

DESIGNING EDUCATIONAL GAMES AND THEIR BENEFITS

Dilnoza Saidaxmedova

*Faculty of Tourism Chirchik state pedagogical university
Uzbekistan Chirchik*

Annotatsiya: Ushbu maqolada taʼlimiy oʻyinlarning foydalari haqida keng maʼluot hamda turli oʻyinlarni dizayn qilgan holda darajalashtirish haqida bilib olishingiz mumkin.

Annotation: In this article, the learner could learn more about the benefits of educational games, and how to design and grade different games.

Key words: *games, creativity skill, benefits, edutainment, purpose, teamwork, effects, critical thinking, visual memory, leadership.*

Gaming can be a great recreational activity as well as an educational experience that people of all ages could enjoy. In his work on the Aesthetic Education of Man, Friedrich Schiller describes the game as a force of civilization and states that "people become fully human only when they play." In addition, games help children learn many things, and games have the ability to form children in every way, both physically and mentally. Through various games, it is possible to form children's memory, as well as improve quick decision-making and creativity skills. One of the main purposes for using educational games is to provide an alternative learning option for students, with an aim to help them study more effectively in an entertaining manner

What are educational games called?

"Edutainment" games are those that are typically based on drilling fundamental lessons in a linear progression, with added entertainment value. "Educational video games" are ones that encourage creative thinking and problem solving.

In modern era, varied supplementary materials and resources may come handy like educational and attractive games, with photos, colorful books and so many others. Teachers are equipped with ample of choices and opportunities, and they are able to organize the lessons in an interactive as well as entertaining way. We can give several examples of these educational games: business games, educational quests, interactive games and design games. In this case the reader could seam many main benefits in this games moreover, considering the wide range of teacher's choice, many positive results can be achieved.

- ❖ They speed up response times.
- ❖ They encourage teamwork.
- ❖ They stimulate creativity, focus and visual memory.

- ❖ They improve strategy and leadership.
- ❖ They teach languages.
- ❖ Critical thinking.

What are the benefits of the educational games?

Gaming is really a workout for your mind disguised as fun. Studies have shown that playing video games regularly may increase gray matter in the brain and boost brain connectivity. (Gray matter is associated with muscle control, memories, perception, and spatial navigation.)

Teacher should take a look at these five benefits of working in the game design field and it will help to control and give interest to pupil in this case the lesson will be more effective and interesting. First of all, using creative and analytical skills. It provides a good approach to work and modernity. Secondly, work in an enthusiastic and casual environment. It leads to quick response and getting out of the situation also working on yourself attentional. Moreover, Enjoy a steady career in a dynamic industry. It is really big deal of teaching students the reason of this If you do not like your job it seems perfectly and it will destroy pupil`s interest and their desire. In addition, the most important thing is this Earn a competitive salary and make a career out of helping people have fun. Without them, it is very difficult to get good motivation and great interest. Through these methods, you can increase the child's desire for lessons, and at the same time, you can give more memorable lifelong knowledge. And through these the learner will learn with different ways for instance: video games can improve mental skills, problem solving and logic, hand-eye coordination, spatial skills and fine motor coordination. Logistics, resource management and planning. Speedy analysis and decision making, accuracy, math and reading skills.

Taking everything into consideration, as a result we can attract more people to download and make studying much more gripping. And also students can learn it easily and effectively. The main goal of designing an educational game is to make children interested in learning science through the game. In the design of such games, it is recommended to use modern games as much as possible, incorporating the potential of children and their interests. For example, now is the age of technology, to encourage children to think through technology as much as possible, that is, to answer an interesting question, handouts are given to the children, and in them there is a small marking of the answers to these questions, that is, in the form of a b s d, they are in the form of QR codes. This game will wake up the children and make them interested in the lesson. Apart from these, it is necessary to guide the children in the direction they want, and it is better to conduct the lesson by knowing the students of the class in which the lesson is being conducted.

USED LITERATURE

1. Annetta LA, Cheng M-T. Why Educational Video Games? In: Annetta LA, ed. Serious Educational Games: From Theory to Practice. Rotterdam: Sense Publishers; 2008:1-11.
2. M.Z. Salomova. (2021, November). Modern technologies of teaching foreign languages. Journal NX-A Multidisciplinary Peer Reviewed Journal, 6(11), 341-344.
3. <https://www.frontiersin.org/articles/10.3389/feduc.2019.00018/full#:~:text=Research%20has%20evidenced%20that%20digital,effective%20tools%20to%20impart%20knowledge.>