

Computer Games: Leisure or Stimulus to Learning

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Abstract

Computer games have become an integral part of the social and educative environment, and the diversity of games and mobile devices has increased greatly. Consequently the issue how to apply computer games in educational process has become topical. One of the technologies that helps to engage students in more efficient foreign language learning is Games-Based Learning. The potential of computer games for language learning is great. Computer games can help to incorporate the reality of the world and online challenges. In language learning and teaching computer games are often used to enhance motivation and communicative practices. Game-based approach integrated in the course of learning a foreign language at a non-linguistic University makes the development of foreign language communicative competences more efficient and motivated, it also has a significant effect on the way learners think and learn. One of the most essential reasons to promote educational computer games in foreign language learning and teaching is their potential for learning a foreign language for specific purposes (LSP). The interaction of computer games in traditional learning can assist in solving some language learning problems such as enhancing motivation to learning a foreign language. Some theoretical issues and the application of computer games in practice of learning and teaching English for specific purposes are considered. The examples of computer games for lawyers-to-be are set.