

USE OF GAME TECHNOLOGIES AND INTERACTIVE TEACHING METHODS IN EDUCATIONAL LESSONS.

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Abstract

Modern societal developments place new demands on the educational process, including educational activities. Teachers are tasked with not only imparting knowledge and skills to students but also developing their proactive attitudes, moral compass, and communication skills. In this context, the search for effective methods of engaging students in the educational process is increasingly important. Gamification and interactive teaching methods enhance student motivation, stimulate cognitive activity, and develop critical thinking, communication, and social skills. Using play as a natural form of child activity makes educational activities more accessible, engaging, and effective.

Keywords

interactive methods, game activities, interactive methods, "educational" activities, active teaching methods, information technologies .

In modern education, the teacher's activities should be aimed at developing and using interactive forms, content, methods and teaching aids, which should stimulate interest, independence, and creative activity of the student in acquiring knowledge, developing skills, abilities, and their practical application, as well as developing independent, creative, professional thinking skills. The introduction of game forms of teaching is one of the most important areas of improving the professional training of students. Today, the main methodological innovations are associated with the use of game methods of teaching. At the same time, the term "game training" is understood in different meanings. Since the idea of such training itself arose in the mid-1990s with the advent of the first web browser and the beginning of the development of the Internet, a number of experts interpret this concept as training using computer networks and Internet resources.

A broader interpretation is also quite acceptable, since the ability to communicate or be in a dialogue mode with something (for example, a computer)

or someone (a person). Game-based teaching methods are part of general concepts, for example: active (interactive) teaching methods: The technology of active teaching methods is the organization of the educational process in such a way that it is impossible not to participate in the cognitive process: each participant has a specific role and must openly report on it; or the qualitative fulfillment of the cognitive task set for the group depends on his activity. The technology includes methods that involve each participant in mental and behavioral activity, stimulate the cognitive activity of students. Active teaching methods are methods that create conditions for the manifestation of the activity of the subjects of joint "educational" activity. Methods of pedagogical influence are at the same time a component of the content of education, since through them it is possible to transmit activity that cannot be transmitted verbally. Activity can be mastered in activity: it is determined as an object of mastery, understood by students and mastered by them. Only through active teaching methods can an educational situation be designed in which the activity content of education is manifested. Active teaching methods were called technologies by Selevko G.K. and are classified as a class of educational technologies defined as "technologies for the modernization of traditional teaching based on the activation and activation of student activity". The educational process based on the use of game teaching methods is organized taking into account the involvement of all students in the group in the educational process without exception. Joint activity means that each person makes his own individual contribution and exchanges knowledge, ideas and methods of activity in the process of work. In our age of high technologies, modern technologies for teaching school subjects within the general education system are becoming increasingly important, which implies the wider use of new forms and methods. The development of society and science depends entirely on the knowledge, skills and qualifications of today's students. Therefore, the task of each teacher is to accumulate a serious methodological base for the use of modern technologies in the educational process. In connection with these rules, it is necessary to talk about new innovative methods of teaching, one of which is interactive teaching. Interactive teaching is, first of all, dialogical teaching, during which there is interaction between the teacher and the student. In interactive teaching, the learning process is structured in such a way that all students participate in it, each person is given the opportunity to understand what he knows and thinks and express his opinion. In order to improve the quality of education, to raise the intellectual level of students, it is necessary to introduce interactive teaching methods into the educational process. Game ("game activity", the game culture of the individual as a person and a subject of activity, the way of life, the holiday and

game culture of society, etc.). To varying degrees, a person knows it as an instinctive way of acquiring and developing skills by people and animals, in a period when there is no immediate threat to life and the development of abilities. It is characterized by a tendency to repeat, consolidate, improve and develop vital reflexes, forms of activity, which leads to the development of the actor of game actions and activities (broadly - life activities). There is no doubt that educational work in an educational environment is a creative process. And its final result largely depends on the pedagogical skills of the teacher, his knowledge of the individual characteristics of his students, the tasks set in the educational program. Education is a purposeful pedagogically organized interaction of children and adults aimed at the development of the individual, his spiritual and moral formation. There are many forms of conducting educational activities, and the inclusion of games in them is a necessary condition for the success of each of them. The German poet and philosopher Johann Friedrich von Schiller noted: "A person can only be through play." During the game, children and adolescents actively develop physically and mentally, learn to independently organize their activities. Preschool children have their own games and their own perception of them. As children grow older, their games also change, forcing them to think, giving them the opportunity to test and develop their abilities, and compete with each other. Anticipation of the upcoming game and participation in it evokes only positive emotions and pleasant excitement in children of any age. The gaming industry is actively transforming school education: the fascination of games arouses interest in learning, increases students' motivation to learn, and contributes to the growth of basic competencies. Modern science proves that the success of developing these skills in students is achieved through the active position of students in the learning process, which, in turn, is possible through the use of interactive teaching methods. Analysis of psychological, pedagogical, and methodological literature, and the study of teachers' experience on the topic of research made it possible to identify the essence of interactive teaching and interactive teaching methods. When using the case method, we considered the classification of cases (by method of presenting the material, by complexity, volume, by functions), the stages of work in the lesson, analyzed the possibilities of the case method for the formation of organizational and communicative skills in students, as well as the experience of teachers in using cases in educational practice. The study led to the following conclusions: The essence of interactive learning is that all students are involved in active activity. Moreover, they are not given ready-made knowledge; students acquire it independently.

The use of game technology and interactive methods of education and teaching in education represents a necessary correction in modern pedagogy. Eti podkhody sposobstvuyut formation and obuchayushchikhsya not only intellectual and communicative skills, and moral orientation, social responsibility and emotional responsiveness. They stimulate students' cognitive activity, increase their motivation to learn, and engage them in discussions and decision-making. This makes educational work more vibrant, meaningful, and meaningful for every participant in the educational process.

It's undeniable that play is a powerful tool for influencing students' personalities. The important educational role of play in a person's life is obvious. Play has a profound impact on the development of creative imagination, which is essential for future work. Play fosters positive interpersonal skills. Through play, students learn moral norms and rules of conduct.

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