

ANALYSIS OF THE USE OF MODERN GAME BASED TECHNOLOGY IN THE STUDYING PROCESS

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ABSTRACT

A modern school deals with a generation of students who were born and grown up in a digital environment and require other teaching methods. Developing mass media is of social importance in our society. This article discusses the issues of using modern game based technologies in the educational process.

KEYWORDS: *Modern Technologies, Educational Process, Interactive Games, Mobile Application, Web-Sites, Kahoot, Quizziz, Quizlet Live.*

INTRODUCTION

The human mind is developing so much that the process of technization and computerization boldly penetrates not only into various spheres of production, but also into the spheres of culture and education. The rapid development of computer technology has brought the educational process to a new level. This, in turn, emphasizes the need for further enrichment of the content, methods and forms of training with new knowledge and skills.

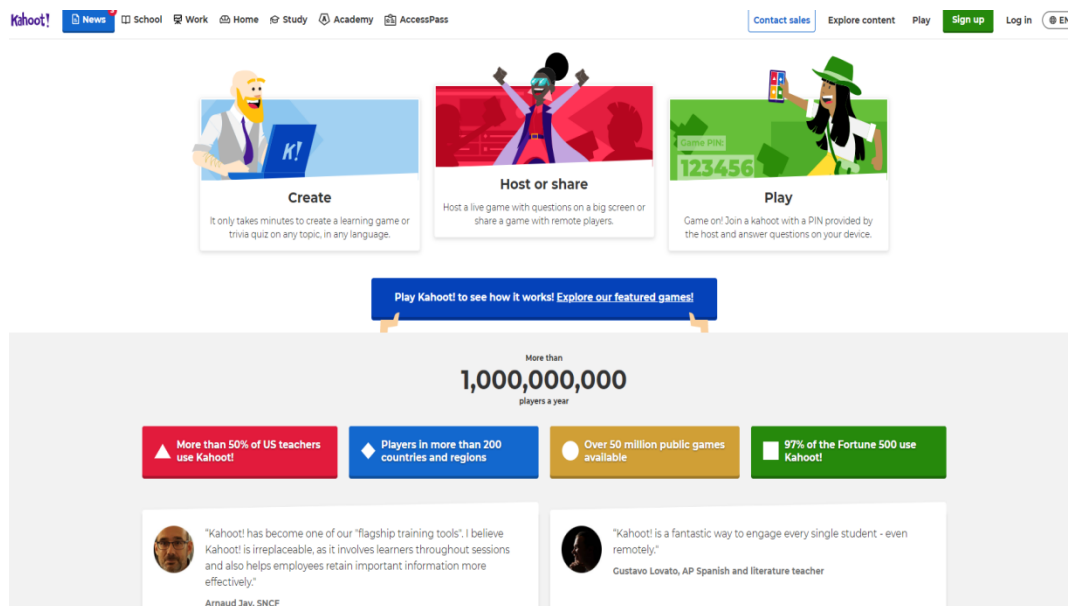
Currently, educational institutions are working on such topical issues as the creation of scientific foundations for new pedagogical technologies, their classification, and the determination of methodological significance. New pedagogical technologies imply the computerization of education, as well as traditional and non-traditional methods. In this sense, the growing computer culture of information creates new relationships in the transmission and reception of information, creates a new type of thinking.

Most commonly used in schools are Kahoot, Quizziz, and Quizlet Live, which provide students with a fun and interactive way to explore their material. All three platforms have their own distinct capabilities that provide a useful path for students to take a lesson. The teacher can create and edit their own games for their students. All three have their advantages and disadvantages when it comes to learning environments [1-2].

Kahoot was one of the original online games where teachers and students could study school materials. The teacher directs and creates each question, and the students answer them as shown on the screen. It's more animated than Quizziz and Quizlet Live, with vibrant colors on the screen and fun music that encourages students to respond quickly to all questions. Players have a

lead table based on speed and accuracy, but its fast-paced music may not help with accuracy either, as they want to respond quickly. Main achievements in this game:

- ✓ Possibility to answer at the same time;
- ✓ There are free templates, with these templates you can choose the type of question you want;
- ✓ The program is very easy to learn and does not require much time to learn;
- ✓ Now let's look at the shortcomings of this game:
- ✓ The game depends on the speed of the Internet, in which some students may be left behind;
- ✓ It is easy for students to see and copy each other's answers;
- ✓ Here are some features of this game;
- ✓ Ghost mode. Each student remembers how he wrote each question. When you play the game again in ghost mode, previous attempts are shown as "ghosts". Students can compare their current efforts with previous ones and see how they have evolved;
- ✓ Mobile app. This versatile app lets you create Kahoot;
- ✓ Friendly nickname generator. The generator allows students to choose one of three suitable nickname options.



Picture 1. Options of the Kahoot platform

Quizizz has also become a staple for teachers in their classrooms. It's almost the same as Kahoot, except that students can read selected items on their devices. Like Kahoot, Quizizz puts students at the forefront[3]. The game isn't as lively or musical as Kahoot, but it does give students a good starting point to see their improvements. Main achievements in the game:

- ✓ It's student speed. No one will be disappointed because their device doesn't load the game fast enough to compete.

- ✓ Teachers can display the Student Achievements Dashboard on the projector to see each student's progress and see at a glance how many questions were answered correctly/incorrectly by the class.

And now let's look at the shortcomings of the game:

- ✓ If everyone answers different questions at different times, you will lose some excitement.
- ✓ Unlike Kahoot, students are asked a different order of questions, which, in turn, may seem boring.

Peculiarities:

Memes. These funny message pictures are a real treat. They are displayed after answering a question to show if they are right or wrong. Quizizz even lets you create your own. You can use their preloaded images or upload your own [4-5].

Homework mode. Students do not have to play live. You can use the homework mode to set the set time.

Add audio, images, and math equations. When creating a new question, use the icons next to the question you are writing. Math button loads a math symbolic keyboard. The Media button allows you to upload an audio or image.

Quizlet Live is more focused on dictionaries than other gaming platforms. Students are invited from their places to randomly organized teams that have the opportunity to interact with other students to win the game. Each team player is given a set of words that matches the description, and all teams try to answer all the words listed first. However, Quizlet Live isn't very useful for grammar or other types of non-vocabulary questions. Achievements for this game:

- ✓ Teamwork and communication.
- ✓ Every time a new game.

And now let's look at the shortcomings of the game:

- ✓ To play you will need at least six students (two teams of at least three students) and at least six cards in a set of cards.

Peculiarities:

- ✓ Real team game. This is the best way to collaborate in a game demonstration class. One student can dominate the Kahoot team game or a quiz. If each student has more than one correct answer, everyone will have more opportunities to participate;
- ✓ Built-in mechanism. Students are divided into small groups and encouraged to work with their partners. It stimulates physical movement by mixing the environment, which improves cognitive function [6].

In a recent FVHS student poll, Kahoot came out on top with 50% of the votes for his passion and speed, which seems to improve the learning experience. About 42% of students chose to use Quizizz. Many people like the lightness, ease and the ability to take the test at their own pace. The rest (8%) preferred Quizlet Live.

Quizizz, Kahoot, and Quizlet Live are useful, interactive, and fun ways to explore or analyze any concept, each with its own advantages and disadvantages. All three search functions allow you to find and edit games already created by others.

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