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GAME TECHNOLOGIES

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Annotatsiya: This article examines the theoretical and practical aspects of using game technologies in the educational process. The author analyzes basic game theories and determines the significance of pedagogical games in organizing learning activities. Particular attention is paid to the methodology of using business games as an effective means of developing professional skills and competencies in students. The article emphasizes the role of game technologies in increasing motivation and stimulating cognitive activity.

Аннотация: В данной статье рассматриваются теоретические и практические аспекты использования игровых технологий в образовательном процессе. Автор анализирует основные теории игры и определяет значимость педагогических игр в организации учебной деятельности. Особое внимание уделяется методике применения деловых игр как эффективного средства формирования профессиональных навыков и компетенций у учащихся. Статья подчеркивает роль игровых технологий в повышении мотивации и активизации познавательной деятельности.

Keywords: game technologies, game theory, pedagogical games, business games, educational process, learning activation, professional competencies.

Ключевые слова: игровые технологии, теория игры, педагогические игры, деловые игры, образовательный процесс, активизация обучения, профессиональные компетенции.

Modern education is changing very fast. Because of this, traditional teaching methods are not enough to keep students interested. Today, game technologies are becoming one of the best ways to make lessons more active and interesting. A game is not just for fun. It is an important tool that helps a child develop their mind and personality. Many famous psychologists have studied games. For example, L.S. Vygotsky said that play is the main part of a child's development. D.B. Elkonin showed that children learn how to interact with others through games. The main difference between a simple game and a "pedagogical game" is that the teacher has a clear goal and expects a specific result from it. As a student, I think the best thing about game technologies is that they stop the "fear of making mistakes." In a normal lesson, students are often afraid to give the wrong answer. But in a game, they feel free. They can experiment and find creative ways to solve problems.

For future specialists like us, business games are like "simulators." They help us use our theoretical knowledge in real-life situations. This improves the quality of education. From a psychological point of view, a game is an activity where people act out real-life situations. German psychologist K. Gross called games a "school for future life." Also, the educator S.T. Shatskiy

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believed that games help to direct a child's energy in the right way. The most important aspect of game theory is the principle of freedom. During the game process, a child or student starts the activity by their own will, without any outside pressure. This ensures that information is naturally stored in the student's mind. As L.S. Vygotsky stated, play creates the child's "zone of proximal development," meaning what they do in the game today, they will be able to do independently in real life tomorrow. The role of pedagogical games is also very important in organizing the educational process. Unlike traditional education, pedagogical games are characterized by being directed toward a specific goal. In the educational process, pedagogical games perform the following functions. For example, entertainment games wake up the student's interest in the subject. Communicative games form a culture of communication. Therapeutic games reduce psychological stress, meaning stress during the learning process. Games can be used at different stages of the lesson. For example, "brainstorming" games at the beginning of a new topic make students active, while control games at the end of the lesson serve to strengthen the gained knowledge. According to J. Yuldashev, game technology shortens the distance between the teacher and the student and forms collaborative pedagogy. Business games are considered the highest level of game technology, and they are mainly used to prepare students for professional careers. This type of game is based on simulating real production or management processes. Students take on specific social and professional roles, such as director, engineer, or client. Through this, they learn to make independent decisions in difficult situations. They also develop the ability to work in groups and feel a sense of responsibility. Business games are a bridge between theory and practice. For example, through games like "Staff Selection" or "Exiting a Crisis," students see and feel how the rules they read in books work in real life. This increases the graduate's competitiveness in the labor market.

In conclusion, it can be said that game technologies have already become an inseparable part of the modern educational paradigm. A game is not just a tool invented to make a boring part of a lesson interesting, but a complex intellectual process that reveals the inner potential of the student. The game theories we analyzed show that a student never forgets the knowledge they directly participated in, felt, and applied in practice. Pedagogical games help move away from dry lectures and turn the lesson into an area of live communication and cooperation. The biggest achievement of this technology is that it forms not only knowledge but also social skills in the learner. Especially through business games, students feel themselves in a future professional environment; learning to make decisions in unexpected problem situations creates a foundation for them to become real specialists in the labor market. Game technology removes the "barrier" between the teacher and the student. The teacher is no longer just a source of information, but acts as a moderator who guides the process. This develops qualities like independent thinking, a sense of responsibility, and a creative approach in us young people. The effective use of game technologies in the education system is the most successful strategy for raising a perfect generation that is intellectually rich, free-thinking, and has practical skills. Learning through games is a key requirement of future education.

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