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THE ROLE OF GAMING TECHNOLOGIES IN TEACHING STUDENTS AT THE MIDDLE STAGE

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ABSTRACT

The modern education system provides teachers with many opportunities and resources to improve the effectiveness of the educational process. One of the more effective methods is gaming activity. In turn, it is also relevant in teaching students of higher educational institutions. Games stimulate interaction and successful communication of students and provide consistency to continue learning efforts, create conditions for meaningful use of language, reduce anxiety and allow students to study in a relaxed and pleasant atmosphere. Another advantage of using games in the process of learning a foreign language is the clarification of stressful moments.

KEYWORDS: *Gaming Activity, Gaming Technology, Business Game, Didactic Games, Role-Playing Game, Cognitive, Social And Creative Function Of The Game.*

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