bilabial, labiodental and interdental. Communicating with the native speakers, a volunteer will be able to improve her/his English pronunciation. For example, the volunteer can practice tongue-twisters:

1. William always wears a very warm woolen vest in winter;
   Victor, however, will never wear woolen underwear, even in the Wild West.
2. William was not very willing to wait.
3. Didn't this waiter work in Washington last winter?
4. No sweet without some sweat.
5. Where there is a will there is a way.
6. Everywhere we saw the white snow.
7. Wealth is nothing without health.
8. First think then speak.
9. These are three brothers,
   these are their father and mother,
   this is their other brother.
10. Thirty-three thousand three hundred and thirty-three.
11. Three things on this side and six things on that side.
12. That fish has a fat fin,
    this fish is a fish that has a thinner fin than that fish.

Sportsmen are known to be very superstitious. If volunteers go in for sport themselves, in the process of communication they can find out rituals and superstitions of athletes from different countries, and compare them with the rituals and superstitions in our country.

Every athlete believes that if they perform a specific ritual before the competition, it will improve a performance. There are a lot of rituals: they range from the foods which sportsmen eat or drink to the clothes which the athletes wear or the music which sportsmen listen to. And if sportsmen have an excellent performance, they usually attribute their success to those unusual circumstances and soon they attempt to recreate it before their every competition.

Communicating with the athletes from different countries, volunteers can find out a lot of interesting and funny superstitions, and they can compare them with the superstitions in our country and say which superstitions are similar to those in Russia. For example, people in Great Britain and Russia are known to believe in black cat, but in Russia if a black cat crosses your path, it is bad luck; whereas in England if you meet a black cat, it is good luck. To spill salt is one of the traditional superstitions both in Russia and England and it is bad luck, but if you spill salt in England, you should throw it over the shoulder to counteract the bad luck. As for Russia no one will throw salt over the shoulder. There are a lot of similarities in superstitions in Russia and other English-speaking countries, and learning them we get to know customs and traditions of these countries.

Therefore, working as a volunteer at the international sport competitions, and communicating with athletes from different countries, you will be able not only to make friends, get to know a lot of interesting things about these countries, but you will improve English having enriched your vocabulary.

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CYBERSPORT AS A LINK OF HUMANITY

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I would like to submit to your attention to the project on the subject "cybersport as communication of mankind".

The purpose of our work is to study communicative properties of cybersport. To realize its nature, it is necessary to understand what communicativeness.

Communication is the purposeful process of information exchange between two and more participants by means of language, nonverbal means and components of other sign systems generated by requirements of joint activity in which there is a coordination of meanings and actions.

Let us dwell on the types of communications:

Intra personal — a communication arising in the individual as the person tells it with himself.

Inter personal — a communication with other person.

Communication is small group — a communication of people in-group, taking into account opinion of everyone.

Public communication — a communicativeness of too big group that the opinion of everyone was considered.

Personal — a casual exchange of information between people at a meeting [1].

What is cybersport?

"Cybersport, also referred to as computer sports or electronic sport, is a kind of competitive activity and special practice of preparing for competitions based on video games, where the game provides an interaction environment for control objects, providing equal conditions for a person to compete with a person, or a team with a team" [2]. As a sport it has been recognized in Russia.

The simplest definition of it is a competition of people with each other, in the computer games.

And in what communication of people? To answer we will address sources of origin of cybersport.

The history of cybersport has begun since 1997 when the first tournament in discipline of Quake has been held! The history of eSports began with the game Doom 2, which had a mode of network game through the local computer network. Thanks to the popularity of the game Quake, in 1997 in the USA the first league of cyber sportsmen — Cyber athlete Professional League appeared.

And since then cybersport competitions are held worldwide including international.

The most significant international tournaments are ESWC, ESL and WCG.

In brief I will tell about each of them!

WCG - the largest international championship on cybergames which was annually held from 2000 to 2013 by World Cyber Games. The sponsors of this tournament were Samsung and Microsoft. The games always began with the opening ceremony by analogy with the Olympic Games!

ESL - has been founded in 1997! It is one of the largest and the oldest cybersports league. There are on the website of ESL more than 3.500.000 users, 821.907 teams are registered and more than 10.000 matches are daily played.

The annual competitions in the computer games, are held since 2003 within the Cybersports ESWC tournament! It is one of the oldest and most prestigious cybersports tournaments.

As for recognition in Russia, Russia became the first country in the world to recognize eSports as the official sport. This happened on July 25, 2001, on the orders of the previous head of the State Committee for Sport of Russia Rozhkov Pavel Alekseevich.

After changing the leadership and renaming the State Sports Committee of Russia to the Federal Agency for Physical Culture and Sports, and also in connection with the subsequent introduction of the All-Russian Register of Sports (RVS), it was necessary to repeat the procedure for recognizing computer sports on March 12, 2004, by order of the head of the State Committee for Sports of Russia Vyacheslav Fetisova .

In July 2006, e-sports was excluded from the All-Russian Register of Sports due to the fact that it did not meet the criteria necessary for inclusion in this register: development in more than half of the constituent entities of the Russian Federation and the existence of an all-Russian physical culture and sports register association.

In 2014, the Russian State University of Physical Culture, Sports, Youth and Tourism launched the educational program "Theory and Methods of Intellectual Sports (Cybersport)".

On June 7, 2016, the Ministry of Sport issued an order to include computer sports in the register of official sports of the Russian Federation [2].

On April 13, 2017, the Ministry of Justice of Russia registered the Order of the Ministry of Sport of the Russian Federation of March 16, 2017 No. 183 "On the recognition and inclusion in the All-Russian Register of Sports Sports disciplines, sports and changes in the All-Russian Register of Sports." In accordance with this order, computer sport was transferred to the second section — "sports that are developed at the all-Russian level". This means that it became possible to hold in Russia the official championship of the country, the appearance of ranks and titles for computer sports. In the same section are all the "traditional" sports — football, hockey, basketball, etc.

Since July 5, 2017, in accordance with the order of the Ministry of Sport of the Russian Federation No. 618, the Federation of Computer Sports of Russia has been accredited by the sports federation for the sport of "computer sport".

In addition, we can consider the dynamic of global gaming software revenue thanks to this graph.

Newzoo has predicted development of the market of video games until the end of 2017 and has designated key events on this piece. On average the market of video games will grow for 8,1% a year and will reach $102,9 billion in 2017. In 2014 Apple, GungHo Online Entertainment and King will be earned on games more, than Nintendo, and 82% of growth by $6 billion (to $81,5 billion) will provide the countries of the Pacific Rim.

In 2015 mobile games will bring at $100 million more, then console, and on retails in the USA less than 20% of revenue in the country is necessary. In 2016 China will become the largest market with a turn to $25 billion, Tencent will occupy 10% of the world market of video games, and the number of players in the whole world will exceed 2 billion people.

In 2017 the share of mobile games will grow to 35%, or $35 billion, the proceeds from MMO games will make $24 billion and will exceed a turn console, and on the countries of the Pacific Rim 49% of the world market is necessary[3].

Here so, for a small period computer games have absorbed the third part of all population of the planet.

The first and most popular online game that has given to cybersport huge popularity is Counter-strike! The counter-strike - popular multiplayer game in a genre of command shooter from the first person that was a predecessor of cult series of computer games!

Besides the paid tournaments of the best players there are more local players, actually in what the sense of the project is put.

By means of online services of distribution of computer games, such as Steam, uPlay, Origin etc. Players of the whole world unite in one global network. playing from different game platforms, such as, the personal computer, PS, xBox and others. People start friendship, communicate, compete, learn news from the different countries and study the foreign words and customs of other people.

The cybersport and online games is the World Wide Web connecting multimillion public of players from the different countries thanks to which, people communicate, share news play with each other.

In addition, playing computer games forms reaction, logical thinking (it depends on concrete discipline, of course, but, as a rule, so), tactical thinking, ability to work in team, to make decisions here and self – discipline etc.

Summing it up, we want to tell that influence of online games influences very strongly communicativeness among all age categories.

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THE PROBLEMS OF THE FOREIGN POEMS TRANSLATION

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A poem translation is special kind of literary translation. S. Marshak, K. Chukovskiy, M. Tsvetaeva and many others dedicated their works to it. However, problem of a literary translation remains opened in both theoretical and practical ways.

The purpose of the work is to identify the main problems of the foreign poems translation.

The peculiarities of a poem translation are written because of the specialties of the texts. Let's analyze them on their phonetic, lexical and syntactic aspect.

The syllables of a poetic language are organized. Every word is in its place. The certain era, historical events, political and social situation have different value and literary effectiveness. An author can use archaisms, dialect words, neologisms or slang as an artistic method. A broken word order is a usual thing. [1]

The main feature of poetic translation is its relatively free form. A strict composition and convention of a poetic language don't give an opportunity to find a direct correspondence in another language. Also, rhyme always causes trouble with a direct translation.

In addition, a translator must save its print time of an original poem writing era. A translator should bring a poem closer to its reader but must not modernize it fully. Even though he must create the atmosphere of the past, which a reader could understand truly. Thus, an interpreter facing a paradox because he should save poem originality, its print time while making a poem easier for today's reader. [1]

Another problem is an old-aged question about translation preciseness and how it sounds. It is due to the fact that translation is reflection of the original poem literary reality and it must recreate form and content of the original in complex.

Due to impossibility of comparing different languages by their nature, there are two types of translation which are opposite to each other: depended and independent. [3]

In independent translation an interpreter reads a poem, takes the spirit and the main idea of the original and then recreates it in another language without saving its original form. [3]

Those who use dependent type of translation try to copy an original form in first place. They try to save a size, a line order, a rhyme order, a rhyme type, a sound organization specialty. They are convinced that it helps to save author individual style. [3]

But the form and content are not isolated; together they create a wonderful poetic work. Therefore, neither dependent type nor independent can recreate truly the original poem. [3]

We will use G. G. Byron's poem "She walks in beauty" with S. Y. Marshak translation as an example:

She walks in beauty, like the night	The smiles that win, the tints that glow,
Of cloudless climes and starry skies;	But tell of days in goodness spent,
And all that's best of dark and bright	A mind at peace with all below,
Meet in her aspect and her eyes:	A heart whose love is innocent! [2]
Thus mellow'd to that tender light	Она идет во всей красе —
Which heaven to gaudy day denies.	Светла, как ночь её страны.
One shade the more, one ray the less,	Вся глубь небес и звёзды все
Had half impair'd the nameless grace	В её очах заключены.
Which waves in every raven tress,	Как солнце в утренней росе,
Or softly lightens o'er her face;	Но только мраком смягчены.
Where thoughts serenely sweet express	Прибавить луч иль тень отнять
How pure, how dear their dwelling-place.	И будет уж совсем не та
And on that cheek, and o'er that brow,	Волос агатовая прядь,
So soft, so calm, yet eloquent,	Не те глаза, не те уста