

The aim of the interview was to study cultural views of time management of teenagers. Most students do not follow any schedule, and not aware of time management concepts. It is a time-consuming process.

Many researchers around the globe explored the issue of time management skills on academic achievement. However, there is a lack of research devoted to this issue in Belarus. This proposal fills a gap in the international time management influence literature by conducting an exploration of the time management skills effect on Belarusian schoolchildren's academic performance.

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**АКСИОЛОГИЧЕСКИЙ И ЛИНГВИСТИЧЕСКИЙ АНАЛИЗ
ЛИЧНЫХ КАЧЕСТВ ИДЕАЛЬНОГО КАНДИДАТА
В ОБЪЯВЛЕНИЯХ О ЧАСТИЧНОЙ ЗАНЯТОСТИ
(НА МАТЕРИАЛЕ АНГЛИЙСКОГО ЯЗЫКА)**

We live in the world of competitiveness where the applicant should possess not only necessary skills for the job but also to have a nice personality. All these you need in order to be successful at the job interview. It is obvious that job advertisements are created in order to attract applicants with positive values. The research below reveals the lexical devices which are used by employers to attract candidates with certain social values.

But for me and my peers the most actual issue is part-time job for students. That's why the field of our research was limited by part-time jobs for students.

The aim of the research is to study the axiological and linguistic peculiarities of personal qualities in part-time job advertisements.

We have started our research with defining such terms as "axiology" and "morphology".

In order to fulfill the next step of our research we have found part-time job ads for students on the Internet. We have taken 25 ads from the site <https://www.indeed.com>.

We have analyzed 25 adverts on the subject of axiological peculiarities and have defined 155 items of the main requirements for the employees:

The items for *Communication, Organizational skills and Ability to quickly learn* were required more frequently than the items for *Being innovative and versatile*.

Also highly valued were *Ability to function as a team-player and Enthusiasm*.

Different sets of values tend to be interrelated in the description of qualities in job advertisements. The process of connecting values sharing common features gives the following groups:

Team -Related Values (team work; communication; flexibility) 50 items (33 %);

Work-Related values (adaptability to working in stressful and fast-paced environment; organizational/managing skills; ability to meet deadlines; being detail-oriented; data analysis skills) 42 items (27 %);

Individualism Values (individualism; enthusiasm/ can do-attitude; self-motivation; being humble, digital, resourceful; reliable, versatile) 38 items (25 %);

Wisdom/Intellect (specific [critical thinking; problem-solving; creative problem solving; analysis/planning]; learning) 23 items (15%).

In order to describe linguistic peculiarities of personal values required to the candidate we have made linguistic (morphological and syntactical) analysis of personal values according to the groups possessing common features. The linguistic analysis has been done according to the following categories: noun heads, other nouns, compound nouns, adjectives, adjective compounds, non-finite clauses, prepositional phrases, full sentences. (Table 1)

Table 1 – The linguistic analysis of personal qualities

Category	Number of items
Noun heads	21
Other nouns	44
Compound nouns	15
<i>Total noun phrases</i>	80
Adjectives	43
Adjective compounds	11
<i>Total adjectives</i>	54
Non-finite clauses	32
Prepositional phrases	20
Full sentences	12
<i>Total items</i>	198

In order to conclude, we have found out that employers are looking for students who have good communication skills and are eager to learn quickly. Moreover, ability to work as a team-player and self-organization are also highly valued by the employers. According to the linguistic

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.