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Gaming simulation technology in the development of professional- creative competence of students learning english

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Abstract

© 2016 by iSER, International Society of Educational Research. The aim of this article is to develop educational gaming simulation technology contributing to the achievement and development of students' creative competence as the indicator of their successful self-realization in the profession. The structure of the presented technology includes objective, methodological, content, organizational and technological and result components. The introduction of gaming simulation as an educational technology in the process of the English language training aimed at developing creative educational space which defines the professional-creative competence development of the students - future specialists of foreign language and culture.

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Keywords

Educational technology, English education, Gaming simulation, Professional-creative competence