



GAMING TECHNOLOGIES TO IMPROVE THE EFFICIENCY OF THE EDUCATIONAL PROCESS

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Annotation

This article reveals the essence of the organization of non-traditional lessons based on a new approach to the education system, the role and importance of innovative technologies in education. This is also based on the importance of using different games in the classroom to help students learn them effectively.

Keywords: new pedagogical technologies, didactics, game, cooperation, skills and abilities.

Introduction

It becomes more and more important to focus on the personality of the student and to consider the student as the highest value. The main goal is to develop universal learning skills in students. It is important to use a wide range of play technologies as a means of increasing the needs, aptitudes, interests and activities of students. Games that match the character of the student can be a driving force in the learning process. The game stimulates the student's interest in learning success and has the potential to motivate him. It teaches the student to move quickly, to be dexterous, resourceful, to perform tasks accurately and quickly, to develop the ability to follow the rules. The student becomes more active and eager to learn. Contributes to the formation of moral qualities of a person. Children develop habits such as cooperation, creativity, caring for each other, and mutual respect. In particular, they develop the ability to imagine the world around them, to think freely, to be emotionally active and to interact. Students try to help each other and coordinate their interests with the interests of others. They will be able to apply the knowledge gained during the game and apply it in different situations. Play sessions build team spirit, strengthen team spirit, and teach independence and support for others in the workplace. The organization of gaming activities stimulates the interest of students in the knowledge of intellectual activity, encourages them to work hard, ingenuity, responsibility for the tasks set, to achieve new results. What kind of game is it? The game is a pedagogical means of organizing and conducting the educational process. The game is a learning tool. Explaining lesson content to students through play is the easiest way to explain it. Our educators have a saying that I can forget what I heard, I can remember what I saw,





but if I personally participate in the process, I will remember it for the rest of my life. Therefore, the organization of the educational process through games guarantees the understanding, study and assimilation of events and content. The German psychologist K. Cross said that through the game the child develops the skills of behavior, knowledge of the world, knowledge of traditions, adaptation to the environment. Many scientists believe that the acquisition of certain experience in the development of social activities contributes to the moral development of the individual, self-government. The game teaches schoolchildren to think, ingenuity, ingenuity, logical thinking. On this basis, he helps to form his own Self. It also creates a need to learn and make new changes. The game opens up new opportunities for interaction with the outside world. Game is a general concept that has its own concepts in philosophy, pedagogy, psychology, historical theory, and art. In general, in the scientific language, the game is also used in the meaning of drama, performance, holiday, festival, carnival, artistic creativity. The Big Encyclopedic Dictionary states that the game is not just a productive activity, its motive is not the result, but the process itself. The process gives pleasure to players and spectators. Therefore, it plays an important role in the effective conduct of the educational process, helps in the development of the student as a person, work in life, increasing interest in learning, and psychological preparation. In general, the concept of a game is so broad that it is difficult to express it in one rule. Often asked the answer to the question: "Why is everyone playing?" The only way to find out is to ask .

Most educators see play as a way to stimulate their cognitive abilities. This is not a product, this is not a service, but people connect their lives with the game. Why? The game has always been a phenomenon of pedagogical culture. It has long been of interest to researchers as an important and decisive factor in human life. The game maintains the balance of life, increases the activity of the body and stimulates non-working organs in the body. Therefore, the game creates and restores good energy in the body. That is, the game is an educational process that maintains a permanent identity. Involving children in play is a way to prepare them for their next job and life. This means that depriving a student of a game can have a negative impact on him as a severe punishment, leading to bad consequences.

Games:

- Individual, pair, group, group games;
- Physical, intellectual competitions, creative games, didactic games, constructors, computer games;





- Social games, story games, role-playing games, simulation games, organizational and communication games, fun games and much more. Each of the games listed above has components such as :

- Game participants;
- Rules of the game;
- Game time;
- The plot of the game;
- Details of the game;
- The end of the game (results, compliance with the rules).

After the children are divided into groups, they tell what they know about the animals or birds belonging to their group. And game is a driving force that improves the quality and efficiency of education. So, the game is the internal need of the student, it increases his activity and improves his mood. Play enhances a child's ability to communicate and develop. As a result, the child strives for success, learns to be vigilant and happy. He is in the process of learning about the world. The desire for discipline, dexterity, ingenuity. Self-expression in the learning process becomes his daily life.

Literature

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