

ABSTRACT

Theme of the Graduation Thesis: "Development of the concept and layout of a computer educational game for preschool children using the capabilities of the national language."

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Relevance of the research topic: the relevance of innovative solutions in the educational process is obvious. The development of computer technology has led to the development of programmed learning. The modern approach to teaching is to build it on a technological basis. Fast and effective training requires the most realistic interactive learning technologies and systems.

Objective: development of a model of the space-developing game environment "Aza Kabardinsky", aimed at the development of children's intellectual abilities and allowing to conduct the process of learning the Kabardian alphabet in an entertaining and easily accessible form.

Tasks:

1. The choice of tool software.
2. Study and clarify the capabilities of the C # programming environment, in particular the development of the SQL library database.
3. Designing the gameplay application.
4. Interface design.
5. The study of the features of the Kabardian alphabet.
6. Creating a library of spoken letters and words by a native Kabardian language.
7. Development of the computer game "Aza Kabardinsky."

8. Expansion of parents' understanding of educational games for children of senior preschool age and primary school age.

Theoretical and practical significance of the research: consists in the fact that the computer game “Azy Kabardinsky” created will be used in the practice of teaching, teaching the lessons of the Kabardino-Circassian language in national secondary schools of Kabardino-Balkaria and Karachay-Cherkessia gymnasiums, lyceums, colleges, universities.

Results of the research: computer program development and educational game "Aza Kabardinsky."

Recommendations: The obtained results and the developed software product are recommended for implementation in educational institutions of Kabardino-Balkaria and Karachay-Cherkessia.