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CREATING AN ENGLISH LEARNING 3D GAME

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Annotation

This article deals with learning English through games. This article shows how games are highly motivating because they are amusing and interesting. Advantages of games in learning are well-described and types of games are shown clearly in this article.

Key words:

Well-described and types, cognitive interest, funny songs, games

In the process of teaching students of different ages, teachers often face the problem of awakening activity in a lesson in children. Often there are situations when traditional forms of work do not contribute to the inclusion of students in the activities of the lesson and the emergence of their cognitive interest. Especially this problem in relation to the lessons of a foreign language is manifested when working with adolescents. If in elementary school the very method of conducting lessons involves the use of various funny songs, games, etc., then in adolescence, interest in these forms of work, of course, disappears and the choice of exciting learning techniques becomes more complex.

He is now entering the video game industry with his theoretical, technical and practical knowledge of one of the best programs in the world. In a completely revised version of the specialty in 2021, students will develop the skills needed to design and develop games. The specialization focuses on the theory and practice of game creation. Technically, students will create four game projects on the latest Unity 2021 game engine, including 2D Shooter, 2D Platformer, First-Person Shooter, and 3D Platformer. In the Capstone project, students create a completely original game in their design, from the original concept to the first playable prototype. The specialization comes from a university game program, one of the best programs in North America.

Students build four complete Unity game projects along with acquiring knowledge, skills, and abilities to succeed in the game industry. Students build a solid foundation for industry roles as game designers, level designers, technical designers, technical artists, programmers, and / or producers.

Currently, there is an acute problem of increased psycho-emotional stress on students. The use of game forms of education helps to reduce information pressure on students. In the process of playing, a child imperceptibly seizes educational material. Many outstanding teachers rightly paid attention to the effectiveness of the use of games in the learning process. And this is understandable. We believe that the game manifests itself particularly fully and sometimes unexpectedly the abilities of a person, a child in particular.

The school occupies a special place such forms of employment, which provide active participation in the lesson of each student, increase the authority of knowledge and individual responsibility of students for the results of educational work.

The game is a specially organized activity that requires tension of emotional and mental strength. The game always involves making a decision - what to do, what to say, how to win? The desire to solve these issues sharpens the mental activity of the players. Are there rich learning opportunities here? Children, however, do not think about it. For them, the

game above all - an exciting experience. Therefore, in our opinion, the goal of the game form of education is not only the formation of pronunciation, lexical and grammatical skills, but also the development of interest in the language being studied.

Sigma Technology has partnered with Sigma Ukraine since 2012 to create Universal Learning Games AB entertainment for Mints based on an exciting website. During this time, we created the Unity 3D learning game from scratch, designed to help students from an early age. Learn English from 10 to 13 in a fun and engaging way. After the success of the first game, Universal Learning Games AB involved the Sigma team in creating the new multiplayer adventure game Math Mints. English Mints game (link to design portfolio) is a free learning material that can be easily implemented in the learning process and adheres to the curriculum. The game features colorful scenes and funny NPC characters who can chat and make queries with the protagonist, battle scenes where the main character encounters enemies, and a great Mints slot machine to teach you to listen and understand English includes. The game has a web version and is also available on iPad and Android tablets.

"We recently released an updated version of English Mints for the web, Android and iPad with new game scenes and improved features," said Konstantin Timofeev, game designer at Sigma Ukraine. "The project offered a great opportunity to expand our experience working with Unity 3D and iOS / Android platforms. We are excited to continue working to develop the game, provide an interactive user experience, and make it more fun for kids. "

"In 2010, we had the idea of creating a game that would help young people learn modern English - in schools and at home. Of course, we faced the challenge of finding a partner. Our team is committed to the process of creating Sigma Technology and Sigma Ukrainian products, their technological know-how. "We're excited to be able to get into their amazing graphics, including their 3D models," said Jonas Laden, CEO of Universal Learning Games AB. "We look forward to working more closely with Sigma to create Math Mints games. we are waiting. "

At this stage, the game has been distributed to schools in Sweden, Denmark, Germany, the Czech Republic, Spain and Colombia. The Pasture and Google Play have apps for the consumer market.

"We have extensive experience in the development and design of gambling, e-learning and random web games, using state-of-the-art technology and creating stunning graphics," adds Sigma Technology Solutions vice president. -President Daniel Bjorkman. The new Math Mints project is a great opportunity for us to gain new experiences and bring value to the field of education. We are happy to contribute to this product!

English Mints is an adventure game for learning English, owned by Universal Learning Games AB, designed for children ages 10 to 13. The game is available on tablets and desktops.

The role of the game in the learning process

I would like to highlight the purpose of using games in foreign language lessons. There are six main goals:
1. The formation of certain skills;
2. The development of certain speech skills;
3. Learning to communicate;
4. Development of the necessary abilities and mental functions;
5. Cognition (in the sphere of the formation of the language itself);
6. Memorization of speech material.

The game is important for personal development also because during the course of its development a lesson situation is created in which the student involved in the competition really wants to help his team, tries to find the right answer, is active. As experience shows, such situations allow one to express oneself not only to strong but also weak students. Very

often, students who are not distinguished by good performance can show themselves here from a completely different perspective and become active participants in the game, contribute to the victory of their team.

Using games from this point of view can be an important success factor for weak children, arouse their interest in the subject, and become the basis for their subsequent success in studying it.

But the specifics of the game, how exactly M.N. Skatkin, is that "learning tasks appear before a child not in an explicit form, but disguised. While playing, the child does not set a learning task, but as a result of the game he learns something. " There is no need or reason to set a goal - to rest, to switch: the nature of the game as such will do its work. As an experience of teachers and theorists shows, one of the effective methods of teaching, the use of which makes a foreign language a favorite subject of schoolchildren.

Reference

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