



PEDAGOGICAL AND METHODOLOGICAL BASIS OF ORGANIZING QUESTIONS AND INTERACTIVE GAMES IN THE LIBRARY

Khasanova Gulnara Chorshanbiyevna

Kashkadarya Regional Pedagogical Skills Center Senior Lecturer,
Department of "Methodology of Teaching Applied and Social Sciences"

e-mail: hasanovag121@gmail.com tel: 919601774

Abstract

This article analyzes the theoretical and practical aspects of developing students' reading through interactive activities in school libraries. The role of school libraries in the modern educational process, their importance in forming a reading culture among students, and innovative approaches to increasing reading are highlighted.

Keywords: School library, interactive activities, reading, innovative approach, book discussions, reading quests, student activity.

Introduction

In the current era of globalization and the development of digital technologies, the introduction of innovative approaches to library activities is becoming increasingly important. Along with traditional methods of promoting reading, interactive events organized on the basis of modern pedagogical technologies serve to increase the interest of students and young people in the library.

Today, quests and interactive games are recognized as one of the most effective innovative forms of library activities. This type of activity encourages readers to independently search, search for information, think logically and work in a team. As a result, the library develops not only as an information center, but also as an educational and cultural-communicative environment.

The school library is an important component of an educational institution, acting as an information and resource center in the process of students' learning. A modern school library should not only be a place where books are stored, but also an innovative pedagogical space that develops the intellectual potential of students and attracts them to reading. In recent years, along with traditional forms of library activity, much attention has been paid to the development of students' reading through the organization of interactive events. Interactive events ensure the active participation of students, arouse their interest in books, develop creative thinking, and serve to organize the reading process in an interesting and effective way.





The term "quest" is derived from the English word quest, which means "search", "search", "adventure". Quest is a game technology based on the sequential completion of tasks by participants to achieve a specific goal. In a library setting, quests allow you to organize the process of working with book collections, electronic catalogs, bibliographic information and literary sources in an interesting way.

The main tasks of quests are:

- to familiarize readers with library resources;
- to develop information search skills;
- to form a reading culture;
- to develop creative and critical thinking;
- to strengthen teamwork.

Library and information institutions are creative and cultural institutions where activities are organized not only for readers to obtain information, but also to attract them to reading and help them organize their free time productively.

Consistently developing reading skills among young people is becoming one of the important tasks of today. In Uzbekistan, all-round favorable opportunities and conditions are being created for young people to get an education. School libraries, which are called upon to actively help in the upbringing and ideological training of young people, the formation of their consciousness, beliefs, and civic sense, occupy a special place in the general system of cultural institutions.

The school library is a central link in the implementation of these tasks. However, today it is observed that some students' interest in books is decreasing. This is due to factors such as mobile devices, social networks, and inefficient time management.

Therefore, new approaches to promoting reading, in particular interactive events, are of particular importance. The relevance of organizing interactive events in the library is directly related to popularizing literature among young people, increasing interest in reading, and strengthening the role of libraries as cultural centers. Libraries are traditionally known as places for learning and reading, but modern technologies and interactive games can make them even more attractive and inspiring places for the new generation.

There are several types of interactive activities in school libraries. Quests and interactive games increase the interest of library users, promote a culture of reading, and make learning more interesting. Unlike traditional methods, game-based activities ensure the active participation of participants.

With quests, readers expand their knowledge through book-based questions and tasks. Interactive games develop teamwork, problem-solving, and communication skills.



Types of quests organized in the library: The following types of quests can be used in library practice:

Literary quest. Dedicated to a specific work or writer's work. Participants complete tasks related to literary characters, authors, and works.

Bibliographic quest. Organized using catalogs and bibliographic indexes. Participants independently search for the necessary sources.

Historical quest. Includes tasks related to historical events, great ancestors, or important dates.

Digital quest. Organized using QR codes, mobile applications, and electronic resources. This type of quest develops students' digital literacy.

Interactive games are educational technologies that ensure the active participation of students. Interactive games organized in the library:

attract the attention of readers;

consolidate knowledge; develop a culture of communication;

stimulate creativity;

help organize free time meaningfully.

The following interactive games can be organized in the library:

“Find the hero”. Participants determine the title and author of the work based on the description of the literary hero.

“Intelligence in the library”. An intellectual competition is held based on questions related to various subjects and literature.

“Book treasure”. Organized based on quest elements, the final destination is found through tasks hidden among the bookshelves.

“Speed reader”. It is held based on getting acquainted with the content of the book and answering questions within a certain time.

The purpose of the book quests should be clear (for example, to increase knowledge, promote books, or develop team skills).

To make the quest interesting and attractive, decorations, maps, or special signs are used. To encourage participants, small prizes, certificates, or books are awarded.

Puzzles, riddles, and tasks are developed in accordance with the library's resources and territory. A leader should be appointed to clearly explain the rules and provide assistance during the quest.

Methodology for organizing quests and interactive games. The organization of quests or interactive games is carried out in the following stages:

Stage 1. Planning: choosing a topic, setting goals and objectives, determining the age of participants; developing tasks.



Stage 2. Preparatory work: drawing up a game route, preparing cards and QR codes, placing the necessary technical equipment.

Stage 3. Conducting: explaining the rules, forming teams, monitoring the process of completing tasks.

Stage 4. Evaluation: analyzing the results, determining the winners, studying the opinions of participants.

Research results and analysis. Practical observations show that in libraries where quests and interactive games are held, the activity of readers increases significantly. In particular, the number of visits to the library by school-age students increases and their interest in reading books increases.

Interactive activities:

increase the number of library members;

improve book issuance rates;

develop information search competencies;

strengthen cooperation between readers and librarians.

Studies show that in schools where interactive activities are regularly held, students' reading activity increases, the number of visits to the library increases, the level of students' speech and thinking improves, and independent reading skills are formed. This contributes to an increase in the quality of education.

It also shows that interactive approaches are an important factor in increasing students' interest in books, developing independent reading skills, forming critical thinking, and increasing the effectiveness of library activities. With innovative approaches, the library, as a place of books and knowledge, can be transformed into a more lively and interesting environment.

The use of quests and interactive games in library activities is an effective innovative tool for developing reading. These technologies encourage readers to actively participate, develop their information culture and independent thinking skills. They also serve to increase the educational and cultural potential of the library.

In the future, libraries can provide readers with more modern and interesting services by introducing QR-code quests, games based on digital platforms, and virtual quests.

Along with conducting cultural and educational events interactively, special attention should be paid to ensuring that these events are in the national spirit. In doing so, these events serve to educate readers in the national spirit.

After all, a nation is formed by national education. National education is also an important direction of public pedagogy.





References

1. Ganiyeva D.A. The role of cultural and educational events in the spiritual and moral education of readers in information and library institutions - T.: "Tafakkur" publishing house, 2017.
2. Methodological recommendations for conducting online events in information and library institutions [Text]: methodological guide for specialists in information and library institutions / compiled by: S. Kamilova, M. Kholikova, M. Rustamova; editors G. Dovronova, D. Rasuleva; Responsible editor A. Qilichboyev. - Tashkent: Publishing house of the National Library of Uzbekistan named after Alisher Navoi, 2022. - 32 p.
3. Help for the librarian: digest / National Library of Uzbekistan named after Alisher Navoi; compiled by M. Kamilova; editor D. Mansurov; responsible editor U. Teshabayeva – Tashkent: Publishing House of the National Library of Uzbekistan named after Alisher Navoi, 2019. – 64 p.

