

3. Błaszowska, Hanka (2020). Translation und Transkreation: Zu Differenzen der Begriffssystematik zwischen Theorie und Praxis. Göttingen: Vandenhoeck & Ruprecht. URL: <https://de.vr-elibrary.de/doi/pdf/10.14220/9783737011860.29?download=true>

## **A STUDENT-CENTERED APPROACH IN TEACHING ENGLISH FOR SPECIFIC PURPOSES (ESP) FOR IT**

*Vnukova K.V., senior lecturer,  
National Technical University «Kharkiv Polytechnic Institute».*

Modern higher education, especially in IT-related fields, requires English language as not only a subject but a professional tool. However, many students associate language learning with constant assessment, stress, and fear of making mistakes. The article examines an alternative approach summarized as “I don’t test you, I teach you”, where the focus shifts from evaluation to meaningful learning, student engagement, and real communication.

The incorporation of technical documentation, research articles, API references, user manuals, and online resources—including platforms, forums, and repositories—has proven to be a valuable component of the curriculum expose students to real communicative practices of the IT community, support the development of academic and digital literacy, and promote the ability to work with diverse information sources. The learning process must be focused on not only enhance comprehension and analytical skills but also provide students confident experience for future professional tasks in a globalized digital environment. Therefore, English for Specific Purposes (ESP) plays an important role in equipping students with strategies and skills that enable them to process, analyze, and interpret professional information effectively.

Student-centered approach in learning is based on communicative language teaching. Instead of focusing on grades, the teacher creates a supportive environment where mistakes are seen as part of the learning process. According to Krashen’s Affective Filter Hypothesis(1982, University of Southern California), reducing anxiety improves language acquisition. Therefore, minimizing formal testing can significantly enhance students’ performance. The proposed method shifts the focus from summative assessment to continuous learning and student engagement. It is grounded in

communicative language teaching and student-centered learning, as well as in the idea of reducing anxiety in the classroom.

Instead of traditional tests, students receive ongoing informal feedback and participate in practical tasks that simulate real-life IT communication, such as discussing technical issues, explaining code, and presenting projects.

The results of this approach include increased motivation, improved speaking skills, and greater confidence in professional communication. The study suggests that minimizing formal assessment can significantly enhance the effectiveness of English language teaching in IT education. The approach outlines key principles:

1. *The abandonment of constant checks.* In this approach, traditional tests are replaced with continuous informal feedback. Students are not afraid of being judged, which increases their willingness to participate.

2. *Focus on real IT tasks.* Tasks are designed to simulate real-life IT situations, such as discussing a project, explaining code, or presenting a technical solution.

3. *Error is a part of the learning process.* Errors are treated as a natural part of the learning process rather than failures.

4. *High level of student involvement.* Students become active participants rather than passive learners.

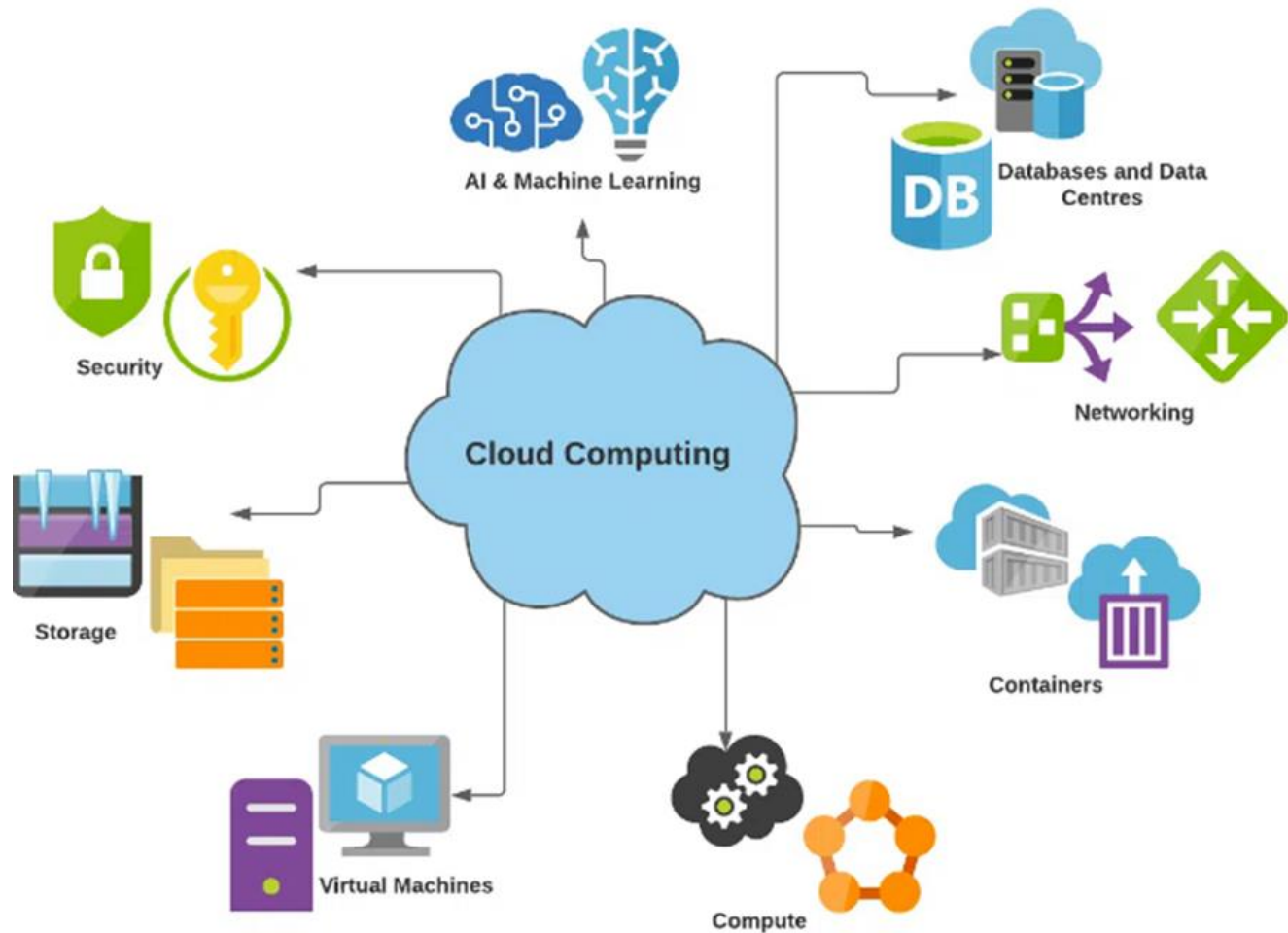
Examples of activities include: explaining how an algorithm works in simple English; participating in mock stand-up meetings; discussing bugs and solutions; reading and summarizing technical documentation; pair programming discussions in English.

Creating speaking section unit or module requires the content, communication activities, and outcomes structured properly. The ability to draw on their life experience in a particular field of learning or work should have been given to students. The following section presents practice activities written and organized on the framework of ESP:

### **Cloud Computing Speaking**

***Examine the diagram carefully. In pairs, ask and answer the questions:***

- How do different components of cloud computing interact with each other in this diagram?
- What are the main advantages of using cloud computing for AI and Machine Learning?
- Which aspect of cloud computing (e.g., security, storage, networking) do you think is the most critical for businesses today, and why?



## Operating Systems Speaking

1. Study the words in the boxes. Match the operating systems with the gadgets.

Microsoft Windows / macOS / Linux Distributions / Android / Google TV /  
 watchOS / Android TV / wear OS / One UI Watch / iOS / Orbis OS

tablet / PC / laptop / smart watch / TV / smart band / game console

2. *Work in pairs. Look at the photos of gadgets. Which is your favorite and why?*

1.



3.



5.



2.



4.



6.



### **Programming Languages Speaking. Programming Languages in Modern Life.**

*In pairs, ask and answer the questions:*

15. What programming languages are you familiar with?
16. Why do you think different programming languages exist?
17. Which language do you think is the most useful today? Why?
18. How do programming languages impact everyday life, even for people who don't code?
19. If you could invent a new programming language, what would its features be?
20. What are the key features of JavaScript?
21. Where is JavaScript used?

### **Hardware Development Speaking. What is inside your computer?**

*1. Study the words below. In pairs, describe and guess.*

*Hard drive (HDD, SSD), Graphics Card (GPU), Fan / Cooling system, CPU (Processor), motherboard, RAM, keyboard, mouse, monitor (screen), Power Supply Unit (PSU).*

**Instructions:** Student A describes a part of the computer without naming it directly. Student B guesses.

**Example:**

Student A: "This part stores all your files like photos, videos, and documents. It's like a digital cabinet."

Student B answers: Hard drive (HDD, SSD)

1. This is the brain of the computer. It processes everything.
2. This part helps your computer remember things while it's working. But when the power is off, it forgets.
3. This part shows pictures, videos, and games on your monitor. It's very important for gaming.
4. This connects all the parts inside the computer. It's like the computer's main road.
5. This part keeps your computer cool. It blows air when things get hot.
6. You use this to write, type, and send commands. It has many buttons.
7. You move this part to control the pointer on your screen. It has two or more buttons.
8. This shows everything your computer is doing. You look at it all the time.
9. This gives electricity to all the parts of your computer.

**2. Work in pairs. Ask and answer the questions.**

8. What is the most important part inside a computer?
9. How much RAM do we need for gaming?
10. What is a graphic card used for?

A Student-Centered Approach in teaching ESP provides the effectiveness of methods used for developing skills in students of Computer Science and Information Technology. A key outcome of the study demonstrated increased student motivation; reduced anxiety; improved speaking skills; greater confidence in professional communication. Overall, shifting from testing to teaching allows students to perceive English not as an academic requirement but as a practical tool for their future career in IT. As a result Creating a supportive and non-judgmental environment plays a crucial role in effective language learning.

**References**

- A first splash into JavaScript Retrieved from: [https://developer.mozilla.org/en-US/docs/Learn\\_web\\_development/Core/Scripting/A\\_first\\_splash#example\\_%E2%80%94\\_guess\\_the\\_number\\_game](https://developer.mozilla.org/en-US/docs/Learn_web_development/Core/Scripting/A_first_splash#example_%E2%80%94_guess_the_number_game)[in English]. (дата звернення: 10.04.2026)
  - Dictionary. Com. Retrieved from: <https://www.dictionary.com/browse/experiential-learning> [in English]. (дата звернення: 10.04.2026)
3. English for Computer Science and Information Technologies [Electronic resource] : textbook / O. Lazareva, T. Berkutova, V. Vrakina [et al.] ; National Technical University "Kharkiv Polytechnic Institute". – Electronic text data. – Kharkiv : NTU "KhPI", 2024. – 259 p. – URI: <https://repository.kpi.kharkov.ua/handle/KhPI-Press/83791> Retrieved from: <https://repository.kpi.kharkov.ua/handle/KhPI-Press/83791> [in English]. (дата звернення: 10.04.2026)
4. Integrating reading and listening for computer science and information technologies. Module 3: Methodological instructions for the 2nd year students. Specialty: “Computer Science”, “System Analysis” / уклад. К. V. Vnukova, O.V. Karasiova, I.V. Koliada. Харків: НТУ «ХПІ», 2025.43 с. Retrieved from: <https://repository.kpi.kharkov.ua/handle/KhPI-Press/92572>-[in English]. (дата звернення: 10.04.2026)
5. Kotlin vs Swift: A Comparison and How to Choose Retrieved from: <https://www.bairedv.com/blog/kotlin-vs-swift/>[in English]. (дата звернення: 10.04.2026)
6. Principles and Practice in Second Language Acquisition Stephen D Krashen University of Southern California. First internet edition July 2009 Retrieved from: [https://www.sdkrashen.com/content/books/principles\\_and\\_practice.pdf](https://www.sdkrashen.com/content/books/principles_and_practice.pdf)-[in English]. (дата звернення: 10.04.2026)
7. What's the Latest in Windows11. Retrieved from: <https://www.pcmag.com/reviews/microsoft-windows-11>[in English]. (дата звернення: 10.04.2026)

## **INNOVATIVE GENDER APPROACH IN THE EDUCATION SYSTEM**

*Makarova V., student,*

*Pantileienko K.S., senior lecturer,*

*Dnipro State University of Agriculture and Economics*

Harnessing the transformative power of education to achieve gender equality and increase social justice is more urgent now than ever. Several factors hinder their