

THE INNOVATIVE WAYS OF TEACHING ANTHROPONYMS THROUGH GAME-BASED LEARNING IN ENGLISH LITERATURE LESSONS

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<https://doi.org/10.5281/zenodo.15204788>

Abstract. *This article explores the use of anthroponyms in game-based teaching methods within literature lessons, using Beowulf as a case study. Anthroponyms in Beowulf carry significant symbolic and etymological meanings that provide insight into character traits, social roles, and cultural values. By integrating interactive learning strategies—such as quizzes, role-playing, and creative exercises—educators can enhance students’ engagement with the text while fostering linguistic awareness and analytical skills. This study highlights how game-based methods make the study of Old English literature more accessible and dynamic, encouraging active participation and deeper comprehension. Ultimately, incorporating anthroponym analysis into interactive teaching practices bridges historical literature with modern pedagogical approaches, enriching students’ learning experiences.*

Keywords: *Anthroponyms, Beowulf, game-based learning, Old English literature, interactive teaching methods, literary onomastics, role-playing, quizzes, creative exercises, linguistic analysis, student engagement.*

ИННОВАЦИОННЫЕ СПОСОБЫ ОБУЧЕНИЯ АНТРОПОНИМАМ С ПОМОЩЬЮ ИГРОВОГО ОБУЧЕНИЯ НА УРОКАХ АНГЛИЙСКОЙ ЛИТЕРАТУРЫ

Аннотация. *В этой статье рассматривается использование антропонимов в игровых методах обучения на уроках литературы на примере «Беовульфа». Антропонимы в «Беовульфе» несут в себе важные символические и этимологические значения, которые дают представление о чертах характера, социальных ролях и культурных ценностях. Интегрируя интерактивные стратегии обучения, такие как тесты, ролевые игры и творческие упражнения, преподаватели могут повысить вовлеченность учащихся в текст, одновременно способствуя развитию лингвистических знаний и аналитических навыков. В этом исследовании подчеркивается, как игровые методы делают изучение древнеанглийской литературы более доступным и динамичным, поощряя активное участие и более глубокое понимание. В конечном счете, включение анализа антропонимов в интерактивные методы обучения связывает историческую литературу с современными педагогическими подходами, обогащая опыт обучения учащихся.*

Ключевые слова: антропонимы, Беовульф, игровое обучение, древнеанглийская литература, интерактивные методы обучения, литературная ономастика, ролевые игры, викторины, творческие упражнения, лингвистический анализ, вовлеченность учащихся.

Introduction. Anthroponyms, or personal names, play a crucial role in literary texts, carrying significant semantic, cultural, and historical meanings. In Beowulf, names serve not only as identifiers but also as reflections of character traits, social roles, and thematic elements.

For instance, the name Beowulf, meaning "bee-wolf" (a kenning for a bear), symbolizes the protagonist's strength and warrior-like nature, while Hrothgar ("glory-spear") signifies his noble leadership. Understanding these names provides deeper insights into the narrative structure and cultural values embedded in the epic.

Incorporating anthroponym analysis into literature lessons enhances students' engagement with the text, particularly when combined with game-based learning strategies.

Traditional approaches to teaching Old English literature often rely on passive reading and textual analysis, which may not fully capture students' interest. By integrating interactive methods such as quizzes, role-playing, and creative exercises, educators can transform the study of Beowulf into a dynamic and immersive learning experience. This article explores the use of anthroponyms in Beowulf as a tool for game-based learning, demonstrating how name-based activities can foster linguistic awareness, critical thinking, and literary analysis. By employing these methodologies, educators can make complex historical texts more accessible and engaging, ultimately enhancing students' appreciation for Old English literature and its cultural significance.

Research methods and materials. This study is based on a qualitative analysis of anthroponyms in Beowulf and their application in game-based teaching methodologies. The research draws from literary studies, linguistic analysis, and pedagogical approaches to interactive learning. The primary material for this study is the Old English epic Beowulf, with a focus on key character names such as Beowulf, Hrothgar, and Grendel. Secondary sources include scholarly works on Old English literature, onomastics (the study of names), and game-based learning strategies in education. The methodological framework combines literary analysis with practical teaching applications. The study examines how the meanings and origins of names in Beowulf contribute to the text's thematic depth and how these names can be used in game-based activities to enhance students' engagement and comprehension.

Teaching materials include text excerpts, worksheets, quizzes, role-playing scenarios, and creative writing exercises that encourage students to explore the significance of anthroponyms in a dynamic and interactive way.

By integrating linguistic inquiry with hands-on learning, this research demonstrates how name-based activities can serve as an effective pedagogical tool. The materials used in this study are designed to support differentiated instruction, allowing students with varying levels of literary and linguistic proficiency to engage meaningfully with the text. This approach not only deepens students' understanding of Beowulf but also fosters critical thinking, creativity, and a broader appreciation of literary traditions.

Results and Discussion. The implementation of game-based methods for teaching anthroponyms in Beowulf demonstrated significant improvements in student engagement, comprehension, and analytical skills. The study focused on integrating quizzes, role-playing, and creative exercises into literature lessons, assessing their impact on students' ability to interpret and apply their knowledge of anthroponyms.

Anthroponyms in "Beowulf". The names of characters in "Beowulf" have deep symbolic and etymological meanings. Analyzing these names helps students grasp the structural meaning of the text and understand the role of names in shaping characters and the plot. For example:

Beowulf – "bee-wolf," a kenning for a warrior, comparable to a bear.

Hrothgar – "glory-spear," reflecting his status as a ruler and warrior.

Grendel – possibly related to words meaning "devourer" or "grinder."

Game-Based Methods for Teaching Anthroponyms

1. Quizzes and Tests

Students decipher the meanings of names and link them to character traits.

Example: Students match the name "Beowulf" with its meaning and explain how it represents his character as a brave warrior.

Example: A multiple-choice quiz asking for the meaning of "Hrothgar" and how it signifies leadership.

Comparison of Old English names with modern equivalents.

Example: Students analyze how "Hrothgar" might translate into modern naming conventions (e.g., "Roger" meaning "famous spear").

Example: A matching game where students connect Old English names with contemporary versions or their meanings.

Activity: "Old English Names and Their Modern Equivalents"

Students receive two sets of cards—one with Old English names from Beowulf and another with their modern equivalents or meanings. They must match them correctly.

Hrothgar	Roger ("famous spear")
Beowulf	"Bee-wolf" (bear)
Wiglaf	William ("battle legacy")
Eadgils	Edgar ("rich spear")
Unferth	Alfred ("elf counsel")

2. Name-Based Riddles and Puzzles

Example: Creating crossword puzzles where the clues involve the meanings of characters' names.

Example: A word search where students must find Old English anthroponyms and define their meanings.

3. Fill-in-the-Blank Exercises

Example: Providing a passage from "Beowulf" with missing names and asking students to fill them in based on contextual clues.

"The great hall of Heorot trembled as _____ stepped forward, his name already known far and wide for his legendary strength. King _____ watched in admiration, hoping the warrior would rid his kingdom of the dreaded fiend. That night, the monstrous _____ crept towards the hall, eager to bring destruction."

Answer Key:

Beowulf Hrothgar Grendel

4. Matching Games with Symbolic Meanings

Example: Students receive a list of character names and must match them with symbolic meanings derived from the text.

Example: A card game where students draw character names and provide a brief oral explanation of the meaning and significance of each.

Activity:

Students are given a list of character names from Beowulf in one column and their symbolic meanings in another column. They must correctly match each name to its meaning.

Character Name	Symbolic Meaning
Beowulf	Fierce warrior, bear-like strength
Hrothgar	Glorious ruler, wise leadership

Character Name	Symbolic Meaning
Grendel	Devourer, destruction and chaos
Wiglaf	Loyal companion, kinship and duty
Unferth	Doubt, envy, and inner conflict

5. Timed Anthroponym Challenges

Example: A rapid-fire quiz where students have 30 seconds to explain the meaning of a given name.

Example: Teams compete to list as many Old English-derived names as possible within a limited timeframe.

6. Role-Playing Activities

Students take on character roles and explain how their names reflect their personalities.

Interactive debates: "How does a name influence a character's fate?"

Example: A matching game where students connect Old English names with contemporary versions or their meanings.

7. Creative Exercises

Inventing new characters with Old English-style names.

Rewriting episodes with altered character names and analyzing the impact on perception.

Conclusion. Game-based methods centered on anthroponym analysis help students develop a deeper understanding of literary texts. "Beowulf," as a monument of Old English culture, provides extensive material for such methodologies, fostering both linguistic and analytical skills in students. The integration of anthroponym analysis into game-based learning methods enhances students' engagement with literary texts, particularly in the study of Beowulf.

By exploring the meanings and symbolic significance of character names, students develop a deeper understanding of the cultural, historical, and linguistic aspects of Old English literature. Game-based activities—such as quizzes, role-playing, and creative exercises—provide an interactive approach that fosters critical thinking, linguistic awareness, and interpretative skills.

By incorporating these methods into literature lessons, educators can make complex texts more accessible and engaging, catering to diverse learning styles. The study of anthroponyms not only enriches students' appreciation of Beowulf but also strengthens their ability to analyze names and their significance in other literary works. Ultimately, using game-based learning to teach anthroponyms bridges the gap between historical texts and modern pedagogical practices, making literature more dynamic and relevant for students today.

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