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WORD COMPUTER, BOARD AND ONLINE GAMES IN LEARNING ENGLISH

The article deals with the peculiarities of using the board, computer and online games in a foreign language classroom. It also gives the analysis of the types and the possible kinds of this activity and provides the main objectives in studying foreign languages. The article emphasizes the importance of using these techniques to increase the students' motivation, considering possible challenges faced by teachers and students as well as psychological and methodological solutions to these problems for better foreign language acquisition. The article explores the place of games in the process of learning foreign languages, analyzes games as a means of stimulating the learning process, shows their role in raising motivation in students, studies the kinds of computer, board and online games, their goals and ways of their use in the educational process.

The article also points out that due to the application of such techniques as the board, computer, and online games, the possibilities of modern methods of learning a foreign language are considerably broadened and diversified. The content of lessons is rich, and a teacher gets the possibility to use educational time more effectively, to invent the original methods of teaching and increase the volume of educational material for students' mastering and usage. This allows mastering language material, language skills, and abilities more effectively and quicker. The article also emphasizes the important place of motivation in modern education as the key to obtaining high results in the study of foreign languages.

Learning game promotes the use of knowledge in new situations, in other words, the new material passes through some kind of practices that brings diversity and interest into the learning process. Therefore, one of the urgent problems of a modern methodology of foreign language teaching is to organize students learning through games. Educational games are a means of maintaining students' interest in the material and enhance it throughout a lesson. In the game process, students are easily involved in oral communication during which they are showing their skills not noticing the learning process itself.

Key words*: education, foreign language, motivation, language acquisition, game, technique.*

Introduction. Gaming technology is one of the unique forms of training that allows you to make interesting and fascinating not only the work of students on a creative and searching levels but, also, everyday efforts to learn the English language. The challenge of the fictional world of the game makes a monotonous activity on memorization and repetition positively, emotionally charged, and emotions of a game, in turn, activate all the mental processes and functions of the learner. Another positive aspect of the game is that it promotes the use of knowledge in new situations, in other words, the new material passes through some kind of practices that brings diversity and interest into the learning process.

Therefore, one of the urgent problems of the up-to-date principles of foreign language teaching is to organize students' learning activities through games. Educational games are a means of maintaining students' interest in the material and enhance it throughout a lesson. In the game process, students are easily involved in oral communication during which they are showing their skills not noticing the learning process itself.

Analysis of relevant research. Educational value of games have been acknowledged for a long time. Many outstanding teachers analyzed the effectiveness of gaming approach to the learning process. Different and sometimes unexpected human talents can be revealed in the process of gaming activities.

Such researchers as A. A. Kolesnikova, Y. S. Nikolaieva, Y. I. Passov, V. M. Filatov have been working on the problems of place and role of the game in teaching foreign languages.

Gillian Porter Ladousse, describing the objectives of the role play, actually outlined the main reasons of using gaming techniques in the classroom: "Finally, role play is one of a whole gamut of communicative techniques which develops fluency in language students, which promotes interaction in the classroom, and which increases motivation" [4,7].

Despite the fact that scientists have conducted many studies on the use of game techniques in learning foreign languages nowadays it remains open for study and improvement.

The aim of this study is to explore the place of word games in the process of learning foreign languages, analyze games as a means of stimulating the learning process, and show their role in raising motivation in students. Study the kinds of computer, board and online word games, their goals and ways of their use in the educational process.

Research Methods. In the course of research, methods of pedagogical observation and pedagogical experiment have been used. Applied research was aimed at studying specific aspects of the pedagogical process and the revelation of patterns of teaching practice in groups.

Results. In a modern demanding and quick-changing environment the level of education, its influence on the personality development will largely depend on the effectiveness of input of technologies of studies that are based on new methodological principles. For this reason, now studies based on the use of innovative technologies are widely implemented, which, in turn, improves the classical learning qualitatively. Innovative pedagogical technologies mean purposeful, systematic and successive practical introduction of original, innovative methods, new pedagogical actions, and facilities that embrace an educational process from the determination of its aims to the expected results.

Use of information communication technologies in the process of learning is one of the innovative educational technologies aimed at forming speaking

competence in students. Educational computer games are considered effective teaching tools because they use action instead of explanation, create personal motivation and satisfaction, accommodate multiple learning styles and skills, reinforce mastery skills and provide interactive and decision-making contexts [3].

Possibilities of the internet resources usage are enormous. A number of tasks can be solved at the English lessons with the help of Internet: forming skills and abilities of reading, using materials of the global network; perfecting abilities of writing, widen student's vocabulary, raising motivation, etc.

Games have a significant role in learning foreign languages. Gaming activities can be conducted at all stages of education.

One of the major elements of a modern English lesson is a word game. Playing activity influences the development of attention, memory, thinking, and imagination.

There is a great number of different types and kinds of educational games with various purposes.

Not so long ago the group of computer games became a powerful tool for learning languages. Computer games are certainly interesting for students and help to avoid the clichés and standards in assessing the behaviour of different characters in different situations. Through these games students learn practical means of communication, ways of communicating and expressing emotions. The place of a teacher in the game is complicated, requires knowledge, eagerness to answer questions, to conduct the learning process quickly. Of great importance is the ability of a teacher to establish contact with students. Creating a friendly, competitive climate in a group is very important. During the game, students with higher level of knowledge help the unwilling ones, and the teacher guides the process of communication and makes the necessary adjustments.

The most important task is the choice of a game. The first thing to take into account is students' language proficiency. A teacher has to play the chosen game to evaluate its suitability, students' language level, their thesaurus and communicative skills.

Let us examine the group of computer word games, their implementation into the lesson of English language as well as their place in the process of learning languages.

Playing word computer games students can learn and practice English vocabulary having fun while memorizing new words. Word games help to explore the language properties.

Word computer games

There is a great number of word game websites for teachers to use. They were initially made for entertainment but were found to serve the language learning purpose. For instance, students can enjoy playing competitive word games, while naturally developing all important language skills. Solving crosswords, making words from the number of letters, solving scrambled words

puzzles, etc., not only improves their language skills but also evokes interest in learning a foreign language.

There are word games based on popular TV-shows. Word games gained worldwide popularity. Let us dwell on some of them, to get the fullest idea about what are word computer games capable of in the field of language learning.

Family Feud is a computer game based on an American television show. Two families are taking part in a contest and have to guess the most popular answers to survey questions.

With over 1,000 survey questions, students will need to think fast and act quickly to find correct answers and avoid the "three strikes" for wrong ones. Two groups of students can play for two opponent families. During three rounds, they have to earn the higher score. To play this game students have to understand the questions and the variants of answers. There is a pause feature, during which they can consult a teacher if they need to, and then proceed to play. This game should be recommended for advanced learners.

Babel is a word game in which students use their word skills to build a tower in the word challenge of an ancient world.

They have to test their word skills in five unique game types while building a beautiful tower. Here they have to find odd one out, acting really quick, find and cross out the words on the letter board, create words from blocks of syllables, memorize the words on the screen and tick them second time they appear, and finally solve Caesar's puzzle filling in the blanks in the words with given letters. If they will succeed, their tower will reach heights but if they stumble, the tower will fall.

Playing this game helps to improve word-building features. There are plenty of other word games, colorful, interesting and very useful in language learning, but the most popular one among my students is Bookworm Deluxe.

The main protagonist of the game is Lex – green funny bookworm. There is a screen full of tiles with letters. With the help of tiles, students have to make words and with words kill different monsters. The longer the word, the harder the hit! There are plenty of bonuses and upgrades. This game is ideal for group playing. One student plays the leading role and types the word, while the group of students keeps on suggesting, making up different words, seeking for the longest one. This game helps to revise known words, their spelling, but also to learn new ones, to widen the student's vocabulary and to improve reading techniques.

Text Twist is one more game, which is really addictive and highly recommended when you need to revise the rules of word-building in English. The aim of the game is to compose as many words as possible from the given letters. You should use all the letters in one word and you will be able to advance to the next level. You can twist and rearrange letters as many times as you need to guess the longest word.

While twisting letters you will be able to improve your vocabulary and test your ability to use patterns of word building in English.

This game can be used as a great warming-up activity.

Penny Dell Crosswords is not an easy game. It is recommended for learners with a high level of language proficiency. Guessing the words in this crossword challenge helps students to develop the ability of formulating definitions of words and notions in English themselves. The best thing about this game is if you are stuck, the computer will give you hints and can even solve the whole puzzle instead of you.

Word board games

Word board games give us the same wide range of opportunities for learning languages. The main advantage of such games is that there is no need for costly technical equipment. You can play any day, any time, any place.

Taboo is a very interesting word group game. The rules of the game are simple. One of the players from the group is explaining words from the card. While explaining he has to make his groupmates guess this word without using some forbidden words.

There are cards with target words and forbidden words on one side, timer, and buzzer. Pen and paper for points can be replaced by blackboard and chalk in the classroom.

Players are taking their turns. When using taboo words, the person who is in charge of the buzzer have to hit it. For instance, when the student is explaining the word «football» he is forbidden to use such words as «sport», «game», «goalkeeper», «forward», «match», or «ball». The player cannot use signals, sounds or pictures.

If the team makes a good guess, it moves to the next word, trying to get more words in the given time. When time runs out, opposing team steps in. Players receive one point for good guess and loose one point for using forbidden words.

Having been playing for a long period, after getting acquainted really well with the game, the students of the 5th grade at the Faculty of Welding decided to conduct a project, and as a result created their own version of Taboo game on the basis of general technical and welding thesaurus. The interest and efforts of the students were enormous, and the result exceeded all expectations. Teachers can make the positive contribution to students' motivation to learn if classrooms are places that students enjoy coming to because the content is interesting and relevant to their age and level of ability, the learning goals are challenging yet manageable and clear, and the atmosphere is supportive [7].

Tell Tale is a very useful game which is suitable both for personal and group language lessons. It consists of 60 two-sided cards with pictures. The best thing about this game is that you can make the cards of your own with pictures of your personal choice. Some of the picture examples are fortuneteller, heart, ambulance, office, person at the computer, picturesque view, etc.

Using your imagination, you have to compile the sentence about the picture. The other person should connect the next sentence to receive the coherent story. At times, students became so excited that they forgot about the break trying to finish the story at all costs.

Funglish is fast, fun game for learning English. The more players are in the game the more intense and interesting it becomes.

The aim of the game is to guess the words in the English language by describing them with the help of plates set with definitions. You can neither say nor show, only find the words among 120 plates with definitions, while all players shout out possible answers.

There are different types of clues in the game. For example, all the adjectives are divided into semantic groups, each group is represented in its color, each adjective is written with a special font that helps you remember the meaning of words.

For instance, the adjective "round" has all the letters round, the word "creepy" is written with the font with flows simulating blood. You can easily use this game as a great warm-up. The combination of visual aids helps to make the process of learning through playing very effective.

Somewhat similar to *Taboo* is *Alias*. Both Taboo and Alias are recommended to be used in groups with a high level of language knowledge. Though, if a teacher will make some additional preparations and chose the cards with words appropriate for the lower level of proficiency, these games can be easily used in nearly all groups of all grades.

In the board game Alias, the players will try to explain different words, concepts, terms, and other phenomena of the world around us to each other. All words are grouped on special cards. You can get concepts of different complexity: from simple objects to complex abstract terms. For each correctly guessed word, your team gets a victory point, and for errors and missing cards your team gets penalty points. It looks very simple, but to complete the task you have just one minute and you will be surprised at how difficult it can be sometimes to explain even the simplest things.

Preparation for the game requires almost no time. The players must split up into teams with approximately the same number of players, then, each team gets a colored chip, which is placed at the beginning of the scale points. The number of people in one team is not limited, but may not be less than two, so you can play Alias with any number of players. Then the first team chooses one participant, who takes 10–20 cards from any deck. The hourglass flips, starting to count minutes, during which the selected player must try to explain as many words as possible for the team members to guess. The opposing team is watching for mistakes.

The number on the scale determines the word number on the card, where the chip of the team is standing now. You cannot use parts of the

original word or conjugates during the explanation. Besides, the difficulty of words under the same numbers on different cards are different, so sometimes it is better to miss one card not to lose precious time. After time ends, the next team steps in. The game continues until one of the chips will cross the finish line determining the winners!

Blurt is a game which improves listening, word retrieval and comprehension. The main idea of the game is to identify words by their definitions.

Players take turns rolling the dice; one person reads a clue in accordance with the number on the dice. The person who answers the correct word moves the number on the dice.

The clue cards have two sides of different colors. The green, blue and purple sides are easier. Words that are more difficult are on the other side of the card. Depending on the level proficiency of the group, teacher can choose different cards to use, before the game.

Games of such type are marvelous for developing vocabulary skills and word building and guessing. They also combine team and single activity greatly. In addition, the teacher can play the leading role of a clue-reader, depending on the group and language targets.

Board games contribute to the development of ingenuity, greatly improve speaking skills, help to remove the language barrier and in a short time expand vocabulary. They develop thinking and communicative skills of students; help them to learn how to work effectively as a part of a team.

Word online games

If you have at the disposal the specialized computer classroom or projector with a screen, then online games are exactly what you can use effectively every minute of your lesson. It is a great way to warm up but you can try games in the middle of a lesson and also at the very end, just to add a breath of fresh air or between main material activities. Let us analyze some very useful sites with online game resources.

The Problem Site

This website offers quite complicated games, focused solely on increasing vocabulary. It is recommended for learners with Pre-Intermediate or Intermediate levels of language proficiency. All games on this site are similar. As a rule, you are given a task to guess a word and some kind of a clue: a definition, a synonym, or a field, which a concept refers to. You need to guess a word and enter it letter by letter, while you can make a limited number of mistakes. These types of games help to expand your vocabulary and to practice thinking. Games can be retrieved from http://www.theproblemsite.com/word-games.

Learn English – British Council is the website of the well-known British Council. It offers games for all levels of language proficiency from Elementary level to Upper-Intermediate. Here you will find games for vocabulary enrichment, for

checking spelling skills, and all kinds of puzzles with the words. Simple entertainment can help you improve your English skills in a short time. Games can be retrieved from http://englex.ru/learning-english-through-games/.

Knoword is not a simple kind of a game and is suitable for learners with the level not lower than Intermediate. It challenges your vocabulary, stimulates your mind and improves typing skills. It is very useful since you can learn new words, practice writing already familiar concepts and as an addition improve your knowledge of geography. At the beginning, you will be asked to choose from three themes (classic dictionary, capitals of the United States, world capitals) and three levels of difficulty. In this game, you need to guess the word by its definition. You will be given a description of the concept in English, and the first letter of the word. It is necessary to write a word correctly, then you will be given the next one. Your time is limited: you are given only fifteen minutes, but you can add time and points by correctly guessing the concept. You are losing points when making errors. This game can be retrieved from https://knoword.org/.

Conclusion. Having in possession the specialized computer classroom with projector and screen, there was a possibility to try different computer games in the student groups of the Faculty of Welding at the National technical university of Ukraine "Igor Sikorsky Kyiv polytechnic institute".

The research has been conducted for a long period of time and resulted in a great outburst of motivation and interest to the process of learning the English language. As a result of research, projects have been done in students' groups of different grades and proficiency level. Fifth-year students developed their own game using Taboo pattern, with the technical vocabulary and welding thesaurus cards. Second year students developed their variants of cards to play Funglish and Tell Tale.

In the course of research, it has been verified that a game, which is focused on a group activity meets the demands of modern techniques. It also easily transforms into various forms of individual activity by giving each student an opportunity to play a particular role and demonstrate individual abilities.

The communicative nature of the game also provides opportunities for the development of communicative skills. The need to comment your own actions and actions of other participants, to interact within groups, to argue, to disagree, to express opinion serves as a basis for the development of linguistic skills and communication strategies necessary for initiating and maintaining the intercultural dialogue.

The usage of gaming techniques increases the need for creative activity in the search for possible ways and means of updating knowledge, skills, and abilities. The game creates intransigence to templates and stereotypes. It develops memory and imagination, affects the development of emotional-volitional side of the personality, helps to manage your emotions and organizes your activities.

It also helps to develop the culture of communication; in particular, the culture of a dialogue builds the ability to make independent decisions, to evaluate your actions, the actions of others, and encourages you to analyze your knowledge.

The beneficial effects of games on the formation of the responsibility towards learning process can easily be seen as well. The process of gaming also develops professional qualities of the future specialist and forms methodological skills.

We can draw a conclusion that gaming technology is one of the unique forms of training that allows you to make interesting and fascinating not only the work of students on a creative level but also everyday efforts to learn the English language. The game is a powerful tool for foreign language acquisition. The use of the gaming activities raises students' readiness and willingness to maintain language skills. It gives students the opportunity to express themselves, to act, and also to empathize.

We have explored the place of word games in the process of learning foreign languages and analyzed games as a means of stimulating the learning process. Their role in raising motivation in students has been shown. Different types of computer, board, and online word games meet the goals and aims of the language educational process.

Game facilitates the acquisition of knowledge, skills, and abilities and contributes to their development. Learning game helps to strengthen, consolidate, control and correct personal skills, creates educational and pedagogical clarity in the study of the specific material. It creates conditions for active mental activity of its participants. It is a kind of indicator of the success of students in learning the discipline and represents one of the forms and means of the students' self-assessment. In the game process, students are easily involved in oral communication during which they are showing their skills not noticing the learning process itself.

Educational games generate the ability to work in a team and with the team. All the above-mentioned determine the functions of educational games as a means of psychological and pedagogical influence on the personality.

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АНОТАЦІЯ

Овадюк Ольга. Компьютерні, настільні і он-лайн словесні ігри в навчанні англійської мови.

У статті розглядаються особливості використання комп'ютерних, настільних і онлайн ігор на заняттях з англійської мови. Стаття пропонує аналіз типів і видів цієї діяльності, і окреслює головні цілі у вивченні іноземних мов. У статті підкреслюється важливість використання цих методів для підвищення мотивації студентів, ураховуючи можливі проблеми, з якими стикаються викладачі та студенти, а також психологічні й методичні рішення цих проблем для кращого оволодіння іноземною мовою. У статті розглядається питання про місце ігрових методик у процесі навчання іноземним мовам, ігри аналізуються як засіб, що стимулює процес навчання, показано їх роль у підвищенні мотивації студентів, вивчаються види комп'ютерних, настільних і онлайн ігор, їх цілі та способи їх використання в навчальному процесі.

Ключові слова: освіта, іноземна мова, мотивація, оволодіння мовою, гра, технологія.

РЕЗЮМЕ

Овадюк Ольга. Компьютерные, настольные и онлайн словесные игры в обучении английскому языку.

В статье рассматриваются особенности использования компьютерных, настольных и онлайн игр на занятиях по иностранному языку. Статья предлагает анализ типов и видов этой деятельности, и очерчивает главные цели в изучении иностранных языков. В статье подчеркивается важность использования этих методов для повышения мотивации студентов, учитывая возможные проблемы, с которыми сталкиваются преподаватели и студенты, а также психологические и методические решения этих проблем для лучшего овладения иностранным языком. В статье рассматривается вопрос о месте игровых методик в процессе обучения иностранным языкам, игры анализируются как средство, стимулирующее процесс обучения, показана их роль в повышении мотивации студентов, изучаются виды компьютерных, настольных и онлайн игр, их цели и способы их использования в учебном процессе.

Ключевые слова: образование, иностранный язык, мотивация, овладение языком, игра, технология.