

Література

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IMMERSIVE TECHNOLOGIES FOR EDUCATION

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Since the advent of innovative technologies, which are advancing very rapidly in all aspects of our lives, there are significant changes when new technologies appear. Teaching English requires constantly offering students new opportunities for improvement and integrates various immersive learning technologies. The introduction of immersive technologies allows increasing the motivation of the student, his confidence, improving the mastery of the material, and makes it interesting to learn English language. The combination of immersive technologies with traditional technologies significantly improves student performance.

Nowadays, there are current problems of information and communication technologies in education – the use of immersive technologies in higher education. There are multimedia technologies that are implemented into education, using two communication channels (visual and audio) from the five human sense, limiting the potential effectiveness of learning. The study provides an overview of existing technical capabilities for the development of an immersive learning environment. Immersive technologies – including virtual reality and augmented reality – have the potential to revolutionize the way we learn, allowing students to access spaces and interact with experiences that might otherwise be inaccessible to them. The immersive learning allows us to create a realistic environment that reproduces real life as much as possible and train specifically and in details. In this way, we are able to destroy the boundary between theory and practice and, as a result, the required skills become more productive and skills are acquired faster and better. Immersive technologies can be implemented in a variety of standard learning formats. The main goal is to create the closest to reality environment, which will have real working tools with which the student will solve certain cases.

In particular, the essence of such concepts as immersive technologies, virtual reality is revealed. The main attention is focused on the introduction of immersive technologies in higher education. During the study, on the basis of the Technical English language on Instrument making Faculty of the National Technical University

of Ukraine "Igor Sikorsky Kyiv Polytechnic Institute" a survey was conducted. The results led to the following conclusions that the use of immersive technologies increases the effectiveness of learning. Students and teachers of higher education have a positive attitude to the trends of modern technologies. Students have a positive attitude to the use of information resources and emphasize the great potential of information technology.

The inclusion of new technologies in the educational process does not mean that you need to change all teaching methods. Nevertheless, the approaches used can be improved through the introduction of immersive technologies such as virtual reality.

For example, Google Expeditions, a free mobile application designed to work with Google cardboard headsets, helps the teacher take students on exciting virtual journeys. To do this, each student must have a headset to join the virtual tour. Google Expeditions uses exciting 360-degree images to create every situation. The teacher, using a tablet instead of a headset, can see all the students while controlling the digital simulation space.

Thus, the processes of implementation of virtual and augmented reality technologies in higher education are quite active.

Virtual excursions are great for learning English. They give students the opportunity to be in an environment where they can learn the language, practicing communication in an unconventionally exciting, memorable, multisensory way.

The positive consequences of the use of immersive technologies in the educational process are analyzed. Installed means of virtual reality form a new interactive way of learning new material and increases the efficiency of learning English.

Thus, the relevance of the introduction of immersive technologies as an additional catalyst during English learning is unconditional. This type of activity is a factor which are able to increase the level of knowledge in any subject discipline of higher education.

Keywords: immersive technologies, innovative technologies, virtual reality.

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