



## INTERACTIVE PLATFORMS AND APPLICATIONS FOR LEARNING RUSSIAN GRAMMAR AND VOCABULARY

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**Abstract:** This article examines the role and effectiveness of using modern interactive platforms and mobile applications in the process of learning Russian grammar and vocabulary, both as a foreign and native language. The advantages of these technologies are analyzed, such as increased motivation, personalized learning, accessibility, and the possibility of immediate feedback. Various types of platforms are considered: comprehensive learning systems, applications for memorizing words, grammar trainers, and game services. Examples of popular resources (Duolingo, Memrise, Quizlet, Busuu, LearningApps, etc.) are provided, and their didactic potential is assessed. Possible limitations and methodological aspects of integrating digital tools into the educational process are also discussed.

**Keywords:** Russian language, grammar, vocabulary, interactive technologies, educational platforms, mobile applications, gamification, CALL (Computer-Assisted Language Learning), blended learning, motivation.

### Introduction

In the era of digitalization, the educational process is undergoing significant changes. Language learning, including Russian, is no exception. Traditional teaching methods based on textbooks and classroom work are increasingly supplemented and enriched by the use of innovative technologies. Interactive online platforms and mobile applications hold a special place among them, offering new approaches to mastering grammatical structures and expanding vocabulary. These



tools can make the learning process more flexible, engaging, and personalized, meeting the needs of modern learners. The purpose of this article is to analyze the possibilities and features of using interactive platforms and applications for learning Russian grammar and vocabulary.

### Main Part

The use of interactive technologies in learning Russian opens up wide opportunities for both teachers and students. Several categories of digital tools aimed at mastering grammar and vocabulary can be identified:

#### 1. Comprehensive Learning Platforms:

Resources like **Duolingo**, **Busuu**, **Babbel** offer structured courses covering various aspects of the language, including grammar and vocabulary, often in a gamified or quasi-gamified format. They structure learning by levels (e.g., from A1 to B2), progressing from simple to complex, combining brief theoretical explanations with various practical tasks: choosing the correct translation, forming phrases from given words, filling in blanks, matching pictures and words, simple listening and speech recognition exercises.

A definite advantage is the systematic approach, clear course structure, and gradual increase in material complexity, which is convenient for beginners. Game elements (experience points, "lives," levels, leagues, rewards for regular practice) effectively increase user motivation and engagement, turning the routine process of memorization into a more exciting activity [1].

Platforms provide immediate feedback on most tasks, allowing errors to be corrected immediately. However, the depth of coverage of grammatical topics is often insufficient for advanced levels, explanations can be overly simplified and do not always take into account the specifics of the learner's native language or complex grammatical phenomena (e.g., nuances of verb aspects, complex cases of government). Furthermore, the emphasis on short phrases and translation exercises may limit the development of spontaneous speech skills and language comprehension in a more natural, broader context.



## 2. Vocabulary Learning Applications:

Platforms like **Memrise**, **Quizlet**, **Anki** specialize in memorizing words and phrases. They are based on creating and using digital flashcards. A key feature of many such applications is the use of the Spaced Repetition System (SRS), which selects the optimal time for reviewing each lexical unit based on how well the user remembers it, contributing to the effective transfer of information into long-term memory [3].

**Quizlet** offers various modes for working with flashcards: learning, tests, written answers, matching, and two educational games ("Gravity" and "Match"). The platform allows users to create their own study sets or use millions of sets created by other users, making it a versatile tool.

**Memrise** combines SRS with mnemonics, associations, and short videos featuring native speakers demonstrating the pronunciation of words and phrases in a natural environment. The platform also offers both official courses and courses created by the user community.

**Anki** is a more flexible and customizable open-source application popular among serious learners. It allows for detailed customization of SRS algorithms, the use of various types of cards (including audio and images), and progress synchronization across devices.

These tools are indispensable aids for targeted and systematic vocabulary expansion. The ability to create custom modules (especially in Quizlet and Anki) allows learning to be adapted to specific needs (e.g., vocabulary from a specific textbook or professional field). SRS algorithms significantly increase memorization efficiency compared to traditional rote learning.

However, a significant drawback can be learning vocabulary out of context, which makes its correct use in speech difficult. To overcome this shortcoming, it is recommended to create flashcards with examples of word usage and use the applications in conjunction with reading authentic texts and practicing speech.

## 3. Grammar Trainers and Reference Materials:



This category includes resources specifically focused on grammatical rules and their practice. These include:

*Online Reference Materials:* Websites like **Gramota.ru** [9] or **Therules.ru** provide detailed articles explaining grammatical rules, examples, declension and conjugation tables, often with the option to ask experts questions.

*Interactive Trainers:* Specialized websites or sections on educational portals (e.g., resources from the **Pushkin State Russian Language Institute, educational projects of Moscow State University**) offer exercises with automatic checking on specific grammatical topics: choosing the correct case ending, adjective agreement, use of verb aspects, formation of participles and gerunds, punctuation, etc. Often, such trainers allow choosing the difficulty level.

*Mobile Applications:* There are applications like "Russian Grammar," "Cases," etc., offering theory and exercises in a mobile format.

The main advantage is the possibility of in-depth and targeted work on specific, often complex grammatical topics that may not be sufficiently covered in comprehensive applications. Interactive exercises facilitate the automation of skills and reinforcement of rules.

It is important to critically approach the choice of resources, giving preference to authoritative sources (academic institutions, linguistic portals) for reliable information and methodologically correct exercises. A disadvantage may be the monotony of exercises and the lack of communicative context compared to game-based or comprehensive platforms.

#### 4. Game Platforms and Services:

Platforms like **Kahoot!**, **Quizizz**, **LearningApps.org** [10], **Wordwall**, and others allow teachers (or students themselves) to easily create various interactive tasks in a game format for practicing vocabulary and grammar. These can be:

*Multiple-choice quizzes (Kahoot!, Quizizz):* For example, testing knowledge of antonyms, synonyms, correct case endings, noun gender. The competitive element and time limit add excitement.



*Matching exercises (LearningApps, Wordwall):* Matching a word with its translation/definition, a verb with its aspectual pair, the beginning and end of a proverb.

*Fill-in-the-blanks (LearningApps, Wordwall):* Inserting missing letters, endings, prepositions.

*Crosswords, word searches, classification (LearningApps, Wordwall):* Thematic crosswords, searching for words on a specific topic, distributing words into grammatical categories (parts of speech, gender, case).

Gamification is a powerful tool for increasing engagement and motivation, especially among schoolchildren and students [2]. The game format reduces the fear of making mistakes, making the process of memorizing and practicing material less tedious and more memorable. The competitive element (Kahoot!, Quizizz) stimulates activity.

The ability to create custom tasks allows them to be adapted to a specific audience and learning objectives. However, it should be noted that such games are most often aimed at recognizing and reproducing language units, rather than productive speech skills. The pedagogical value directly depends on the methodological thoughtfulness and quality of the tasks created by the teacher or students.

Advantages and Limitations:

Advantages:

*Accessibility:* Learning is possible anytime and anywhere with an internet-connected device.

*Interactivity and Engagement:* Game elements and multimedia make the process more lively.

*Personalization:* Many platforms adapt to the learner's level and pace.

*Immediate Feedback:* Automatic checking of tasks allows immediate error identification.

*Visualization:* The use of flashcards, images, and diagrams aids memorization.



Limitations:

*Content Quality:* Not all platforms offer methodologically sound and correct material.

*Superficiality:* Some applications may provide only a basic understanding without in-depth study.

*Lack of Live Communication:* Digital tools cannot fully replace interaction with a teacher and other learners, especially in developing spontaneous speech.

*Technical Issues:* Dependence on internet connectivity and device functionality.

Risk of Procrastination and Distraction.

Methodological Aspects:

The effectiveness of interactive platforms largely depends on their proper integration into the learning process. A blended learning approach, where online tools supplement traditional classes, is often optimal [4]. It is important for the teacher not only to recommend resources but also to set specific tasks, monitor their completion, discuss difficulties, and connect the application material with lesson topics.

## Conclusion

Interactive platforms and applications have become an integral part of the modern educational landscape, including the field of Russian language learning. They provide powerful tools for practicing grammatical skills and expanding vocabulary, making learning more accessible, flexible, and motivating. The variety of existing resources allows for selecting optimal options for learners with different goals, levels, and learning styles. However, it is important to remember that technology is only a tool, and its effectiveness directly depends on methodologically sound application, the quality of the resource itself, and a conscious approach from the learner. The best results are achieved through a reasonable combination of innovative digital solutions with time-tested teaching methods and live communication.



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