

THE USE OF GAMING TECHNOLOGIES IN TEACHING RUSSIAN IN TECHNICAL UNIVERSITIES

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ABSTRACT

This article discusses the benefits of using a number of games in teaching Russian to increase students' vocabulary. We are convinced that memorizing new words through games is convenient for everyone and makes the process easier. In the game we mentioned above, during class, 15 items in the classroom are placed on the table, and students come and look at these items. Currently, teachers are looking at the impact of Arsenal in the study to introduce the world to the rich culture and traditions of the country's culture and traditions. A real way to preserve cognitive motifs is for students to "include activities in mastering the Russian language in an activity that has a certain personal meaning".

KEYWORDS: *Game, Russian, Student, Education, Creativity, Ability, Information, Intelligence, Technology, Activity, Teaching*

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