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WEB-QUESTS CREATING SERVICE AS A MEANS TO ORGANIZE GAMING ACTIVITIES FOR STUDENTS

Abstract: The article examines the advantages of using gaming activities in teaching, and Internet web-quests in particular. Services that enable teachers to create educational quests, using the site Learnis.ru as an example; the preparation needed and possible scenarios of web quests are also discussed.

Key words: gaming activities in teaching, Internet web-quests.

Gaming activity in teaching not only positively influences the motivation of schoolchildren, but also contributes to the disclosure of their creativity, and also allows to model non-standard situations for fixing the training material and testing the acquired skills. The student involved in the game abstracts from external influences and thereby penetrates deeper into the essence and content of the game. Reasonable incorporation of elements of game-related in the learning process at schools increases the efficiency of the educational process.

With the development of society, approaches to teaching change. For instance, in the XX century business simulation games, which offered work environment to learn and practice business skills, added impetus for the development of game-related learning. Nowadays the widespread computer technologies, which in turn lead to the development of visualisation technologies, provide new opportunities for organizing game-related activities. Educational online services and computer programs engage children in play and call for subject knowledge to win the game. Teacher training programs increasingly include the modules focusing on exploring the use of various electronic educational resources and modern information technology in the classroom [9].

The use of game-based electronic services "will contribute to solving one of the most important educational tasks of teaching with the use of

ICT, which is to reduce the uncontrolled use of computers, refocus attention on efficient and effective use of computer technology" [3]. Due to the fact that "the players are, as a rule, deeply involved with the game, they concentrate their attention more" [10]. Thus, the content of the game and controlling students activities in its course become the main teacher's task. The widespread use of the Internet contributed to the emergence of web services that enable teachers to create and distribute educational gaming applications for students. One of these resources is LearningApps.org that includes such modules as "Hangman", "Jump", "Who wants to be a millionaire", etc. However, the study of leisure needs and preferences of adolescents has showed that the quest is one of the most popular genres of computer and online games [4]. Quest is a game genre that requires the player to solve mental and logical problems to advance the plot. The distinctive feature of the educational quest is its meaningful content, that of school subjects.

Services that enable teachers to create educational quests did not exist until recently. However, teachers made attempts to incorporate elements of the quest genre in educational activities [1, 2, 5]. They created games of their own, in which students' activities were limited to searching information on a topic chosen by the teacher in advance and then, for example, filling in gaps in a text online.

Learnis.ru, an electronic resource for creating interactive quests, has been developed taking into consideration the advantages and shortcomings of the existing resources with implications for teaching in mind. It is based on the subspecies of the genre quests "Exit the room", in which the player is challenged to get out of a virtual locked room by using the clues and objects in the room. Explicit prompts in the form of riddles help solve the problems, the solution to which is the key for further development of the plot.

The benefits of using the resource Learnis.ru to create educational web-quests are the following:

- Creating tailor-made lessons enhances the motivation of students, which has a positive impact on learning.
- Web quests can be used repeatedly, thus saving the time required to prepare for the lesson.
- The service has minimum system requirements and can be used on any modern platform, including mobile devices, as it is a web resource (to run it you only need a built-in browser).

- It can be used to organize both classroom and extracurricular work of students.

- Thanks to the integrated game story, the teacher can concentrate on the content of the quest.

The resource Learnis.ru does not demand enormous efforts to work with from the teacher, who has to prepare study materials for the quest, choose the room, download the prepared materials, get a unique quest room link, check the web-quest for correctness, provide students with links and/or access codes to it (if necessary), and then just use the quest and enjoy watching children doing it.

The possible scenarios of web quests on the basis of Learnis.ru include, but are not limited to:

- Direct use of web quest in the classroom. Demonstration takes place through the interactive board or overhead projector. In this case, the students together with the teacher try to get out of the quest room, solving problems and puzzles.

- Web quest as homework.

Students use links to the quest and work independently at home. Upon successful completion of the storyline students display the result of the quest.

- Individual quests performed during the lesson.

Students use an access code to the quest and work independently in classroom.

Currently, the project Learnis.ru continues to evolve in terms of expanding the functionality and improves the quality of the graphics. Additional quest rooms, new ways of interacting with objects are being developed.

In the 2017-2018 academic year, we conducted a study on the system of mobile learning methods for the school subject "Informatics and ICT", where one of the teaching methods is the use of a web-quest [6, 8]. Some of the benefits of using web quests as well as the first results of their use by teachers in Yekaterinburg are analysed in the article "The use of web quests in computer science lessons" [7]. At the same time, the independence of the resource Learnis.ru from the content subject component allows for its versatility and suitability for teaching different subjects.

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ИСПОЛЬЗОВАНИЕ СЕРВИСА СОЗДАНИЯ ВЕБ-КВЕСТОВ ДЛЯ ОРГАНИЗАЦИИ ИГРОВОЙ ДЕЯТЕЛЬНОСТИ ОБУЧАЮЩИХСЯ

Аннотация: на основе преимуществ применения игровой формы обучения, состояния развития современного общества и информационно-коммуникационных технологий, рассматривается вопрос создания и использования образовательных веб-квестов в сети Интернет. Предлагается к обсуждению опыт применения веб-ресурса Learnis.ru. Приводится описание деятельности учителя при подготовке веб-квеста. Формулируются некоторые сценарии использования квестов при обучении различным дисциплинам.

Ключевые слова: игровая форма обучения, Интернет веб-квест.

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