translation more accurate and adequate. Thanks to the use of artificial intelligence and machine learning, contextual translators are becoming more efficient and accurate. They allow you to quickly translate texts into different languages and reduce the time spent on processing information. Thus, contextual translators such as Linguee are a valuable tool for teaching language specialties and quickly translating texts into various languages. They combine machine learning with human experience and offer more accurate translations, making them indispensable in the era of big data.

References
1. Frederic Lardinois Linguee Brings Translation Dictionaries into the 21st Century [Electronic resource] ReadWrite, INC 2023 – Mode of access: https://readwrite.com/linguee_online_translation_dictionary_english_spanish_german_french/ – Date of access: 26.01.2024.

UDC 372.881.111.1

LINGUODIDACTIC POTENTIAL OF QUESTS (BASED ON JOYTEKA)

Gorbatskaya O. S., stud., Kontsevoy M. P., senior lect.

Brest State University named after A. S. Pushkin,
Brest, Republic of Belarus

Abstract. *The article discusses the gamification of teaching English for special purposes using the technology of creating interactive quests. The capabilities of the Joyteka service in the formation of educational competencies, including soft skills, are analyzed.*

Keywords: gamification of learning, quests, network services, Joyteka, design, competencies.

Gamification of the educational process is aimed at increasing the level of motivation of students, improving the learning of certain educational material and the development of critical thinkingx [1]. One of the directions of gamification are quests that provide students with the opportunity to learn through interactive methods [2].

The relevance of quests in education, research and study of the issue from various positions and aspects is confirmed by statistical information presented on Google Academy. For example, the result for the query "quest in education" is about 27500 for all time since 2024 – 206; for the query "quest in learning" is about 546000 results for all time since 2024 – 1440.

Joyteka (https://joyteka.com/) is a multifunctional educational platform created by Maxim Yurievich Novikov, a teacher from Yekaterinburg, Russia, in 2018 with the aim of effective game-based learning

Quests are the first type of game presented on the Joyteka platform. The task of the quest is to get out of the room, using various items, finding clues and solving logical problems. The clues can be answers to the tasks (tasks) that need to be solved in order to move forward in the story of the quest. This means that the quest is presented as both educational and entertaining.

Quests have great linguodidactic potential that can be used for effective language teaching.

To create an educational game-quest you need to click on the "Create activity" button (the button is located on the left side of the page), select the activity model from the proposed ones (educational game "Quest", web service "Video", intellectual game "Quiz", game "Terms", knowledge checking service "Test"). For example, select "educational game-quest" on the main page of the platform.

In the "Edit" tab that appears, room layouts (models) are presented. However, not all rooms are available to users. To access all rooms, you need to activate the "Premium" tariff.

The rooms differ from each other in the following ways:
- By room theme (daily life, school, laboratory, flat, renovation, castle and others);
- By the name of the room ("Traveller's Room", "Room with a Dog", "Bomb Room", "Two Doors" and others);
- By type of room;
- By the number of proposed tasks;

- By the difficulty of passing the room (green icon near the room - easy level of difficulty; yellow icon - medium level of difficulty; red - difficult level of difficulty).

In the free version the following rooms are available to the web quest creator (there are 9 rooms in the free tariff):

In the selected room, it is necessary to add a lesson title and a preface before starting the quest. After that you can start adding and editing questions in the quest builder. Under each quest you are offered to choose one of the question types:

- Single choice (selecting one correct answer);
- Multiple Choice (there can be more than two correct answers);
- Open-ended question (variations of the correct answer are allowed, specified and fixed by the user in the task designer).

In each task, you must specify the answer variations and mark the correct answer. The correct answer is marked with a dot to the left of the correct answer. In the "Exit" section, you can add a comment that will be displayed when you successfully exit the room.

If you need to make several variants of tasks for one quest room, you need to click on the "Add new variant" button, and the form of loading tasks for a new variant will appear.

Using any layout (model) of the room you can create several variants of tasks on one theme. Thus, when entering the quest, students get different variants of tasks.

If there is a sound icon next to the room layout, it means that in this room the tasks can be presented in the form of a sound file (recorded speech or question, a fragment of a song or melody). In the room editing mode, not only a sound icon can be placed, but also an image icon (possibility to add an illustration, map, diagram):

Then you have to customise the room with options like these (in the free version):

- Shuffle questions and answers.
- Show a description before starting the game.
- Open doors only when all correctly solved problems are solved.
- Collect viewer results.
- Request viewer data.

A nine-digit code, QR code or direct link must be shared with participants to complete the quest and complete the tasks. Participants can complete the quest in real time without registering on the site. Joyteka platform is also supported on mobile devices.

The answers of quest participants are evaluated by the system, and the results of the quest, for example, are displayed in the "Results" section.

The created quest room can be found in your personal cabinet and edited again. Through quests it is possible not only to test or acquire new knowledge on a particular topic, but also Soft skills, or flexible skills. Flexible skills are the ability to communicate, think outside the box, make decisions and work in a team. Quests help to keep children interested in the lesson, develop creativity and logic

The creators of the platform actively maintain social networks (Instagram (@joyteka_com), Telegram (t.me/joyteka) and Vkontakte (vk.com/joyteka), post relevant information: launch of new rooms, connection of new functions. In addition, users can ask questions about the creation of educational games.

The resources of the multifunctional Joyteka platform can be used in both face-to-face and distance learning forms. Quests are an excellent learning tool.

References
1. Toda, A. M. et al. Analysing gamification elements in educational environments using an existing Gamification taxonomy // Smart Learning Environments, 2019. – V. 6. – №. 1. – Pp. 1–14.
2. Дементьева, М. Н. Технология веб-квеста // Педагогика, 2024. – № 1. – С. 26–27.