

COMPUTER GAMES AS A METHOD OF YOUNG PEOPLE'S PATRIOTIC EDUCATION

*Belarusian State University of Informatics and Radioelectronics
Minsk, Republic of Belarus*

Dyatlov Y.K

Kushnerova S. E. – teacher

The problem of young people's patriotic education is a serious problem in our country. We can use patriotic games for increasing patriotic spirit, and, also, use these games to encourage young people not to forget the historic past of our Motherland.

On the base of World of Tanks game, young people start taking an interest in Great Patriotic War, and exactly, in tank battles. The desire of learning about the achievements of soviet people has increased in exponential frequency, that has led to patriotic education of young people.

Today, the majority of computer games are created by americans and europeans, most of them are patriotically directed. (Call of Duty, Battlefield, Arma, etc) Basically, these games have a description of brave americans and bad russians. But now we will talk about projects, which we can use for patriotic education of young people.

- Call of Duty, exactly, the 1st, 2nd, and 5th parts, in which one can take part in great battlegrounds such as Stalingrad, Berlin, etc. In these games the russian side of front is introduced as a chief part. Here you can't find bad russians, only those, who protected their Motherland, and who took part in great battles.
- Command & Conquer Red Alert: although, this game is a satire, anyway, it can increase youth patriotic spirit, because it describes technological breakthrough of soviet science. In this game the Red Army is the strongest army, which dominates thanks to Tesla technology, tempered soldiers of the Red Army, and Kirov dirigible, that can destroy enemy base in a matter of seconds.
- Operation "Bagration". It is a game, which was created by belarusian team "GameStream" and published by Wargaming.net. It is a strategy, in which one should control the Red Army in numerous battles of "Bagration" operation.
- World of Tanks. In this game we can watch the battles of different country tanks: USSR, Germany, USA, England etc. Thanks to that game, young people have started learning patriotism in games.
- War Thunder, World of Warplanes, Il – 2: "Sturmovik". These games describe air battles. World of Warplanes have a low-physics model, but low threshold. War Thunder uses realistic physics. Il – 2 uses a realistic model of conduct, and therefore gives a possibility to take part in epic air battles.

Conclusion: nowadays, we can use computer games not only for entertainment, but for patriotic education of young people. These games can tell us about war battles, about military vehicles. Moreover, involved in such games you can become a gear in a big mechanism of Great Patriotic War.