

THE ROLE OF USING GAME TECHNOLOGIES IN STUDYING THE RUSSIAN LANGUAGE IN A NON-LANGUAGE UNIVERSITY

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ABSTRACT

The article is devoted to the use of gaming methods and techniques in the process of teaching the Russian language in a non-linguistic university. The author considers the main aspects of games, the structure of the game as an activity, various modifications of business games, the distinctive features of didactic games, the possibility of using gaming technologies in the Russian language classes to increase the motivation of students to learn.

Keywords: Game activity, motivational opportunities, game technology functions, pedagogical game, business games.