

ECLECTIC AND EDUCATIONAL APPROACHES TO THE APPLICATION OF DIGITAL TECHNOLOGIES IN GAME MODELING

*Khushvaktov Babur Mukhitdinovich,
Head of the Main Personnel Directorate of the Ministry of
Defense of the Republic of Uzbekistan, Colonel*

Abstract:The article discusses the effective use of digital technologies in game modeling, taking into account advanced foreign experience.

Key words:game modeling, digital technologies, student, upbringing, education, development.

In the context of digitalization, the education system has become the most responsive to innovations in this area, because it is education that determines the vector of development of modern society. Advanced pedagogical experience shows that digitalization of education contributes to the widespread use of several technologies that determine the conditions for the development of a digital society, in particular, mobile devices, cloud computing, platforms, big data, etc. Digitalization expands opportunities and, most importantly, increases the availability of education for all students. In order to determine the impact of digital technologies on the sustainable development of education, it is important to consider the concept of "sustainable development of education", formulate indicators of sustainable development of education, and characterize digital technologies as indicators of sustainable development. The concept of "sustainable development" characterizes the state of states, a separate society, assumes a stable state of society and, basically, is identified with the sustainability and stability of the economic indicators of the republic. The main goal of sustainable development is both the survival of humanity as a whole and an improvement in the quality of life of each individual; the main task is the ability to meet the needs and aspirations in the presence of equal opportunities for each individual. In relation to education, the concept of "sustainable development" is considered in two aspects: 1) education as a characteristic of the sustainable development of society; 2) sustainable development of education.

Sustainable development is ensured in the process of operational communication, information exchange, during the transition to which solutions appear that can cope with economic, environmental and social problems, better control all aspects of activities and flexibly adapt to changes in the external environment.

In order to consider the process of sustainable development of an educational institution in the context of time, it is necessary to identify the indicators and indicators by which this state will determine the place of digital technologies in ensuring the sustainable development of an educational organization.

Among the indicators of sustainable development, the following are mainly distinguished: the growth of educational achievements of students; the use of innovative educational technologies; the creation of material, technical, personnel, financial conditions that ensure the quality of education; effective management of an educational organization, taking into account not only absolute indicators, but also the tendency towards their stabilization or growth. In terms of positive dynamics of educational results, it is important for students to master digital literacy and information and communication competencies, which is valuable not only for students, but also for other consumers of educational services - society, potential employers,

educational organizations of the next level of education, the state, etc., since digital literacy is one of the most sought-after competencies in the modern labor market.

In terms of resource provision, the highest quality education is recognized as the one obtained with the use of information and communication technologies in the educational environment, digital educational resources, as well as with the participation of teachers who own innovative digital technologies and apply them in the educational process. In addition, great importance in terms of resource provision is attached to the use of modern computer training programs, Internet resources, educational platforms, modern technology, etc., which is very problematic to ensure without attracting additional funding.

In order for the learning process to be multifaceted, it is important to use effective resources and platforms to facilitate convenient and effective work in the digital environment in order to ensure the full implementation of the educational program in it. Here, the level of technical readiness of educational institutions and the state of the information infrastructure are of particular importance. No less important is the level of development of digital competencies of the teachers themselves. Another problem area is the lack of independent learning skills among the students themselves. Given the above problems, in our study we focused on the use of digital technologies that allow for individualization and personalization of the educational process; involvement of each student in active cognitive activity; increasing the pace of educational activities; automation and acceleration of the process of developing the necessary learning skills. In addition, information technology and the digital educational environment are one of the criteria in the efficiency ratings by which the activities of an educational organization are assessed.

Digital technologies in education are considered as a set of methods and means that allow working with information, which contributes to the effectiveness of the educational process.

Game modeling transforms education, making it more interactive, engaging and effective. The introduction of game mechanics into the educational process, such as gamification and virtual simulations, contributes to better knowledge acquisition, critical thinking and problem-solving skills development. This means that game modeling in education is associated with increasing the involvement of students in the learning process, when game elements such as points, badges, leaderboards make learning more exciting and motivating; skill development, in which game modeling allows you to practice practical skills, make decisions and complete tasks in a safe environment; personalized learning, in which digital platforms allow you to adapt the educational process to the individual needs of each student, offering tasks of the appropriate level of complexity and speed; development of critical thinking and creativity, in which games and simulations often require students to take an unconventional approach, analyze information and search for solutions, which contributes to the development of critical thinking and creativity; access to information, where the Internet and online platforms provide learners with access to a vast amount of knowledge and educational resources; collaboration and communication, where digital tools such as video conferencing and cloud platforms facilitate joint work on projects and communication between learners and teachers; automation of routine tasks, where digital technologies allow for the automation of tasks such as homework checking and grading, allowing teachers to spend more time working individually with learners; learning data analytics, where digital platforms collect and analyze data on learners' performance, allowing teachers to track progress and identify problem areas; educational transformation, where digital technologies and game simulations facilitate the transition from traditional, passive learning to

an active, interactive and personalized process, where the learner is an active participant in the educational process, and not just a passive listener.

The listed important points of game simulation applied in the educational process of an educational institution are related to the following examples. These include virtual labs, where instead of expensive and dangerous real-life experiments, students can conduct virtual experiments in a safe environment, studying various chemical reactions, physical phenomena, and biological processes; educational games, such as city or business management simulators, allow students to master complex concepts and develop decision-making skills; online courses and platforms, where MOOCs and other online platforms provide access to a wide range of educational services, allowing students to study at their own pace and at any time; gamification in learning is associated with the introduction of game elements into traditional classroom activities, such as a point system for completing assignments, which helps to increase student motivation.

The introduction of digital technologies into the process of game modeling in education is not just a technological trend, it is a global transformation that changes approaches to training and education, making it more effective, exciting and accessible to everyone. Since in the modern world many approaches to education are becoming relevant. For example, the eclectic approach, which includes a combination of different approaches, styles, methods or ideas from different fields to achieve a specific goal in training. Eclecticism is based on the principle of "selectivity", that is, the choice of the most suitable elements from different sources to create something new and unique. For example, in education, an eclectic approach to teaching involves the use of various methods and approaches depending on the objectives of the lesson, individual characteristics of students and specific educational material; in art and design - eclecticism in the interior or architecture implies a mixture of different styles, materials and eras, creating a harmonious combination of the incompatible; In philosophy, eclecticism means a synthesis of ideas from various philosophical schools and trends, the formation of one's own worldview based on various concepts; in other areas, an eclectic approach can be found in other areas, for example, in the creation of culinary dishes, when elements from different cuisines are used, or in psychology, where various therapeutic approaches are used.

In our opinion, it is important to note that eclecticism implies a purposeful selection and combination of elements to achieve a specific goal and can be both useful and problematic. It is not enough to simply mix different elements; it is necessary to take into account their compatibility and harmony. In addition, in an eclectic approach, it is important to be able to analyze and evaluate various approaches, choose the most suitable ones and integrate them appropriately, since an eclectic approach is a flexible and creative method that allows you to use the best from different areas to achieve your goals.

The next approach is edutainment, which is translated from English as an approach to learning that combines elements of education and entertainment. It involves the transfer of knowledge and skills through interesting, interactive and engaging formats such as games, videos, animations and other entertainment methods. Research into the needs of the target audience for edutainment includes an analysis of their interests, learning preferences and the determination of the most effective ways of delivering information.

Edutainment is an educational technology that makes the learning process more attractive and effective by using methods that arouse interest and motivation in learners. Edutainment is based on the idea that learning should not be boring and tedious, but can be exciting and enjoyable, like any form of entertainment.

The specifics of edutainment as one of the most effective approaches in education today include interactivity, which involves the active participation of learners in the learning process, rather than passive perception of information; clarity associated with the use of visual materials such as video, animation, infographics, makes information more understandable and memorable; entertainment, since edutainment uses game elements, competitions, quests and other forms of entertainment to maintain interest and motivation; personalization, in which edutainment can be adapted to the individual needs and preferences of students; the use of modern technologies, which widely use computer games, applications, interactive whiteboards and other digital tools.

For the successful implementation of edutainment, it is necessary to understand what forms of entertainment and teaching methods are most effective for a specific target audience, which may include search query analysis related to the study of user search queries on the Internet and allowing to identify their interests and learning needs; surveys and questionnaires, in which you can ask direct questions about learning preferences and forms of entertainment; in-depth interviews, when the motivation and expectations of the target audience are studied in more detail; review analysis allows you to study reviews of educational resources and platforms that use edutainment; competitor monitoring is associated with studying the experience of other educational institutions using edutainment; development of an edutainment program that meets the needs of students, making the learning process more effective and enjoyable.

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