

## ABSTRACTS

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### **SERIOUS VIDEO GAMES IN FOREIGN LANGUAGE EDUCATION**

Nowadays, social media provides tools for communication and interaction, creates a participatory culture, built around social skills, civic engagement and informal mentorship. Students of today get news updates, search for ideas, share experiences in the webbed environment. With the convergence between media forms and the improved gaming ability of mobile devices, video games and edutainment are being broadly used in everyday classrooms. The area of foreign languages teaching and learning is not an exemption. That is why the author of the article discusses serious video games as an educational tool, enquires into the present state of serious video games' implementation in classrooms, presents pedagogical and practical challenges of using them. The article starts from the description of CALL and DGBL – two large fields connected with video games in foreign language education. Then it moves on to the analysis of pedagogical and practical challenges, connected with the principles of choosing a game, ways of its integration into curriculum, opportunities for the languages learning. The article concludes with specifying areas of further research that include more work on design of the activities that can foster foreign language education based on video games, teacher-training programs' development among others.

Key words: media competence, digital game-based learning, serious video games, foreign languages teaching and learning, educational characteristics of serious video games, genre of a video game.