

ABSTRACTS

УДК 371.13:159.9

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THE USE OF GAME TECHNOLOGIES IN THE PROCESS OF FORMING THE CULTURE OF BUSINESS COMMUNICATION FOR FUTURE TRANSLATORS

The article is dedicated to the study of game technologies as a way of forming communicative skills of philology students. In the process of the research, we have identified the key features of a business game/simulation. They are the following: motivation, effortlessness of speech, and individual approach to every learner. We have also studied the effect of the game on the teaching process and the beneficial impact they have. The studies have been concentrated on the advantages of games implementation in teaching Business English for non-native speakers. So, it became evident that organization and use of game technologies in the process of forming culture of business communication for future interpreters/translators results in a more effective and beneficial teaching process. Our tutoring experience clearly shows that business games stimulate student's motivation and prepare them for practical use of the English language, as well as for implementation of acquired skills in their future professional work.

Key words: game technologies, culture of business communication, training of future translators, business game/simulation, effectiveness of teaching process, students' future professional activities.