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## **ESSENTIAL DRAWBACKS OF USING MULTIMEDIA AFFECTING BOTH STUDENTS AND TEACHERS IN LANGUAGE TEACHING CLASSES**

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### **ABSTRACT**

*Nowadays foreign language teachers are using technology in the classroom more often than ever before. Learners who use a high volume of technology perform as well as expected on the lessons, however technology can potentially have negative effects for students if used inappropriately. When training with the use of technology teachers should be aware of potential obstacles that technology can make to the educational process. Some of the negative effects of modern technology in the classroom lies in the fact that they can take away essential study time, they can be abused, and they can transform the educational experience for students in the game, which can miss the main point of the lesson. To fully understand creative education and the use of multimedia, it is necessary to realize that technology applications serve as an aid to effective teaching and learning, not a goal, and should under no circumstances dominate the classroom. In today's classrooms, teachers are forced to count every minute. If the teacher and students are inexperienced with technology in the classroom, precious time is often wasted on technical issues. In addition, the teacher faces difficulties associated with the presence in the class of students of different levels of training. In many schools, most students will have a computer and Internet access, but schools located in poor areas may have a large proportion of students with little or no computer experience.*

**KEYWORDS:** *Technology in the classroom, Multimedia, Drawbacks, Learning effects.*

## INTRODUCTION

There are many benefits to using multimedia technology. However, it should not be forgotten that practical teaching and implementation of interactions can also cause some disadvantages. Listed below are the biggest challenges you may face when presenting and delivering multimedia materials.

One problem that many classroom teachers face is that students often use computers primarily for games. Because of this, many students associate computers and technology with games. While some teachers may use this to their advantage, if this problem is not addressed, some students can easily become distracted and distracted from the assignment. Because students associate computers with the game, they can try their hand at hacking without worrying about the consequences. Searching the internet for students only can lead them to find sites that are not age appropriate.

There is a danger of multimedia dominating the classroom. Multimedia should be a supportive tool to achieve the desired learning effect. However, it turns out that sometimes teachers are too dependent on multimedia devices, which makes them more their slaves than playing a leading role in teaching. According to Patel, many teachers have a proven track record of teaching using multimedia, but lack the skills to handle it with confidence. Teachers become passive and stand in front of the computer, while the student's attention is drawn to the screen, so there is no eye contact between students and teachers. To fully understand creative education and the use of multimedia, it is necessary to realize that technology applications serve as an aid to effective teaching and learning, not a goal, and should under no circumstances dominate the classroom. In today's classrooms, teachers are forced to count every minute. If the teacher and students are inexperienced with technology in the classroom, precious time is often wasted on technical issues. In addition, the teacher faces difficulties associated with the presence in the class of students of different levels of training. In many schools, most students will have a computer and Internet access, but schools located in poor areas may have a large proportion of students with little or no computer experience. While teaching these kids about technology is important, it needs to happen at a pace that meets the individual needs of each person, or more study time will be wasted. In some classes, technology is overused. This can lead to many problems. Many students learn best by physically and mentally interacting with what they are learning. Computers cannot replace practical lessons with art supplies, scientific equipment, or musical instruments. If most of the teaching is done using computer generated images or PowerPoint lectures, students' needs are not being met. Technology should be used to complement the classroom curriculum, but not as the only source of learning. In addition, students may be overly impressed by the complexity of new technologies and ignore the information conveyed with vivid visuals and sound effects.

In conclusion, the utilization of multimedia technology can fully improve the students' thinking and practical language skills. This will ensure and fulfill an effective result of English language teaching. Despite some drawbacks of using multimedia technology in teaching, multimedia technology can be used effectively in the English language teaching classrooms.

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