

## PHILOLOGY

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### **Stimulation of cognitive activity of students through the use of gamification opportunities**

It is considered a gamification approach to solving educational problems in the field of teaching Russian as a non-native language using an electronic information and educational environment. The task is to develop the communicative and cognitive needs of students by means of modern formats of computer linguistic games and to develop game situations that will allow for social interaction between Russian and foreign students in the hackathon format, which involves the use of the Russian language as an intermediary language in communication. Game developments based on a cognitive approach to the activities of students and their participation in games as analysts and developers are presented. During the games, cognitive activity is stimulated, a functional approach to the consideration of language material is updated, and modular learning technology is used.

**Key words:** gamification, cognitive activity, Russian as a non-native language, students from neighboring countries, linguistic games, functional approach.

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