GAME TECHNOLOGIES IN TEACHING VOCABULARY OF RUSSIAN AS A FOREIGN LANGUAGE

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Abstract: In modern methods of teaching foreign languages, game technologies are becoming increasingly popular due to their effectiveness in teaching vocabulary. Games create a relaxed learning atmosphere, promote active participation of students in the process of learning new material and stimulate their cognitive abilities. The use of game technologies is especially relevant in teaching Russian as a foreign language, where lexical difficulties can slow down progress in learning. The purpose of this work is to analyze the use of game technologies in teaching vocabulary of Russian as a foreign language. The article discusses the main types of games, their advantages and possible difficulties in implementing them in the educational process.

Keywords: Game technologies, Russian as a foreign language, vocabulary, training, methodology, educational games, language difficulties, motivation, interactive learning, innovative methods, game practices, education, learning efficiency.

Modern teaching of foreign languages   requires the use of various methods and approaches that can most effectively involve students in the process of learning the material. One of these methods is the use of gaming technologies, which are becoming increasingly popular in educational practice every year. This is due to the fact that games allow you to create a favorable atmosphere for learning, stimulating students to actively and consciously perceive new lexical material. In particular, gaming technologies have a significant impact on teaching the vocabulary of Russian as a foreign language.

In recent decades, Russian pedagogy has significantly expanded the possibilities of using games in teaching, especially in the context of lexical development. Game methods allow not only to increase the volume of assimilated information, but also to develop such skills as attention, memory, reaction speed, as well as imagination and creativity. Thus, games become an important tool for expanding students' vocabulary and developing the necessary speech skills. Games allow students to apply knowledge not only theoretically, but also practically, in the context of a real situation, which increases motivation and activates the learning process. These elements are important so that students can not only memorize words, but also actively use them in different situations. Using game methods helps to create a situation of real communication, where knowledge becomes an integral part of their everyday life. One of the main reasons why games are so popular in teaching Russian as a foreign language is their ability to relieve stress and create conditions for the natural use of the language. Unlike traditional methods, games allow you to create an atmosphere without pressure, where students can safely make mistakes, learn from their mistakes and consolidate the knowledge gained through active practice. This is especially important in vocabulary learning, where students will have to master a large number of new words and expressions that may not be used in everyday life in their native culture. Games as a teaching method can be varied, including board games, role-playing games, computer games and digital games. In each of them, an important element is the student's participation in the process, where he actively uses new vocabulary material. Role-playing games, for example, allow you to create situations in which students can practice new vocabulary material in real-life

contexts. This helps not only to memorize words, but also to understand their context and correct use.Computer and digital games are also a powerful tool for teaching vocabulary. With the help of such games, students can not only learn new words and phrases, but also develop listening, reading, and listening comprehension skills. One popular format is games with elements of virtual reality, which offer students immersion in various language environments where they interact with virtual characters and complete tasks that promote language learning. These technologies significantly increase students' interest in learning, as they provide interactive and fun ways to practice the language. Virtual world scenarios, for example, allow students to immerse themselves in different cultural contexts, learn culturally adapted speech, and apply new words in various situations. In addition, the use of gaming technologies in teaching Russian as a foreign language vocabulary helps to strengthen students' motivation. Games are usually perceived as entertainment rather than learning, which helps to minimize the stress associated with mastering new material. When students play a game, they become more involved in the learning process and demonstrate a greater willingness to learn new words and expressions. This is because gaming activities are perceived as relaxed and easy, allowing students to focus on learning the language without feeling pressured or constrained. In this context, gaming methods have a strong influence on the development of learning activity, increasing students' confidence in themselves and their abilities. However, the introduction of gaming technologies into the educational process has its own difficulties. One of the main problems is the need to adapt games to the specifics of vocabulary learning. It is important that games do not just entertain students, but also really contribute to the consolidation of vocabulary and the improvement of skills. To achieve this, games must be properly designed, taking into account the age and language characteristics of students, and also take into account the goals and objectives of teaching.It is also worth noting that not all teachers are ready to integrate gaming technologies into the educational process. Many of them still adhere to traditional teaching methods, believing that a game cannot be a serious teaching tool. However, experience shows that gaming technologies can significantly improve learning outcomes if used correctly and in combination with other teaching methods. With proper organization of the educational process, games can become not only a method of entertainment, but also a real and effective tool for mastering vocabulary.

Using games to expand students' vocabulary also has long-term benefits. Research shows that a game-based approach to learning promotes deep acquisition of vocabulary, and also helps students remember and use new words more easily. This is due to the fact that the game creates multiple repetitions in context, which contributes to better memorization and consolidation of lexical units. Thus, games become an important tool that helps to form strong and long-lasting language skills in students.

One of the most important aspects in teaching vocabulary is the development of an active vocabulary in students, which they can use not only in the classroom, but also in real life. Games, in turn, create a context in which students learn not just individual words, but also set expressions, phrases, and constructions, making their speech more natural and lively. Thus, games help students develop flexibility in using language and fluency in vocabulary.In conclusion, it can be noted that gaming technologies are an effective and exciting method of teaching vocabulary of Russian as a foreign language. They contribute not only to the expansion of students' vocabulary, but also to strengthening their motivation, developing speech and improving listening skills. Despite some difficulties in introducing gaming technologies into the educational process, their use provides significant advantages and allows students to easily and naturally master new vocabulary, making the learning process more effective and exciting.

Gaming technologies are becoming an integral part of modern methods of teaching foreign languages, including Russian as a foreign language. Their use in teaching vocabulary has significant advantages, as it helps students not only memorize new words, but also apply them in real situations. Games activate the learning process, improving motivation and creating a comfortable atmosphere for mastering new material. At the same time, it is important to correctly adapt gaming methods to the age and language characteristics of students, as well as integrate them with other teaching methods to achieve the best results.

Gaming technologies contribute to the formation of an active vocabulary of students and increase their confidence in using the language. They provide an opportunity to repeatedly repeat vocabulary in a real context, which helps to better memorize and consolidate new words. It is important to note that game methods allow students to relieve stress, which is a key factor for successful language acquisition. Therefore, the introduction of game technologies in the process of teaching vocabulary of Russian as a foreign language has long-term benefits and contributes to the development of students' flexibility in using the language. Thus, the use of games in teaching Russian has great potential for expanding students' vocabulary and developing the necessary speech skills, which is confirmed by practical experience and modern research.

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