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"EDUCATIONAL CHALLENGES AND SOLUTIONS FOR INTERNATIONAL STUDENTS IN KOREA"

Abstract: International students studying in Korea face significant challenges such as language barriers, high academic pressure, and social integration issues. These challenges negatively impact their academic performance, mental health, and overall well-being. This paper explores the obstacles faced by international students and offers suggestions to support them. Specifically, it emphasizes the need for improving mental health support systems, enhancing language learning programs, and promoting social integration. Additionally, the paper discusses the possibilities of using 3D Figma platforms to address these issues. Through 3D modeling and interactive learning tools, international students can improve their academic skills, better understand complex materials, and effectively engage in language learning processes. This approach also strengthens mental health support and facilitates social integration, creating a supportive environment for international students in Korea.

Keywords: International students, Korea, Academic challenges, Language barriers, Mental health, 3D Figma, Interactive learning, Social integration, Educational solutions, Language learning programs.

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Introduction

In the modern era, education has reached a stage where it is impossible to imagine without digital technologies. The Uzbekistan–2030 Strategy highlights the preparation of competitive personnel, the development of innovative thinking, and the digitalization of the educational process as priority objectives. In particular, enhancing the effectiveness of digital educational tools has become one of the most pressing scientific challenges of today.

In contemporary education, the use of multimedia, 3D graphics, mobile robotics, online platforms, and artificial intelligence significantly contributes to students' motivation, learning efficiency, and practical skills. In recent years, the demand for adaptable and user-friendly online learning platforms has been increasing, reflecting the need to simplify and personalize the learning process.

This study examines the impact of two innovative projects: the K_lingo platform, a digital tool designed for language learning, and the internal navigation system based on mobile robots, developed in collaboration with Chonnam National University. Both projects have been tested in real educational settings, demonstrating significant improvements in students' engagement, knowledge acquisition, and technological literacy.

The main objective of this research is to scientifically justify the effectiveness of digital educational technologies, evaluate the integration of innovative platforms and robotics in the learning process, and propose recommendations for their application in Uzbekistan's education system in the future.

Kyle Adams (Figma Designer):

"Design is not just about how things look, it's about how things work."

3D Figma and International Students: Educational Challenges and Solutions:

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International students studying in Korea face various challenges in their educational journey. One of their main problems is the lack of proficiency in the Korean language, which complicates the learning process and negatively affects their academic success. Additionally, stress from the educational process, high levels of competition, and the complexity of social integration worsen students' mental health. In our project, we decided to use the capabilities of the 3D Figma platform to ease the educational process and improve academic success for international students. Through 3D Figma, it is possible to create interactive learning materials and provide more effective education. This not only enhances students' academic success but also encourages them to participate more actively in the learning process.

1. Simplifying the Learning Process with 3D Figma

Our team decided to use the 3D Figma platform to create new learning materials for international students. By using 3D models and prototypes, students can easily visualize and understand academic materials. This helps them in learning complex educational content or in the Korean language, making the learning process more understandable and interactive.

2. Supporting Mental Health

International students often face mental health issues. The interactive features of the 3D Figma platform not only help create educational materials but also support students' mental well-being. Students can express their thoughts and feelings visually, which helps them feel more comfortable. This contributes to improving their mental health.

3. Learning Korean and Integration

For international students studying in Korea, learning the Korean language can be a major challenge. In our project, we aim to make the language learning process easier by using the 3D Figma platform to create Korean language educational

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materials. Additionally, the platform offers opportunities to collaborate with other students, helping improve social integration.

4. Recommendations and Solutions:

To overcome the challenges international students face in their education, the following recommendations can be implemented using the 3D Figma platform:

Strengthening mental health support: Organizing special courses and seminars for international students to help reduce stress and provide mental health support.

Improving Korean language learning programs: Using online courses and guides for language learning to help students achieve academic success.

5. **Support for Learning the Language:**

Online courses, study guides, and individual language sessions should be organized to help students in their process of learning the Korean language. This, in turn, will help improve academic success.

6. Simplifying the Grading Review Process:

Procedures for changing grades should be more personalized and transparent. Students should have additional opportunities to review their work and get explanations for their grades.

7. Team-Based Support and Integration:

Social and academic integration programs should be organized for international students at Korean universities. These programs will help students feel more comfortable and confident in the local community.

Creating a Project on the Figma Platform: We have developed a new project on the Figma platform to ease the educational process for international students. According to the results of a survey conducted among international students, the main problem identified was the lack of language proficiency. Therefore, we began

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developing a platform called K-Lingo. This platform, designed to facilitate the learning of Korean and academic material acquisition on Figma, offers interactive tools and language learning modules for students. We worked on this project for 3 months in collaboration with Korean student Kim Minso. During the project, custom designs were created for the students, and a user-friendly interface was developed. This project will greatly help ease the educational journey for international students in Korea, allowing them to feel more confident and comfortable in the local community.

Mike Davidson (Vice President of Design at Figma): "When designing in Figma, it's easy to get feedback from anyone, anywhere, at any time."

UI Design and Current Work:

Currently, we are focusing on the user interface (UI) design for the K-Lingo platform. The main goal of the UI design is to create an interface that is comfortable, intuitive, and visually appealing for users. The following aspects will help enhance the overall user experience of the platform:

1. Minimalism: The platform design should avoid unnecessary elements, ensuring that users are not distracted and can easily and quickly find the core functions.

2. User Experience (UX): The UI design must be aligned with the needs of the user. Interactive exercises, courses, and tests for learning Korean should be convenient and clear.

3. Colors and Contrast: Careful selection of colors and contrast is essential. Using colors and contrasts that are easy to see for primary buttons, interactive elements, and instructions is important for clarity and usability.

4. User Research: Since each user uses the platform for different purposes, it is necessary to provide quick access to the required resources and ensure usability.

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5. Responsive Design: Responsive design will be applied to ensure that the K-Lingo platform works well across all devices. This guarantees that users can use the platform comfortably and effectively on mobile phones, tablets, and computers.

While preparing the UI design, we strive to ensure that each element serves the user's needs and improves the overall experience. Currently, we are in the final stage of completing the UI design and providing the best experience for users.

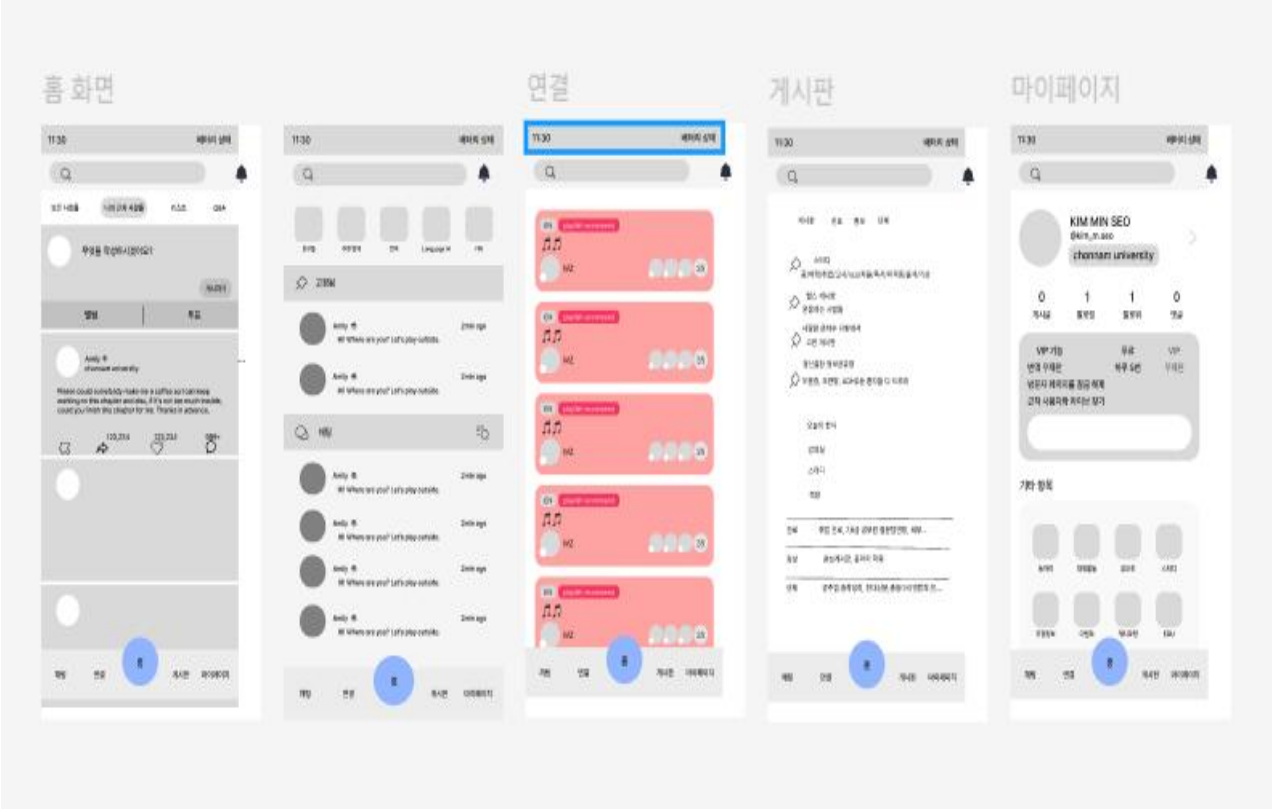
Final Stage: K-Lingo Project Launch

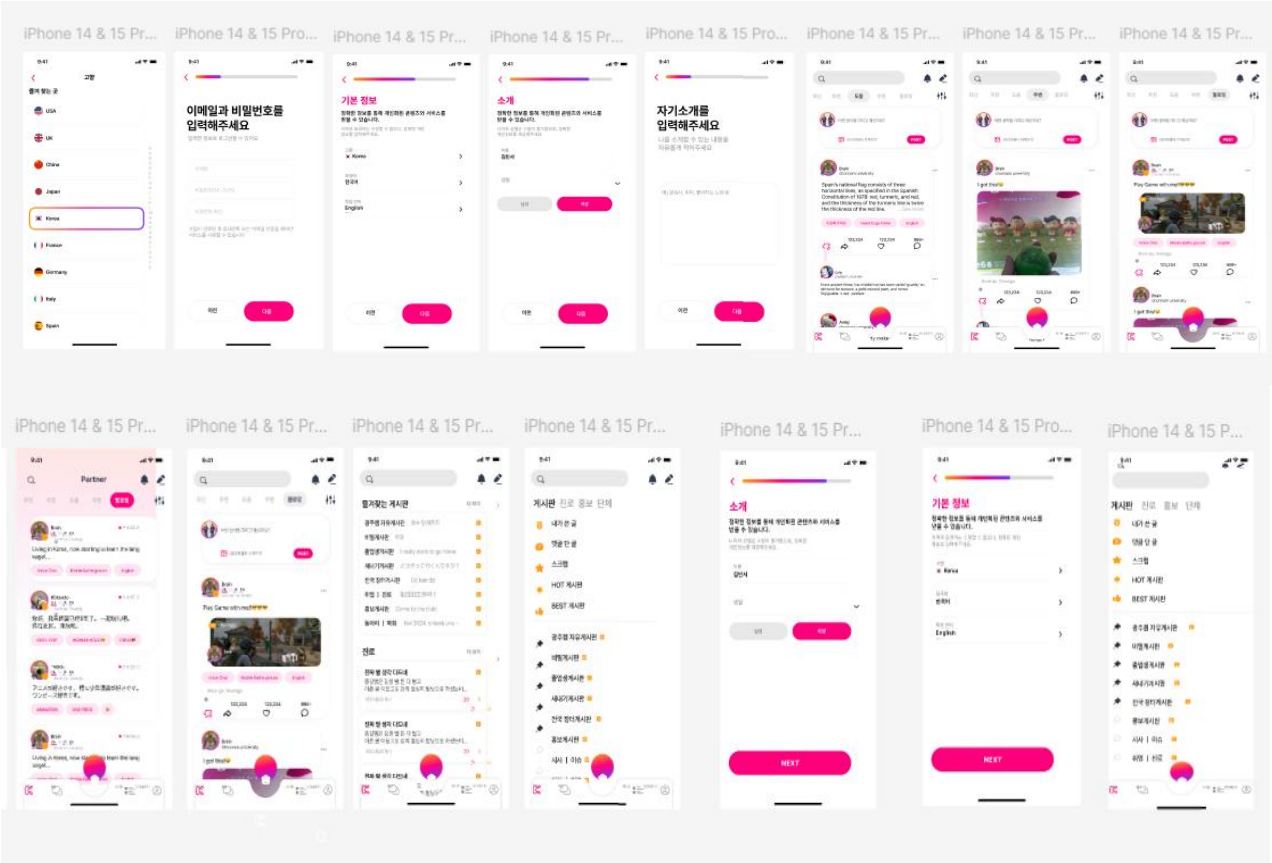
Platform Name: "K_Lingo"

"In choosing the platform name, we considered many options. Finally, we decided on the name "K_Lingo". This name is derived from K-lingvo (Korean language) and "K_Lingo" (language), perfectly reflecting the platform's focus on language and communication. When discussed with my partner, they also approved our choice.

"K_Lingo" is not only intuitive and memorable, but it also clearly expresses the platform's main goal, which is focused on language learning."

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"Currently, the "K_Lingo" project is in its final stages. We have successfully completed the process of choosing colors, designs, and the name. Initially, we decided to use blue, yellow, and white colors, but later we changed the combination to pink, yellow, and blue. This change helped the platform become more eye-catching, vibrant, and bright. These colors were chosen to attract users and create comfort.

The name **"K_Lingo"** was selected to clearly represent our focus on the Korean language and communication. **"K_Lingo"** is intuitively memorable and perfectly reflects the platform's primary goal: language learning and communication. My collaborator also fully approved this name.

Now, the project is ready for launch. Our goal is to provide users with an intuitive and effective language learning experience. Our platform aims to create new opportunities for foreign students and make the language learning process more convenient and effective."

Platform Appearance: "K_Lingo" Design

"We present the visual appearance of the platform in the image. In this image, you can see our color palette and the main elements of the design. The combination of blue, yellow, and pink colors allows for effective and comfortable navigation for the user. Each element – buttons, background, and text – is carefully designed to enhance the user experience and ensure intuitive functionality."

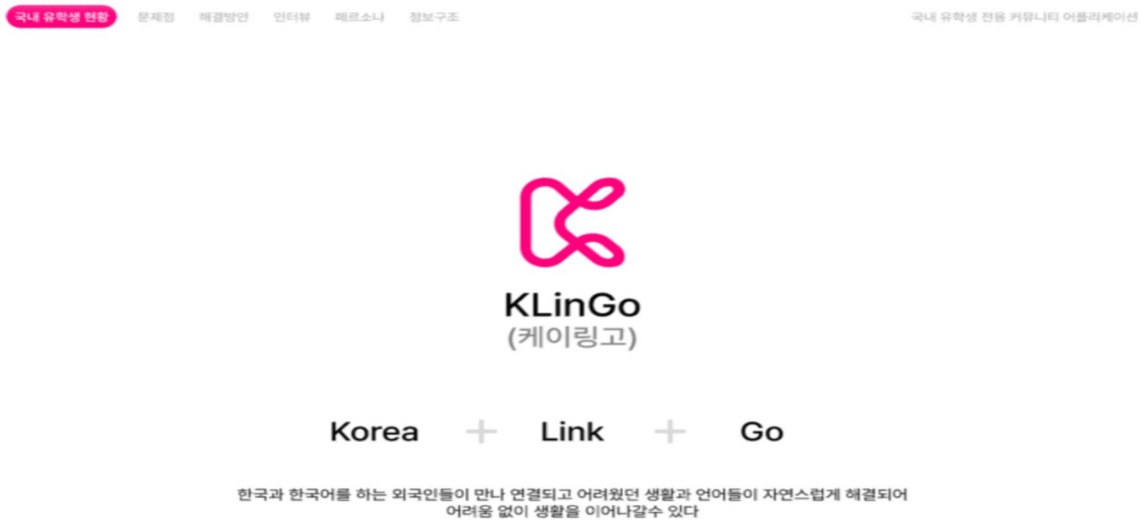
During the classes, the words of my professor deeply affected me, and I made them my motto:

"Are you working on a project creating something for users? Then never forget this! Don't focus on the external appearance, but pay attention to its internal aspects. Approach every part with care. People might buy products based on their external appearance, but if they don't find it useful, they will lose interest and trust in your product. Among designers, there's a great

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phrase: ‘If the products you create are only beautiful in terms of color and appearance, but the user can’t use them, it's like saying, "It looks great but is beautiful garbage" among 3D designers.’ In other words, the products you sell, when bought by users, end up being thrown in the trash. UI is important, but UX is even more important."

These words mean that design should be evaluated not only by its external appearance but also by how it helps the user. The needs of the user should go beyond just the look and functionality. As designers, we must carefully consider every detail and create real value for people. So, every design should not only be created with the eyes but also with the heart.



Discussion

The results of this study demonstrate that the integration of digital learning technologies, such as the K_lingo platform and mobile robot-based navigation systems, has a significant positive impact on students’ engagement, knowledge acquisition, and practical skills. These innovations not only enhance academic performance but also foster technological literacy and problem-solving abilities, which are essential for competitive graduates in the 21st century.

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The practical significance of these findings lies in their direct application to the educational process. Universities can implement interactive 3D platforms and robotics-based tools to improve comprehension of complex subjects, provide real-time feedback, and support personalized learning. Moreover, the use of such technologies encourages innovative thinking and collaboration among students, preparing them for future professional challenges.

The novelty of this research is reflected in the combined analysis of two different digital tools a language-learning platform (K_lingo) and a mobile robot navigation system and their simultaneous impact on academic engagement, technological competence, and social interaction. This integrated approach provides a comprehensive model for digital education in higher education, which has rarely been explored in the context of Uzbekistan and Korea.

Recommendations based on the study:

1. Expand the implementation of interactive 3D platforms and robotics-assisted learning across different academic disciplines.
2. Provide training for teachers and students to effectively use these technologies.
3. Conduct periodic assessments to measure learning outcomes and refine digital tools for maximum effectiveness.
4. Integrate digital literacy and innovative problem-solving modules into the curriculum to prepare students for the digital economy.

Conclusion:

International students studying in Korea face several challenges, with the most significant being language barriers, difficulty finding employment, cultural differences, and issues related to food. Survey results clearly highlight these problems, particularly the language issue, which remains the biggest obstacle for international students. These factors negatively impact students' academic success,

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social integration, and mental well-being. Furthermore, tragic incidents, such as student deaths, emphasize the need to strengthen mental health support systems for international students.

Within the scope of this project, we are developing the K-Lingo platform, which aims to simplify the process of learning the Korean language. This platform will assist students in learning Korean and improving their academic and social integration. As a result, Korean universities and educational institutions need to develop tailored programs for international students, enhance mental health support systems, and make the language learning process more accessible. These are essential steps to strengthen social, academic, and emotional support for international students, which will help improve their success in the educational process.

Advice and Inspiration

"Every project comes with its challenges, but it also brings opportunities for growth and learning. During my time working on the Figma platform, I learned a lot of new things. My advice to young people is: 'Always emphasize your dreams and strive to achieve them. Every small step leads to big changes.' Every designer or developer should not be afraid of making mistakes because mistakes are part of learning.

'The creative process is the pinnacle of exploration, where each model creates new possibilities and ideas.' – Maya R.

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