

Game-based learning in teaching English

Nazarova M., Galiullina E.

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

Abstract

The formation and development of a new education system and the labor market promotes that requirements to the level of language proficiency of students considerably increase. The purpose of learning of foreign language is changing. The knowledge of English language and ability to conduct a fluent dialogue becomes one of the criteria of professionalism and future career development. In connection with these requirements, teaching a foreign language acquires a particular importance. The efficiency of teaching a foreign language in higher education institution assumes modernization of the content and educational technologies. The aim of the paper is to overlook the impact of active and game-based approaches on the educational process. Positive and the negative sides of applying game-based learning in teaching English are under argument. The article reveals the essence of such terms as «game-based learning», «pedagogical technology», and «educational game». The use of game-based learning influences emotional and personal spheres of students and pushes the studying process of learning a language; the main goal of self-realization and self-improvement of knowledge in the field of English language. The content of paper may be useful for foreign language teachers, application of game-based learning is required for improvement of quality of education.

Keywords

Communicative competence, Educational game, Game-based learning, Language education, University education