

## ОБЩЕСТВЕННЫЕ НАУКИ

### УДК 81

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### «Student - Computer games - English language»

***Annotation.** The article is devoted to determining the features of the influence of computer games on independent learning English by students. Among them, we can highlight an entertaining type of computer games that does not imply exercises in English, but really helps students learn it. Computer games support interest in learning English, give them the opportunity to learn at their own pace to understand English by perception, read correctly, speak fluently English, and remember the necessary English words. The results of the survey reflect the opinion of young people about the effectiveness of this method of learning a foreign language.*

***Key words:** computer games, language learning, student, English language.*

Computer technology development led to the creation of a large number entertaining content - computer games industry. There are various single player games designed for single player and multiplayer (MMOG - Massively Multiplayer Online Game) in which gameplay tied to the interaction of a group of players using the Internet [1]. The history of teaching foreign languages knows many various attempts to find the most rational method of teaching foreign languages. The natural method pursued purely practical goals - teaching speaking and reading in a foreign language. In this article, we want to share our opinion on which games are suitable for learning English language. Computer games contribute to the development of cognitive activity of students in the study of a foreign language. They carry a considerable moral principle, since they make the acquisition of a foreign language joyful and creative.

Computer games are very popular in the world. Online multiplayer games have achieved popularity largely as a result of increasing broadband adoption among consumers. Affordable high-bandwidth Internet connections allow large numbers of players to play together, and thus have found particular use in massively multiplayer online role-playing games. Some of the most popular games are Counter-Strike, Warface, Dota 2 [2]. All games have English names. Can computer games improve skills in learning English? Many parents and teachers believe that playing computer games is very bad for children. The history of the creation of the first online games dates back to 1970 [3]. They worked on closed networks and were not connected to the Internet. The online games boom began in the early 2000s. 2003 was a turning point of its kind. The bar was raised to the highest level, even by today's standards [4].

We know that there are many computer games, they are different, but they can be divided into three groups: cognitive, educational and entertaining. Digital educational games - this is the subject of study of the pedagogy of a computer game, which in turn is part of media pedagogy. It explores and describes the role of digital learning games in teaching practice [5, p.11]. It is engaged in methodological and technical research (computer games) in order to give evidence-based guidance for the creation of digital educational games and their educational and pedagogical use (development and evaluation). Although these research tasks are related to each other, they follow different research logic and differ from a systematic scientific and theoretical point of view. If everything is simple with cognitive and educational games, and they really help students learn English, then with entertaining games the question remains open, because they are entertaining in nature and do not imply English language exercises [6].

Nevertheless, entertaining computer games can help improve English language skills among schoolchildren [7]. The fact is that a significant number of popular computer games are produced by foreign companies that fill the game with an English-language interface, that is, the game's screensaver, function buttons, tasks, character dialogs are printed and pronounced in English.

At the same time, many games contain dialogs in spoken language, most of whose words do not fit into the course of the school curriculum for learning the English language. And tasks, sometimes, are so complicated that even a few incorrectly translated phrases will lead to a loss. And if the player does not know English and does not have the skills to translate a foreign text, then he will not be able to play this game. So, why are games useful in learning English? Firstly, games combine business with pleasure.

This is not a school lesson where you are forced to read boring texts and do grammar exercises. The game has a clear goal - to infiltrate a military base, eliminate the criminal, solve the mystery of the ancient pirate colony. For the sake of such heroic achievements, it's not too lazy to sit and figure out what exactly they want from you in an incomprehensible language, you can pause the game and look for a translation of unfamiliar words. More importantly, the successful completion of the task causes the player positive emotions and stimulates the continuation of the game and, as a consequence, the further study of English.

Secondly, games teach new words. New vocabulary constantly sounds in dialogs and flickers in the inventory. Words are easy to remember because of their frequent repetition, and also because they are really needed here and now. Thirdly, the games are interactive. Unlike a movie or a series, in a game, one has to interact with other characters: follow their instructions, choose lines in the dialog branches. Of fourth, the games are diverse. Medieval conflicts, futuristic wars, detective investigations, criminal showdowns - the list of stories can be continued.

And, therefore, the language in such games is very different. It should be noted that while 10-15 years ago English-language computer games did not have a Russian interface, now applications have appeared that help change the game interface. And one of the most important settings is changing the language to Russian. Therefore, many people playing computer games prefer to use the Russian version. Accordingly, in this case, computer games will not contribute to improving the level of English.

In the course of the article, students actively playing computer games and succeeding in English classes were questioned. The first Respondent claims that in the beginning he did not set himself the task to learn English and therefore raised it unconsciously. In this he was helped by different games in the genre of "Interactive cinema" from the Studio TellTaleGames. Playing it increased his vocabulary as the interface of the games was in English. Tasks were given, and for the successful completion of the game had to learn to speak in English. Thus, the student began to distinguish by sound similar words, such as «think» and «thing». There was no dubbing in the game, only subtitles were given. The second Respondent played games where the opponents were players from different countries, and for drawing up a common plan and understanding each other used a common language for all: English. The third Respondent studied English at school as a second language. He read his abstracts many times and faithfully did his homework, but schoolwork did not develop his speaking and listening skills. He stopped spending a lot of time learning English, and instead became interested in online games. It was the games that turned out to be the best way to develop language skills. He played for hours, and he had to constantly talk with his opponents and team members. Thus, he began to learn to maintain communication with people in English. Soon he was already confidently speaking in English, and his speech sounded much more natural. After all, one of the best ways to learn English is to learn while doing what you love. So the practice of the language will turn from a difficult and boring lesson into a fun, exciting, but useful game. By combining learning with entertainment, he was able to memorize new words and practice spoken and written English. From these answers it follows that the initial motives of the respondents were not related to

learn English, most chose games in this language due to the lack of good localization or because of the preference for the original sound. At the same time, those who play games in English now, the motive to learn this language is much higher than those who played before. The reason for this feature may be the intensified process of globalization in the modern world, which created the need for knowledge of a foreign language. A state in which a person is fully involved in the process of activity, taking pleasure in self-realization, is characterized by increased and substantiated self-confidence, increased communication skills, the ability to express one's thoughts, as well as effectively solve problems of any complexity or find innovative ways to solve them, where the result of the activity perceived as a reward. All these aspects are quite close to the characteristics of the game, which were formulated in his scientific work by Homo ludens (translated from Latin - "a person playing") by the Dutch historian and culturologist Johan Huizinga [8].

Research in the fields of age and evolutionary psychology underestimated the positive impact of games, especially in childhood and adolescence. Playing social games, children not only try out different scenarios of interaction with other people, but also learn to solve conflict situations that may arise in real life. When solving specific game problems, regardless of obstacles, young people can grow self-confidence, they will understand the price of perseverance. Games help children realize that intelligence can increase with time, thanks to their efforts. Summarizing all of the above, we can conclude that online games are out of the category of recreational facilities. Each type of game, if it uses only the English interface, can help improve your English. You can practice English with the help of multiplayer games, communicating with native speakers. Learning English through computer games is really an effective way, even if this is not the main goal of the player. Modern standard of education is a cause of new requirements to the educational process, it is necessary to use IT technologies and the Internet. A teacher should consider every significant part of student life. The article deals with the relation between students' interest in on-line computer games and their motivation to foreign language learning. But it is necessary to strike a balance between the traditional academic approach (group classes, grammar exercises, and so on) and entertainment. Therefore, games can only be considered as a pleasant additional tool for language practice.

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*Мақала студенттердің ағылшын тілін өздігінен үйренуіне компьютерлік ойындардың әсер ету ерекшеліктерін анықтауға арналған. Оның ішінде компьютерлік ойындардың қызықты түрлерін атап өтуге болады. Бұл ағылшын тіліндегі белгілі жаттығулар болмаса да, дегенмен тілді меңгеруге зор үлес қосады. Компьютерлік ойындар ағылшын тілін үйренуге деген қызығушылықты оятады, ағылшынша сөздерді түсінуге, дұрыс оқуға және сөйлеуге, сондай-ақ, сөздерді есте сақтауға мүмкіндік береді. Сауалнама нәтижелері жастардың шет тілін үйренуде кезінде осы әдістің тиімділігін көрсетеді.*

**Түйін сөздер:** компьютерлік ойындар, тіл үйрену, студент, ағылшын тілі.

**RESUME**

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*Статья посвящена определению особенностей влияния компьютерных игр на самостоятельное изучение обучающимися английского языка. Среди них особо можно выделить развлекательный вид компьютерных игр, не подразумевающий упражнения по английскому языку, но действительно помогающий студентам изучать английский язык. Компьютерные игры поддерживают интерес к изучению английского языка, дают ему возможность учиться понимать английскую речь на слух, правильно и красиво читать, говорить на английском, а также запомнить нужные английские слова. Приводятся результаты опроса, отражающие мнение молодежи об эффективности такого способа усвоения иностранного языка.*

**Ключевые слова:** компьютерные игры, изучение языка, студент, английский язык.