

Title: "COMPUTER GAMES IN TEACHING

FOREIGN LANGUAGES (on the material of the English language).

Author: Suyuncheva M. A.

Research Supervisor: Associate Professor, Tatiana Yarmina

Research Initiator: Pyatigorsk State University

Topical Importance: This diploma paper is devoted to the need to increase the motivation of students to learn English and the high potential of computer games as a means of increasing the effectiveness of teaching a foreign language.

Games come in many forms, but certainly, they are a fun and developing tool for learning, in this case, a foreign language. Games teach children social interactions, develop logical thinking skills, vocabulary and thinking strategies. Games can teach these things in the early stages of a child's development and can be used in a foreign language class. In this paper, we will consider a certain type of games - computer games and find out how to effectively use them in foreign language lessons.

Goal: The major goal of this study consists in determining the capabilities of computer games in teaching English.

Tasks: There is a number of tasks one should accomplish to achieve the above set goal:

- consider and analyze innovative methods in teaching foreign languages;
- define the concept of ICT as an integral part of the process of teaching foreign languages;
- determine the didactic potential of computer games for teaching English;
- compile a thematic registry of computer games for the formation of communicative competence in English;

Theoretical value of the work in the systematization and analysis of material from various fields of human knowledge of computer games and the possibility of their use in teaching English.

Practical applicability: lies in the possibility of using the data obtained because of analysis in the educational process when learning English or independent language learning. The created registry of computer games, presented in the form of a teaching aid, can become part of the didactic portfolio of an English teacher.

Results: In the practical part, an analysis of computer games was carried out and an effective list of games for learning English and other foreign languages was identified, which includes 40 games, the main genres of which are: interactive films, survival games, horror, strategic, military, role-playing, online and others. In the course of the study, we concluded that computer games, by virtue of their universality, can be used as a means of independent study of a foreign language.

Implementation advice: The practical results of the study are presented in the form of an educational product, which is a website called "Game and English!" containing a detailed description of the five best computer games for PC. This product is presented in the form of a methodological manual and can be used as part of the didactic portfolio of an English teacher, as well as in the educational process when teaching English or independent language learning.