analysis, the results have shown that there is an almost perfect balance between nouns and adjectives as most frequently used categories.

The practical value of the study can be achieved with a list of recommendations to students who want to write a successful CV which was based on the axiological and linguistic analysis of personal values of applicants.

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## COMPUTER GAMES IN LEARNING ENGLISH

While alternative language learning techniques like listening to music, watching movies or television shows are a very popular approach to learning the English language nowadays, there is an entire field of entertainment that can bring about much better results while offering the same entertainment value. Video games are often overlooked as a way to increase certain aspects of the English language while relaxing and having fun. There are a lot of similarities between the more popular alternative of watching movies and playing video games, however, there is one significant difference that makes video games ideal as a language learning exercise.

The aim of this research is determine if computer games can help to learn English.

In order to achieve the set aim there are three objectives: find at least three criteria to assess pupils' knowledge; describe the most popular genres of games; conduct the research among the pupils.

Methods of research are analysis, comparison, summarizing the information.

A lot of parents and teachers think that playing computer games is bad for children. With help of this research we will find if it is true or maybe computer games can improve English skills. That's why the research can be really actual.

To gather the data needed to support the thesis this study uses interviews with players of the games. The observations are done to establish the vocabulary used in the games instructions and storylines.

We also concentrate on pupils own opinion on how their vocabulary has developed by playing the games. It was collected through interviewing the pupils. This method was used to gather as much data as possible. The focus is put on male and female pupils of our gymnasium located in Grodno, Belarus.

All pupils have Russian as their mother tongue, and they have studied English as a foreign language in school for at least five years. The players are between 12 to 14 years old and have been active players of the games for at least 1.5 years.

Since the activity of playing video and online computer games is common among young people, it was not particularly problematic to interview.

A lot of parents and teachers think that playing computer games is bad for children. With help of this research we will find if it is true or maybe computer games can improve English skills. That's why the research can be really actual.

Wishing how the criteria to assess pupils who play computer games we have found that if the pupil meet three criteria he will improve his English skills: write in English correctly; communicate in the internet in English; understand English phrases and words.

Questions for the interview: What computer games do you usually play? Can you translate the name of your favorite computer game? What interface do you use while you are playing? What language do you use to communicate with others players?

Although we have known there are three the most popular genres of computer games. There are: Turn-based strategies, Puzzle video games, Shooter games.

In the practical part we were a research among the pupils of our class. After that I have compare their results with four criterions.

The first criterion is: Can pupils write the names of games correctly. As you can see 60 % wrote the names of games correctly.

The second criterion is: Do pupils communicate in English playing computer games. As you see 57 % of pupils communicate in English playing games.

The third criterion is: Can pupils translate names of games correctly. And you can see 81 % of answers are right.

In conclusion we can say that most answers with the criterion are more than fifty percent.

Many parents and teachers were worried when children started playing video games. But computer games at school and in children's spare time is actually a good way of learning English.

This result shows that playing computer games improve English skills. That is why we can say that computer games do help to learn English.