5. CONCLUSION

We consider WQ to be a very good tool for inserting the elements of game into education and making education interesting and motivated. In our opinion, there is no better means to light student's fire than to involve them in authentic and challenging communication and problem solving using computers and Internet. Modern teachers have to rethink traditional ways of teaching. We believe the process is worth while and necessary, if teachers wish to help students achieve the results in the age of information technology. Teachers of our University insert WQ into the learning process:

http://www.aclresources.net/korona2012/index.html

http://sv-1970.livejournal.com/3982.html

http://nikicat.narod.ru/

Besides, WQ is a great thing for social and cultural aspects and for cross-cultural communication, for making international projects. While playing, students and pupils of High schools from different countries could find a solution to real world problems. And the most valuable thing is that WQs contribute to Intercultural communication and to understanding between different nations.

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