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USING ENTERTAINING METHODS IN LEARNING ENGLISH

The purpose of our research is to develop the idea of raising the level of English by using computer games and music.

The research objective is to develop a plan for gradual improvement of the English language with the help of modern entertainment.

As a result of analysis of games and other types of entertainment, three stages of learning English can be distinguished:

1. Use of offline plot games. One of the features of offline games is the presence of constant dialogues, inscriptions, notes and other things that help to reveal the story. During the first stage, this kind of games is used because of the ability to enable subtitles and time-unlimited ones. That is, the player at any moment can stop the game and, for example, translate an obscure a word or a sentence. Also, the presence of subtitles helps to better perceive information to a person who does not yet have a proper level of English to translate into hearing. At this stage, you can also learn the pronunciation of the words, because you can see the word, and you hear it. Many words will be remembered through association with the characters who use those words[2].

2. Use of online games. The second stage is based on online games to improve one's level of spoken English. For example, the DOTA game has a communication system between players, namely voice chat and written chat, it allows you to practice communicating with English-speaking players. It should be noted that the vocabulary of a novice beginner is approximately 80-100 words, and a vocational one is about 1500 [1]. In online games, you need to communicate with your team, build tactics and cooperate. Here the subtitles disappear, that is, they will have to perceive

everything ear by ear for the first time. Also, at this stage, the player begins to speak English himself. But the level of English will be less than in a plot games.

3. Use of music. A good way to learn new words and expressions is to work on the lyrics of songs in English. If you study them in this way, this knowledge will remain in the memory for a long time. After reading the lyrics of several favorite songs, select your favorite words and expressions, and then use them in other contexts. With the help of English-language songs that serve as an excellent model for pronunciation, you can get rid of the accent. Listening to foreign songs, we imitate native speakers and as a result we speak better. To improve the pronunciation, intonation and smoothness of the language helps the rhythm of the music [3].

Conclusion: the development of gaming methods for learning English is perspective and combine some pleasure with the benefit and advantage.

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