

GAME TECHNOLOGY IN THE PERSONAL DEVELOPMENT

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Abstract

O'quvchilarning shaxsiy rivojlanishda o'yin texnologiyasining ahamiyati va o'yin texnologiyasining o'quvchilarda ijodiy qobiliyatlarini rivojlantirishning muhumligi.

Abstract

The importance of game technology in the personal development of students and the importance of game technology in the development students' creative abilities.

Keywords: personal development, interactive game, rol-playing game, business games, detectives games, traditional education, creative thanking, pedagogical research, activity.

INTRODUCTION

The concept of pedagogic game technologies includes a large number of ways to implement the pedagogic process in the form of various educational games. Pedagogical games, unlike general games, have an important feature; it is possible to justify, define and describe the clearly defined educational goal and the corresponding pedagogical result. Game technology helps every developing child to become a person in the future and also what profession he will take. The educational task of game technologies with great potential is to form the subject position of the child in relation to his activities, communication and himself.

METHODS

The results of pedagogical research in the field of introduction of game technologies show that their use in the classroom is more effective than traditional teaching. At the same time, students' professional thinking develops, and practical skills and competencies for working with people develop.

Nowadays, there are various games for personal development of children. For example, role-playing games. In role-playing games, the child assumes various official and social roles. Children develop deep emotional experiences related to the content and quality of the roles they play. Business games are used to solve complex problems. Different methods of business games are used in the process of learning new things, strengthening materials, developing creative abilities, and developing general

educational skills. Didactic games are the main task in developing the child's ability to think independently in solving the problem of developing cognitive activity. Individual guidance technologies try to find methods and tools of education and upbringing that are suitable for the individual characteristics of each child.

RESULT

Step-by-step increase in the tasks in the games allows the child to control himself and manage himself. The development of their creative abilities is different from education, where everything is explained to the child and mainly the child develops only executive qualities. Teachers need to work more with children. For example. During a lesson, the child's activity decreases and falls asleep, games encourage them to move, to be active, to be active. In traditional teaching, when a child is pushed to the blackboard, he gets very excited and this makes it difficult for him to express his opinion. If the student works in a group, he can express his opinion. During the game, the child's creative and creative thinking increases. In adolescence, the increased need to create one's own world, the rapid development of imagination in the pursuit of adulthood, fantasies arise spontaneously in group games. The educational process develops in the language of action, all participants of the game learn and teach as a result of active communication with each other.

CONCLUSION

In the conclusion of my article, I used various educational game technologies during the lesson. I realized the importance of children in personal development. Educational games distract the child from computer games, increase his attention to the lesson, increase his enthusiasm and help to develop positive skills.

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