1. Introduction

Who doesn't know foreign languages,

doesn't know anything about уоur own .

Johann Wolfgang Von Goethe

 Recently, the need for knowledge of a foreign language has increased dramatically. Many professions in the modern world require a high level of foreign language . In many cases, knowledge of English is required.

Computer is one of modern learning tools with unique features and it combines the capabilities of TV, VCR, books, calculator.It is a universal toy that can simulate any game and situation. Nowdays children meet computers in early age, and when they become adults, a significant number of children spend most free time playing computer games.

What is game? In dictionaries it is interpreted in different ways. In the Dictionary of the Russian language "game - one way or another, how to have fun, as a set of items for the game." In the Pedagogical encyclopedia it is defined as "the activity of children, which consists in the reproduction of the actions of adults and the relationship between them and aimed at orientation and knowledge of the subject and social reality." In The pedagogical dictionary the word " game "is absent (there are only" children's games"), and in Psychological means:"Game - a form of activity in conditional situations, aimed at the reconstruction and assimilation of social experience, fixed in socially fixed ways of implementation of substantive actions". Pedagogical value of the game acts as a form of education.

My project is done to learn how computer games affect the learning of English, to find out whether games bring a positive result in improving the level of English.

**Problem**: it is difficult to determine whether computer games can help to learn English, if they harm our health or the game is passion or dependence.

**Actuality:** the gaming industry is one of the fastest growing entertainment markets in our country. Computer games are taking an increasingly strong place among other entertainment markets in Russia.

 **Supposition**: it can be assumed that computer games have a positive impact on English: expand vocabulary, improve speech and cause interest .

**Purpose:** to find out the features of the impact of computer games on the independent study of English by students.

**Tasks:**

1. Get acquainted with main types of computer games.

2. Learn if computer games are useful or harmful.

3. Identify what games are played by classmates and how much time is spent by computer.

 4. Make an analysis - how computer games affect the process of learning English among my classmates.

5. Conduct a comparative analysis among students who are fond of games and those who are not playing.

 6. Set what games should be played for benefit .

7. Give practical advice - how to avoid addiction.

**Object of research**: computer games in the learning process.

**Subject of research:** types of computer games and their impact on our English.

**Research methods:** collection, study, generalization of experimental and theoretical material.

**Practical value** :to replenish the vocabulary of students and to be used as an aid in the passage of games in English, an interactive game was created English-Russian " Dictionary of computer games»

**2. Main content**

I have been playing computer games since I was six years old and I think that it helps me to learn English. I currently play games such as: Team Fortress 2, Serious Sam, Doom, Half-Life, Fortnite, etc.

**Therefore**, I want to show the influence of computer games and what are their advantages in learning English.

 **Firstly,** video games expand your vocabulary. Any game is a source of new words. If you are interested in the story, you are sure to look into the dictionary and learn the meaning of the unfamiliar phrases encountered in the game. Gradually, your dictionary will be filled with new words and expressions.

**Secondly,** games improve the perception of speech by ear. The speech of the heroes of computer games is voiced by native speakers, so during the game you will listen to them in the same way as it happens while listening to a podcast or watching a movie. Many games are equipped with subtitles, so it will be easier to understand the speech.

**Thirdly,** games make easier to learn grammar. In games, the characters speak life English, so you will meet grammar in its natural form, and not in the exercises from the textbook.

**Fourthly,** the game is immersed in the language . Everyone knows that creating an authentic language is an effective method of learning English. Start playing, and do not notice how to spend a couple of hours in the company of the English language. In addition, interest in the games will motivate you to read news about them, watch videos, Championships in English. These materials will also help you to improve your knowledge.

**In the fifth,** the game increases the motivation. The games are so "addictive" that there is a constant motivation to learn new words, translate the phrases of the characters . Sometimes we get bored to perform similar exercises, read texts from the textbook etc. So you should switch to game and relax a bit. You will combine tasks with pleasure and stop torturing yourself with the idea again spent the whole evening at the computer.

**At the end,** games improve memory, attention, thinking. When learning a foreign language it is important to have a good memory, because it is necessary to memorize new words, grammatical constructions, etc. At the same time you need to be careful not to make mistakes, and be able to articulate their thoughts. Almost any game develops attention, memory, thinking, improves the ability by which you learn a new language.

Thirteen-year-old Carl from Denmark learned English playing World of Warcraft. Mitt-Ann Schepelern remembers when she first heard a curious sound coming from the room of her son. Someone spoke English loudly and fluently, in an unknown jargon. To her surprise, it was her 9-year-old son.

Carl played World of Warcraft, an online multiplayer game with over 10 million players, available in 11 languages but not in Danish. To survive, players must communicate loudly and write typical commands to others in their "Guild" or team.

When Schepelern learned that her son was playing games, not practicing his school subject aloud, she initially swore. But now Karl is 13 years old and he is the best in his class in English and has even become his teacher's assistant, she is glad that she did not confiscate his mouse and keyboard. ” I felt like he was really enjoying it and it was so much fun for him to speak English, " she said.

Doctor-philosopher Dionne wrote a thesis on the study of Spanish in the game World of Warcraft. Dionne Soares Palmer is a doctor of philosophy at the University in California. In 2010, she wrote a thesis, there are 400 pages, about the study of Spanish language in the game World of Warcraft. Dionne shares her experience of learning a second foreign language for Her – Spanish, namely, how socialization in the game allowed her to jump over two levels of language in eight months.

That is why in our study we will try to find out and later prove that games can have a positive impact, especially in the study of English.

2.1. Kinds of games

All computer games that are played by users on a personal computer are classified by major genres. I will also note that further in the work will be considered games of foreign developers, as domestic projects immediately go completely in Russian.

Hidden object games (Hidden Object Games). You get a task to perform it, you visit different locations where you need to find certain items. The best choice for beginners. You will need to match the images with the words in English, which you will gradually remember.

For Example, Nancy Drew, Sherlock Holmes.

RPG (Role-Playing Game) or computer role-playing games. The player controls the character with certain characteristics, performs various tasks, gradually improving his skills. As a result, the hero performs a certain global mission. In these games are a lot of texts, in some cases, it is also voiced by native speakers. You will need either to read this text, or listen to it, training the skill of perception of English speech by ear. In addition, in RPG there are dialogues where it is necessary to choose a certain answer. Since your answer depends on the further development of the plot, you will read the text and understand the meaning of new words. By the way, the undoubted advantage of RPG is that you have time for thoughtful reading and working with a dictionary: while the game is waiting for your answer, the question is displayed on the screen.

For example, the series the Witcher, Fallout, Dragon Age, The Elder Scrolls, Mass Effect.

MMO (Massively Multiplayer Online). MMO games are role-playing games where a large number of players take part. A person from any corner of the planet can take part . When you exit the game, events in the virtual world continue to develop under the influence of other players. MMO games are the most useful entertainment in English. The game involves players from all over the world, so you will have a chance to communicate with native speakers. Thus, you can overcome the language barrier, because you will be so passionate about the game that you will forget about your fears and embarrassment. However, in some games, players are distributed to the server zones, that is, if you are in Russia, and will play with compatriots. Pay attention to whether you can choose a region in a particular game. This genre has only one big drawback-the game is so enjoyable that players cant stop.

For example, WOW (World of Warcraft), Guild Wars 2, Elder Scrolls Online, EVE, Star Wars: the Old Republic Interactive game.

Basically, interactive movies consist of dialogues of game characters and Quick Time Events, scenes where you need to perform some action very quickly. Most of the time you watch the development of events, and the interactive includes only QTE and the choice of answers in the dialogues. Interactive games - a good help for English learners and people who are interested in an interesting story, not the game itself. In these games there are a lot of dialogue where you can learn interesting words and phrases. In addition, you will listen to the correct English speech.

For example, Until Dawn, Life is Strange, Beyond: Two Souls, Fahrenheit, Heavy Rain, The Walking Dead, Game of Thrones, other games on TV series from Telltale. Action.

This kind of game is focused more on the game mechanics, not the plot. Action is not so useful for learning English game, as it focuses on all the same actions, not words. However, you will listen to the dialogues in English in the game. Please note: as a rule, in the action they are read quite quickly and can not be stopped, but you can almost always read the subtitles, if it is difficult to perceive the speech by ear.

For example, GTA series, Assassin's Creed, Tomb Raider, Uncharted, Exploration game.

You control a hero who moves freely in a certain territory, studies books, magazines, letters and listens to the speaker. Tasks here or a little, or not at all. As a result, the player solves a mystery or a mysterious story. This genre is suitable for people who are far from games in principle, but want to try to learn English and have fun at the same time. You will not need to strain, just read texts in English, studying new words, and also listen to the speaker and develop perception of speech by ear.

 For example, Dear Esther, the Vanishing of Ethan Carter, Everybody's Gone to the Rapture.

**2.2. Game methods**

1.Theoretical (analysis of literature on the topic)

2.Empeirical (gathering information using the techniques)

3.Methods of mathematical statistical processing of the results.

**3. Practical part**

I started my study among students of the 8th grade , 25 respondents. Was offered a questionnaire: "Characteristic of a gamer»

3.1. Questionnaire:

1). Do you have a computer or a game console?

 25 respondents - (100%) have a computer or game console at home.

2). Do you play computer games?

 All of them play computer games, there are 100%.

3). How much time do you spend playing computer games?

a) 1 hour -6 people – is 24%; b) from 1 to 3 hours -15 people – 60%; C) more than 5 hours -4 people – 16%.

4). Do you play games in English?

Between 25 people play in English 11 people, it is 44%, 8 people sometimes play, there are 32%, and 6 people prefer to play localized games in Russian - there are 24%.

Then the survey included only 19 people who play computer games in English.

5). Do you play MMO games?

Between 19 people: 13 people- 68% play online games, and 6 people - 32% do not play this genre of computer games.

Next, the survey included 13 people who play MMO games in English.

6). Playing MMO games, do you correspond with players from other countries in English?

 Betwen 13 people - 7 regularly communicate with foreigners, there are 54%, and 6 people rarely communicate and prefer to spend more time playing, there are 46%. Next, the survey included only 7 people who communicate in MMO games.

 7). When you communicate in MMO games, do you speak English with players from other countries?

Between 7 people: 5 people, 71%, communicate with foreigners, and 2 people never talk to them , it is 29%.

8). Game terms.

Then I collected words that are often used in the game and in the spoken language and asked to translate them.

|  |  |  |
| --- | --- | --- |
| 1. | Ability | навык, умение, способность |
| 2. | GG,GL | Хорошей игры, удачи |
| 3. | Action | действие |
| 4. | Healer | Медик, лекарь |
| 5. | Tank | Танк |
| 6. | Advanced | улучшенный |
| 7. | Back | назад |
| 8. | Background | задний план, фон |
| 9. | Base | База |
| 10. | Battle | Бой, битва, сражение |
| 11. | Tobetray | Предать |
| 12. | Button | Кнопка |
| 13. | Captain | Капитан |
| 14. | Chance | Шанс |
| 15. | Character | Герой |
| 16. | Commander | Командир |
| 17. | Darkness | Темнота |
| 18. | Death | Смерть |
| 19. | Defense | Защита |
| 20. | Discovery | Открытие |
| 21. | Enemy | Враг |
| 22. | Escape | Побег, бегство |
| 23. | Explosion | Взрыв |
| 24. | Fortress | Крепость |
| 25. | Gold | Золото |
| 26. | Hit | Удар |
| 27. | Honor | Честь |
| 28. | Humanity | Человечество |
| 29. | Let’sgo! | Вперед! Пойдем! |
| 30. | Launch | Запускать |
| 31. | Mind | Разум |
| 32. | Missioncomplete! | Миссия выполнена! |
| 33. | Multiplier | Сетевая игра |
| 34. | Power | Сила, мощь |
| 35. | Reaper | Жнец |
| 36. | Replay | Начать игру заново |
| 37. | Spell | Способность |
| 38. | Survival | Выживание |
| 39. | Underwater | Под водой, подводный |
| 40. | Warning | Предупреждение |

3.2. The results are:

Spend time by the computer: 25 people in the class spend average 1 hour a day, there are 24%;

5 people spend 4 hours a day, there are 16%; from one to three hours – 15 people, there are 60%.

Game in English: 11 of 25 people play games in English, there are 44%; 8 people play sometimes, and 6 people always play in Russian.

 MMO games: between 19 people who play sometimes or always online games in English, 68% - 13 people, and 32% do not play in this genre - 6 people.

Communicate with players from other countries in English: from 13 people – 7 people communicate in English -54%, and 6 people do not - 26%.

Communication in an MMO with players from other countries using speaking language- 7 people- 71%, and 2 people- 29% do not communicate verbally.

We found out that guys who play online games sometimes use an online translator. This means that they have insufficient vocabulary of English, as well as the perception of English speech by ear.

We decided to check the level of knowledge of the English language of those students who play computer games and compare with the knowledge of those who use the Russian translation. Based on the results we can guess how different the level of English proficiency of the two groups of respondents.

**Figure 1**.

"The number of translated words from the given 40 game terms" we see that between 25 students that were asked, only 6 people translated 10 of 40 words that do not play MMO games; those who play sometimes and use a dictionary, each of them managed to translate 18 words of 40; 11 people who play MMO games in English and communicate with native speakers translated 38-40 words of 40.

**Figure 1. "**The number of translated words from the given 40 game terms»

ВСТАВИТЬ ДИАГРАММУ 1

**Figure 2** .

"Comparative analysis of English language proficiency" of grade 8 students showed that out of 25 respondents who do not play MMO games, only 25% of students were able to translate terms; those who play MMO games sometimes use a translator, managed to translate 45% of students; and those who play with native speakers, managed to translate all the terms. This is 95%-100%.

ВСТАВИТЬ ДИАГРАММУ 2

In our study, we found out that in English-speaking games players are forced to communicate in English. It is necessary not only to read and listen, but also to communicate with teammates, other gamers. This type of games forces, encourages, stimulates actively replenish vocabulary, learn grammar and vocabulary, because communication with other players – the key to success in the genre of these games. If you play in the same World of Warcraft with foreign players, not knowing the language at a certain level, then do not move one step. Poor interaction with" teammates", misunderstanding of semantic expressions, commands, tasks, will simply lead to a loss.

**Conclusion:** We conclude that the hypothesis underlying our study is correct: computer games have a positive impact on the study of English, expand the vocabulary of players, improve the perception of speech by ear and cause interest in its study.

 **Summary:** the use of computer games makes it much easier, faster and more interesting to learn English, to develop memory, attention, imagination, the ability to find patterns. These games are becoming increasingly popular. Its good if the game is voiced by native speakers, then the player in addition to a large vocabulary will master more and correct pronunciation.

**Practical significance:** To replenish the vocabulary and to use as an aid, I created an interactive game "\_\_\_\_battle". The game was tested among students of 8th grade. I hope that my game will decorate the vocabulary of players .