

PEDAGOGY

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Quest-technology as one of the drivers of modern methods of teaching

It is considered the problem of implementing educational technologies into the educational process when teaching foreign languages. Particular attention is given to gamification, one of the newest trends in the organization of the educational process, when the introduction of game elements allows motivating students to study and improve learning outcomes. The successful application of this method is analyzed by quest-technology. The article gives the definition of educational quest and its purpose. The characteristics of quest as a methodical technique, its content and components, basic principles are analyzed and also the practical possibilities of its use in foreign language classes are considered. It is emphasized that the use of such a teaching method as quest technology in practice opens tremendous opportunities for the teacher, because innovative technologies are not only a source of information, but also contribute to motivation increase, informativity, intensity and effectiveness of education.

Key words: gamification, educational quest, quest-technology, innovative technologies, motivation, foreign language.

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