

**INFORMATION AND COMMUNICATION TECHNOLOGIES AND  
STUDENTS' EXPERIENCE OF COMMUNICATION FOR STUDYING**

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At the present stage of historical, cultural and social development there have been crucial changes. Ukraine like many other countries is currently involved in the most important and relevant processes of modern reality. This is about total globalization, dynamic information transformations, lightning-fast development of

the advanced technologies, informatization of all life spheres that promotes new opportunities and resources for communication.

In the last decades we encountered rapid developments in information and communication technologies. The fact that the active and versatile using of modern technological devices such as tablets, laptops, and smartphones cannot be doubted. Latest technology and gadgets have become an integral part of modern-day society. Furthermore, everyday use of gadgets as well as widespread availability of information and communication technologies have become an indispensable part of the daily routine.

Consequently, the current situation requires the rapid formation and active development of a new format of communication between students all around the world. Student communication in order to learn something new or to understand and memorize new material between students outside educational institutions is becoming popular. For example, when we are in the classroom, they can easily use these technologies for writing tasks, particular tests, or presentations, essays, quizzes, crossword puzzles, as well as to search for information or images online. It is also quite possible to use information technology to spreadsheets and databases.

Taking into account the experience of communicating with peers in order to learn something together, exchange information, or discuss educational issues and specific problems, we can highlight the main purposes of using modern technological devices, particularly listening to music, taking educational photos, playing educational games, watching videos, common using social media platforms, etc. A lot of students use ICTs for creating their own web pages, or audio and educational video material.

Students use these ICTs for writing tasks or presentations, as well as to search for information or images online. Outside educational establishments, by contrast, the main uses involved gaming (either online or in a particular place), watching videos and, to a lesser extent, communication and social media. Creative and collaborative uses of so-called Web 2.0 applications for active and creative output were not common either in or outside the school context and the main form of participation involved passive consumption (Engel et al., 2018, p. 140).

So, despite the fact that ICTs and some web services can be used for playing network games, messaging, sending and receiving emails or participating in social networking sites, frequently enough students use of the ICTs for academic purposes.

**Reference:**

Engel, A., Coll, C., Membrive, A., & Doller, J. (2018). Information and communication technologies and students' outof-school learning experiences. *Digital Education Review - Number 33*. Retrieved from <https://files.eric.ed.gov/fulltext/EJ1183663.pdf>