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Herald pedagogiki. Nauka i Praktyka (HP) publishes outstanding educational research from a wide range of conceptual, theoretical, and empirical traditions. Diverse perspectives, critiques, and theories related to pedagogy — broadly conceptualized as intentional and political teaching and learning across many spaces, disciplines, and discourses — are welcome, from authors seeking a critical, international audience for their work. All manuscripts of sufficient complexity and rigor will be given full review. In particular, HP seeks to publish scholarship that is critical of oppressive systems and the ways in which traditional and/or "commonsensical" pedagogical practices function to reproduce oppressive conditions and outcomes. Scholarship focused on macro, micro and meso level educational phenomena are welcome. JoP encourages authors to analyse and create alternative spaces within which such phenomena impact on and influence pedagogical practice in many different ways, from classrooms to forms of public pedagogy, and the myriad spaces in between. Manuscripts should be written for a broad, diverse, international audience of either researchers and/or practitioners. Accepted manuscripts will be available free to the public through HPs open-access policies, as well as we planed to index our journal in Elsevier's Scopus indexing service, ERIC, and others.

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REVIEW AND ANALYSIS OF ENGLISH LEARNING EDUCATIONAL PLATFORMS WITH PLAY MECHANICS IN CYBERSPACE

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Abstract: In recent years, the question of the use of new information technologies has been increasingly raised. These are not only new technical means, but also new forms and methods of teaching, a new approach to the learning process. The main goal of teaching foreign languages is the formation and development of the communicative culture of cadets, teaching the practical mastery of a foreign language. Internet technologies are a set of forms, methods of learning English. The teacher's task is to create conditions for practical language acquisition for each cadet, to choose such teaching methods that would allow each cadet to show their activity, their creativity.

Key words: Apps (applications), educational platforms, play mechanics, cyberspace, learning English.

Forms of work with computer training programs in foreign language lessons include: teaching dialogic and monologue speech; development of grammatical phenomena. In this work, the goal is set: to bring the methodology of teaching English in accordance with the development of modern information technologies. In English lessons using the Internet, you can solve a number of didactic tasks:

- to form skills and abilities of listening and speaking, using the materials of the global network; to improve the skills of written speech of cadets;
- replenish vocabulary;
- to form a stable motivation among cadets to study the English language and their culture;
- to study the possibilities of Internet technologies in the classroom to expand the horizons of cadets,
- Establish and maintain business relationships and contacts with their peers speaking and after lessons in English;

Cadets can take part in testing, quizzes, competitions, competitions held via the Internet, correspond with peers from other countries, participate in chats, video conferences, etc. For example, our cadet Murodullaev Humoyun from the 2nd battalion participates both in conferences and in the Olympiad. Cadets can receive information on the problem they are currently working on as part of the project. This may be a joint work of cadets of Uzbekistan and their foreign peers from one or more countries. New information technologies in teaching English. The use of cyberspace for educational purposes is a completely new direction in general didactics and private methodology, since the ongoing changes affect all aspects of the educational process, from the choice of methods and work style to changes in the requirements for the academic level of cadets.

Indicators of functional resources (Applications)				
Duolingo	Simpler	Memrise	LinguaLeo	Rememba
An educational platform for learning and practicing English	An educational platform for learning and practicing English	An educational platform for learning and practicing English	An exciting journey through the English jungle with a very wide range of different language skills training	An educational platform for learning and practicing English
500 million users	No metrics	More than 50 million	17.5 million users	No metrics
Availability of expert comments Available				
System Availability: Without restrictions	System Availability: Limited	System Availability: Without restrictions	System Availability: Limited	System Availability: Without restrictions
✓ SCIENTIFIC-BASED EFFICIENCY ✓ GAME FORM ✓ AVAILABILITY OF DUOLINGO ENGLISH TEST IN THE PLATFORM ✓ CONVENIENT EXAM AND TESTING OF KNOWLEDGE AND ACHIEVEMENTS DURING LEARNING ✓ RESULTS ARE ACCEPTED IN MANY INTERNATIONAL INSTITUTIONS IN CIS COUNTRIES	✓ Listening ✓ Mechanical repetition	✓ Memrise - application created by linguists that helps to master the three key language learning skills ✓ More for specialists (philologists and linguists)	✓ GAME FORM ✓ AVAILABILITY OF TESTING	✓ Large stock of cards

CYBERSPACE - (CYBERSPACE) is a virtual reality; denotes a space that is simulated and mediated by electronic devices. And it is necessary to use virtual reality applications, especially when learning English intensively. Apps can be used as a standalone vocabulary and grammar review tool, or as an add-on to help make your learning much more efficient.

1.Duo Lingo is a handy app that allows you to learn English in a playful way, spending just a few minutes a day. Start with simple verbs and phrases, practice to improve your grammar, and complete daily tasks to enrich your vocabulary and get closer to your goal. Additionally, the "Stories" section will help to pump up the listening skill and understand how to apply the learned words and phrases in life: there you will be asked to listen to dialogues and perform tasks in parallel.

2.Lingua Leo is a popular service app with a wide variety of exercises that will help you expand your vocabulary, as well as develop your reading, writing and listening skills. For example, there you can learn vocabulary from your favorite tracks, films and books, and also compete in Leo battles" with other users. All training is based on gamification, so you will not lose interest in English, you will constantly feel progress and an incentive to move on.

3.Memrise is an application with an unusual game approach that will make learning English a pleasure and make it easy to memorize new words. To encourage yourself to practice regularly, set a goal of learning 5, 10, or 15 words daily. In addition to exercises, Memrise has videos with dialogues that allow you to better navigate spoken English: look for them in the Immersion section.

4.BBC Learning English - The official BBC app that collects content from various English learning programs on radio and podcasts of the broadcasting corporation. In addition to audio content, a variety of exercises are available to understand grammar, build phrases, and learn new words.

5.Easy Ten - with the help of this program you can replenish your vocabulary daily by memorizing 10 new words. The application does not require much time: it is enough

to spend 20 minutes a day. The program contains more than 20 thousand English words, will help you improve your pronunciation thanks to special simulators. In addition, you can distribute new vocabulary among thematic lists and track progress for additional motivation.

6.Simpler- in this application, the lessons are devoted to different grammar rules, such as passive voice and verbal adjectives. Each consists of three parts: in the first, you need to get acquainted with new words, in the second - with the patterns of their use in speech, in the third - to test the knowledge gained on the simulator. Simpler also has apaid subscription that opens up additional words, exercises, and the Detective Stories section - this is a gaming practice to consolidate knowledge.

7.Rosetta Stone is an app that helps you remember new words through associations. The pronunciation assessment program will allow you to learn how to pronounce the learned words correctly. The application is available for free, but there are also paid materials.

8.Tongo is a program for learning English according to a personal plan: the algorithm selects it using a short survey. Immediately after registration, Tongo offers to set a learning goal, determine the level of the language, interesting topics, convenient time and days for classes, as well as the number of minutes that you are willing to devote to lessons. In addition to exercises, the application has a library with articles, famous quotes and books: if you see unfamiliar words while reading, check them off - they will automatically be added to the list for training.

9.Rememba - specially designed for memorizing new phrases and expanding vocabulary. The learning process is based on a proven methodology of flashcards, which, once added, are displayed less often or more often as they are mastered. You can add vocabulary items manually or use ready-made sets of dictionaries.

10.English Galaxy - for users with any level of English - from A0 to C1: it's easy to determine your own before starting learning with the help of a test. Each section has 50 blocks with grammar, vocabulary and listening exercises. In the settings, you can choose a convenient voice option: British or American. And if there are no problems with the rules and your goal is just to replenish your vocabulary, use the "Dictionary" section: it contains more than 14,000 lexical elements of varying complexity and from different categories.

11.Quizlet is an app for memorizing words and phrases using flashcards. Quizlet allows you to create your own collections or use pre-made modules from the library by previewing their content. You can train with the help of five exercises: memorization, flashcards, writing, selection or test.

12.Puzzle English is a fun app with video and audio puzzles and other interesting tasks to learn English, regardless of your skills. The training program is compiled individually based on the level of language proficiency, available time and goals.

The content basis of applications in the cyberspace of mass computerization of education, of course, is related to the fact that a modern computer is an effective means

of optimizing the conditions of mental work in general, in any of its manifestations. R. Williams and K. Macley write in their article: "There is one feature of the computer, which is revealed when using it as a device for teaching others, and as an assistant in acquiring knowledge, this is its inanimateness. The machine can "friendly" communicate with the user and at some point "support" him, but he will never show signs of irritability and will not let him feel that he has become bored. In this sense, the use of computers is perhaps most useful in individualizing certain aspects of teaching." Communicating in a true language environment provided by cyberspace, cadets studying in the virtual reality of a different language and culture find themselves in real life situations. Involved in solving a wide range of meaningful, realistic, interesting and achievable tasks, cadets learn to spontaneously and adequately respond to them, which stimulates the creation of original statements, rather than the stereotyped manipulation of language formulas. Primary importance is given to understanding, conveying content and expressing meaning, which motivates the study of the structure and vocabulary of a foreign language that serve this purpose. Thus, the attention of cadets is concentrated on the use of forms, rather than on themselves, and grammar is taught indirectly, in direct communication, excluding the pure study of grammatical rules.

In conclusion, it should be emphasized that the development of education in cyberspace and the most effective applications with virtual reality today is organically connected with an increase in the level of its information potential. This characteristic feature largely determines both the direction of the evolution of education itself and the future of the whole society. For the most successful orientation in the global information space, it is necessary for cadets to master the information culture, as well as the computer-screen culture, since the priority in the search for information is more and more given to the Internet.

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