

A STUDY OF USING 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. 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". The advantage of this game is that it is based on the situation. This game is not only useful for the study of science, but also helps to develop mental abilities. As a result, interest in the Russian language may fade. It is even necessary to start the process of greeting them in an unconventional way, for example, with the arrival of the teacher, an effective way to start the lesson with a greeting Russian song.

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

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