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Role of a game as a mechanism for maintenance of students' educational motives when learning a foreign language

Baranova A., Ladner R.

Kazan Federal University, 420008, Kremlevskaya 18, Kazan, Russia

Abstract

The urgency of the need to study the problems caused by the introduction of gaming technology as a mechanism for activating the learning process and stimulation of cognitive activity of students in higher education. The purpose of the study is to give conceptual analysis of games and students' gaming activity, scientific substantiation of the effectiveness of gaming technology in foreign languages teaching at Kazan (Volga) Federal University. During the study, a set of theoretical and empirical research methods were used, with the result that the study lasted two years and involved about 300 participants. The study gives the definition of the concept of "game" from the point of view of psychology, modern didactics and methodology. Particular attention is paid to the need of organizing gaming technology in institutes of higher education. Focusing primarily on the pleasure derived from the process of game, students can be aware to varying degrees of none-player goal incorporated. The role-play directed to development of skills of dialogic and monologic speech, vocabulary consolidation on new topics, interpersonal communication teaching. Materials of the study may be useful for professionals working in higher education institutions, students and all those involved in the education area. Medwell Journals, 2016.

Keywords

English language teaching methods, Foreign language, Game, Gaming technology, Higher education, Student