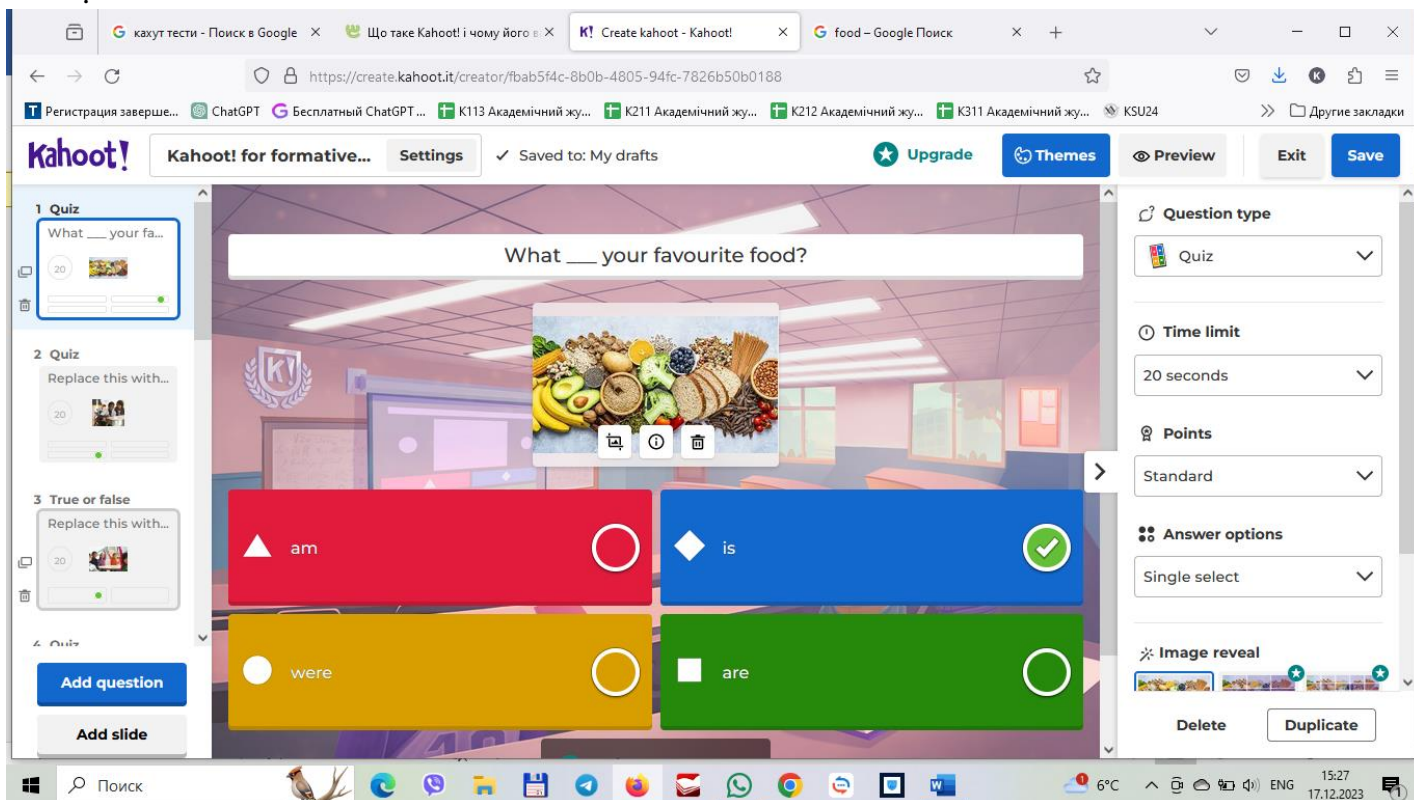


Fig. 6 Example of Kahoot!

Quizlet <https://quizlet.com/ru/teachers> is a global educational platform-card generator with exciting learning tools that help you master and practice any knowledge. This is a service that allows you to easily memorize any information using cards. The service allows you to not only create your cards, but also add pictures and audio files to them, but also use other users' publicly available cards.

Teachers can register for a free account or subscribe to Quizlet to improve teaching materials and use the assessment capabilities to track student progress.

Quizlet helps teachers engage students of all levels with interactive learning materials and games. Different learning modes give students the opportunity to choose the most suitable mode for learning.

Definition ↗

a sudden and violent shaking of the ground, sometimes causing great destruction, as a result of movements within the earth's crust or volcanic action.



Select the correct term

- | | |
|---------------------------------|------------------------------------|
| <input type="radio"/> 1 flood | <input type="radio"/> 2 earthquake |
| <input type="radio"/> 3 tornado | <input type="radio"/> 4 tsunami |

Fig. 7 Example of Quizlet.

Quizlet is easy to use, it has simple interface for creating flashcards and tests. Also, Quizlet has various learning modes – “Learn”, “Write”, “Match”, “Test”, etc. The teacher can use ready-made materials as there are a large database of custom study sets or make them and to add images and audio according to the topic [7].

As to cons of Quizlet we can admit the limitations of the free version – some features are available only with a subscription and low level of interactivity compared to other platforms (e.g. Kahoot).

Conclusions. From the above, it can be argued that the main purpose of Edtech is to facilitate teaching and learning, to help provide access to educational materials to students, at different times and locations. Edtech provides the opportunity to immerse themselves in a virtual environment. Prospects for further research are the creation of methodological recommendations when teaching certain disciplines to future specialists, regarding the use of Edtech.

Thanks to the tools used in Maritime English classes and the use of educational technologies (EdTech), we can form and develop the communicative competences of cadets of the Ship engineering Department.

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FLIPPED CLASS TECHNIQUE FOR CONTENT LANGUAGE INTEGRATED LEARNING

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Abstract. The paper reveals the importance of the flipped class technique implementation at the course of Maritime English for the quality enhancement of the content language integrated learning. It's been proved