

Learnis Platform: Key Features, Advantages, Disadvantages, and Creating a Web Quest

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DOI : <https://doi.org/10.61796/icossh.v2i1.229>



Sections Info

Article history:

Submitted: January 31, 2025
Final Revised: February 28, 2025
Accepted: March 17, 2025
Published: March 31, 2025

Keywords:

Learnis
Web quest
Online platform
Education
Resources
Interactive
Intellectual
Technology
Effectiveness

ABSTRACT

Objective: The article investigates the key features of Learnis platform, its advantages and disadvantages, and creating a web quest in this platform. In this article, information is provided on the issues of improving the methods of organizing new modern lessons, using innovative technologies, and developing the competence of designing lessons using Quest technologies. **Method:** formation of developments helps learners to develop their competencies such as creating project work based on innovative technologies, creating problem situations and discussing their solutions with a group. **Results:** Therefore, in this article, we revealed that designing lessons based on quest technology is an effective result. **Novelty:** In this article, information is provided on the issues of improving the methods of organizing new modern lessons, using innovative technologies, and developing the competence of designing lessons using Quest technologies

INTRODUCTION

For the last years, great attention has been paid to the education system in our country. In particular, systematic efforts are being made to improve the quality and effectiveness of the education and upbringing system, to develop modern knowledge and skills among students and youth, and to ensure close cooperation and integration between the field of science and the education system and. For this reason, the use of modern information and communication technologies in the educational process helps enhance students' creative abilities, reinforce knowledge, skills, and competencies, and increase students' interest in education. In turn, the Learnis platform is a convenient and engaging mobile tool that, when applied in the educational process, allows for a fundamental transformation of the functions of the existing pedagogical system at this modern stage of education system modernization. Here the Learnis platform plays a crucial role in teaching by offering various features that enhance the learning experience. Learnis can provide customized learning paths based on individual student needs and progress, interactive content and multimedia resources can make lessons more engaging and help to capture students' attention and foster active participation. Moreover, this platform often facilitates collaboration among students and teachers, enabling group projects and discussions and makes educational resources available anytime and anywhere. These features collectively enhance the teaching and learning process, making education more effective and productive. Learnis platform is an educational technology platform designed to support teachers and students. It is fully in Russian and offers

modern digital educational tools and resources created by local educators aimed at increasing student motivation in various subjects. Registration on the platform is straightforward; it does not ask for information about your workplace or the subjects you teach. You can subscribe by simply entering your name, password, and email address, with phone number entry being optional.

The platform offers both a free version with limited features and a premium account available for teachers or individual purchase. Despite its limitations, the free version includes many useful tools.

We have come to the conclusion that the "Quest" technology is a game-based learning technology designed to increase the effectiveness of training based on various educational tools. That is, it can be called an interpretation of role-playing games. It is a type of informational, problem-oriented tasks of individual or group training aimed at formation. In the process of mastering, researching, processing and presenting science teaching materials, it is the independent activity of the learner, development of search and research skills. The purpose of using the "quest" technology in the training is to learn to obtain the necessary information on a specific issue, topic, problem and its subsequent processing, while developing the skills of analysis and synthesis of information, rational use of evaluation. Also, the learner will have the opportunity to independently choose educational material, analyze the received information, and learn to make decisions independently. At the same time, "Quest" technology has the following educational value: it educates personal responsibility; forms a culture of interpersonal relations and tolerance; helps self-awareness and development.

Therefore, in the system of continuous professional development, it is necessary to develop new approaches to the development of the competence of school teachers in designing lessons based on the "Quest" technology. This will help the learner to develop creative thinking, build skills and develop cognitive competence through the rational use of training time.

Analysis of literature on the topic.

According to D.Karshiyeva, if we use web-quest game technology on the basis of game technology, it will increase their interest in the lesson, develop critical thinking skills, and form creative thinking skills. According to A.Ibragimov, in the process of professional development, the development of professional competence of teachers and the organization of short courses aimed at using various modern educational technologies will have a good effect.

"The level of intellectual development of any person, i.e. scientific or technical knowledge, which is inextricably linked with science today, is determined by the ability to think creatively. That's why, in the present time, when science and technology are rapidly developing, and social relations are being renewed, the issues of teaching young people to creative thinking, creativity, and the formation of creative individuals are of particular importance"-Sodikova D.R.

RESEARCH METHOD

In the study, methods such as logical analysis, generalization, and comparative analysis were used to prove that the system of educational services is a socially significant, single-purpose process that is implemented in the interests of society and the state.

RESULTS AND DISCUSSION

Key Features of the Platform. Interactive Learning Materials: This platform gives the teachers a wide range of opportunities. Teachers can create, edit, and share their materials without restrictions, enhancing the effectiveness of their lessons.

Analysis and Assessment: The platform allows tracking and assessing students' progress through various tools, including tests and rubrics in education.

Collaboration: Students can easily engage in group projects and discussions while participating in lessons.

Resource Database: this platform offers a large database of guides, articles, and videos on various topics is available to teachers any time. And geographical distances can not be a barrier in this system.

Feedback Mechanisms: Various tools facilitate effective communication between teachers and students. They can straightforwardly interact with each other.

Advantages of the Platform

Interactivity: This platform is designed for use with interactive boards commonly found in schools, promoting active participation from students through engaging materials and tasks. There can not be any kind of problems related to utilizing.

Flexibility: It allows teachers to easily create and customize their materials, saving time since most content is already prepared in advance.

Ease of Use: The platform has a user-friendly interface and navigation, making it accessible for both teachers and students during the lesson.

Resource Availability: The platform is filled with educational resources, articles, and videos suitable for various subjects and ages.

Assessment Tools: It offers capabilities to evaluate and track student performance effectively.

No Additional Software Needed: The platform does not require any additional applications for installation and it is really convenient to use.

The Premium version includes features such as educational game certificates, centralized statistics for game usage, certifications for educational organizations, and free individual consultations.

Disadvantages of the Platform

Technical Issues: Occasionally, technical problems may arise on the platform, and this can cause to disrupt the educational process and consuming time.

Limited Resources: Although the platform offers resources on many topics, some subjects may lack sufficient materials. It can be hard to data about some topics.

Support Issues: Users may encounter difficulties with support services and assistance resources and so as to deal with issues, this process can take some time.

Learning Curve for Teachers: Familiarizing oneself with the platform may require time and effort from teachers.

Dependence on Technology: There is a risk of students becoming overly reliant on the internet and technology and it is possible that they can be addicted to technology.

Overall, the Learnis platform provides numerous opportunities to enhance the educational process but also presents certain limitations. It is essential for each user to evaluate the platform's advantages and disadvantages according to their needs.

In addition, the platform offers four interactive educational tools:

1. Web Quests "Escape the Room!"
2. Intellectual Game "Your Quiz";
3. Terminology Game "Explain it to Me";
4. Web Service "Interactive Video".

Web Quests

So as to create a quest room on the platform, navigate to the "Products" tab and click on "Start Game." A gallery of rooms with various complexities, topics, and tasks will appear. The free version includes 21 rooms, with access to 15, featuring only two levels: easy (green circle) and medium (yellow circle). The complex level (red circle) is available only in the premium format and you have to submit to premium version by paying money.

After selecting a room, the teacher will see two tabs: "Assign Tasks" and "Enter." All tasks must be uploaded as images in formats like jpg, png, or bmp. If materials are given in doc format, screenshots must be taken and attached to it.

In turn, the teacher sends a special link to students for access. If students want to exit the room, they need to enter a key, which can only be obtained after completing all hidden tasks given there. They will have to click on objects in the room to discover tasks, which may not be immediately visible, requiring them to take multiple actions and after this process are completed properly, students can enter the key to unlock the door of the room. The key usually consists of answers to the tasks set by the teacher in preparation for the lesson and this makes the students to be active and work on their knowledge. The teacher can also upload a song or sound to play when the door opens, which can be done in the "Assign Tasks" tab.

After preparing the room for the lesson, the "Enter" tab opens, and the teacher shares the link and access code with students. Alternatively, the tasks can be presented on an interactive board for offline lessons.

Intellectual Game

If you want to create a quiz, go to the "Products" tab and click "Create Game." Similar to creating a quest room, this process also opens "Upload Tasks" and "Enter" tabs. All questions must be uploaded as images, and topic themes can be included and selected. The free version allows for four themes, while the premium version allows up to ten.

This feature is particularly suitable for reviewing foreign language topics, such as animals. Teachers can upload images of animals for translation, sentence construction, or description tasks.

After all images have been uploaded, you should proceed to the "Enter" tab. For online lessons, the teacher sends a link and access code to students, displaying the tasks in a table format and students begin to do the tasks.

Terminology Game

In the "Explain it to Me" game, teachers give a word or term to explain, students must explain a term or word within a set time limit. This game is particularly useful for memorizing and reviewing English vocabulary especially. The teacher creates the game in the "Products" tab and enters the terminology in a designated area.

Unlike previous tasks, images are not required in this game. Each term or word to be explained is written on a separate line. The free version offers the teachers to create only five themes, while the premium version has no limitations. Students have to select a theme and explain the words, with each round lasting 60 seconds. They aim to explain as many words as possible within the time limit. In the premium version, there are no time constraints.

Once the students select a theme, a timer starts. If a student correctly explains a word, points are added; if incorrect, points are deducted. This game can be played individually or groups, with entry provided as in previous tasks.

Interactive Video

In the Interactive Video section, there are given opportunities to students to answer questions not only after watching but also during the viewing. The teacher uploads a video from YouTube to the platform and adds questions at specific times. Students have to answer questions during or after watching and this, in turn, lead to enhance their engagement.

After having input all tasks, the teacher sends the link to students and they must enter their names, surnames, and class/group to watch the video given. In the screen the video starts playing on the right side, while questions appear on the left of the screen. There questions are presented sequentially, and students cannot revisit previous questions and they are not given chances to do the tasks again. There are no restrictions in the free version.

Analysis and Results

For the analysis of the results of the study, the involvement of the audience in the process of professional development of navoi, tashkent, samarkand region was obtained.

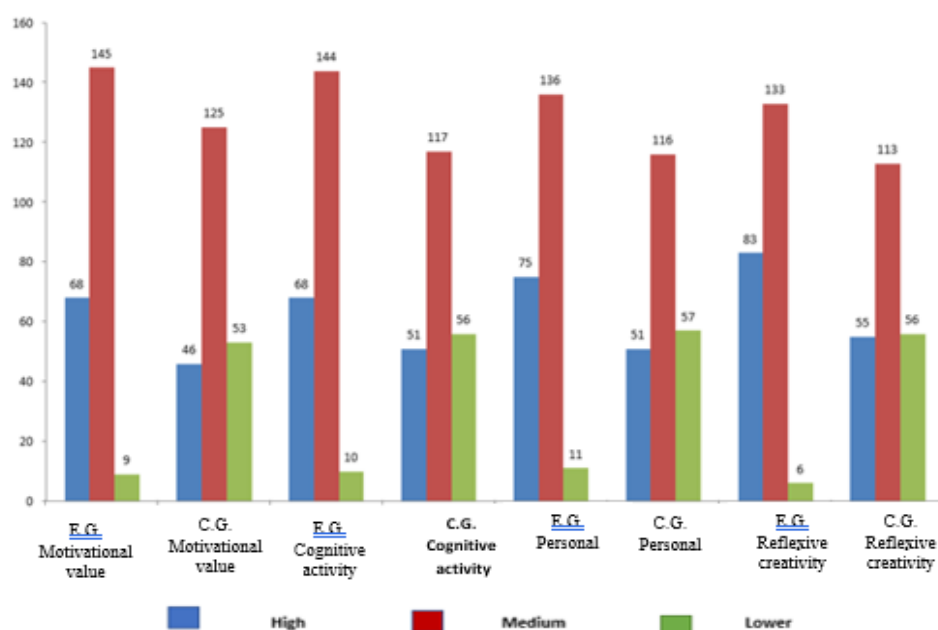


Figure 1. Bar Diagram Results.

CONCLUSION

Fundamental Finding : By using the "quest" technology, all participants actively communicate with each other to solve problems during the organization of training, and improve their various skills and qualifications. In conclusion, the use of "Quest" technology in the continuous professional development system classes can be used as a socio-pedagogical technology in various aspects of research: firstly, research as a form of teaching allows students to be active participants in action, to interact creatively with each other, to develop general cultural and professional competences and necessary personal characteristics: quick decision-making, uncertainty abilities to act and work in a team, creative thinking, etc. **Implication :** Secondly, as a form of task for methodical development, "Quests" require the skills of constructing social reality, creating plots, designing tasks and fulfilling their conditions. It is a creative work that allows the listeners to reveal their interests, ideas about the present and the future, and work with their social space and time categories. This form of work allows to combine scientific, analytical, creative and project thinking. **Limitation :** All in all, this resource is very simple and convenient for teachers of different subjects. It requires minimal preparation time and helps make standard tasks more engaging and motivational. However, this simplicity may also limit its use in more complex or highly specialized educational content that requires deeper technical or theoretical framing. **Future Research :** It is considered effective and productive for teaching, yet further research is needed to explore its adaptability across different cultural and educational contexts, as well as to measure its long-term impact on professional development outcomes and skill retention over time.

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