



## MODERN METHODS AND TECHNOLOGIES IN THE EDUCATION SYSTEM, THE USE OF GAMING TECHNOLOGIES IN EDUCATION

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**Abstract.** The article discusses the advantages of using the game as a tool for involving students in the learning process and their learning. An example of a game is given, which is an analogue of the television program "100 to 1", the use of which allows you to create an environment that promotes optimal cognitive involvement of students, their dynamic interaction.

**Keywords:** game, TV show, active learning, educational environment.

Pedagogy is the science and art of education, which studies the methods, strategies and principles of teaching and education. It aims to understand student learning and development and to find effective ways for students to learn the current curriculum. The art of teaching existed in ancient times; people have been learning the simplest things since ancient times. Various pedagogical methods and approaches have been developed, corresponding to the level of development of society and its values. In different historical periods, pedagogy is based on philosophy, psychology, sociology and other fields of knowledge. Pedagogy includes various methods of teaching and education, such as a differentiated approach to students taking into account their individual needs, methods of actively involving students in the educational process, as well as the use of modern teaching technologies. Modern pedagogy faces challenges related to changing social needs, technological changes and the development of multimedia technologies. In this regard, recently new methods and approaches to learning have been actively developed, such as distance education, flexible forms of learning, the use of gaming technologies, etc. [1].

Today, play plays one of the main roles in teaching activities. The use of games in teaching is a powerful tool that promotes more effective learning and student engagement. The increasing use of games in education demonstrates the significant impact they have on stimulating learning, developing social skills and improving teaching methods. Games provide opportunities to personalize learning and tailor approaches for students of different ability levels. Game techniques allow teachers to assess the level of students' competencies and adapt tasks in accordance with their abilities.

Games also promote the development of key social skills such as communication, cooperation, leadership and conflict resolution. Group games encourage students to develop skills in group work, empathy, and understanding the positions of other participants. Nowadays there are many games used in pedagogy since the 2000s, for example, such as: "Mysterious Island", "Get to know me!", "Snake", "Houses", etc. Such games are common among teachers, they do not require special preparation and additional material, this is convenient for the teacher, but for the modern schoolchild they have become less interesting.

What if we use games that we see not only in collections for teachers, but also, for example, in television programs?

Modern technologies provide ample opportunities for creating interactive educational games, including using mobile applications, online platforms and virtual reality. These technologies make it possible to create personalized educational games tailored to the needs of each student. Let's give an example of one very popular program - "100 to 1". The essence of the game: students are divided into teams; in our case, questions about the curriculum were asked on the scoreboard; to determine the order, students were given mathematical examples; whose team is the first to give the correct answer, they are given the right to answer the question. The correct answers are displayed on the board; if the team answered incorrectly, a red square lights up. It happens that a team scores three misses, in this situation the right to answer passes to the opposing team, and if the opponents give the correct answer, all points (even points scored by the previous team) are transferred to their account.

The game has five rounds:

- 1) single game (scores and team scores remain unchanged);
- 2) double game (points scored are doubled);
- 3) triple game (points are multiplied by three);
- 4) play in reverse (the team that gave the most unpopular answer gets the most points);
- 5) big game (played with the winning team, upon receiving a sufficient number of points, the team is given a "prize", in our case a score or a sweet gift to the participants).

First of all, the 100 to 1 game encourages active learning. By immersing students in an atmosphere of reward and competition, the game ignites enthusiasm and curiosity, creating an environment that promotes optimal cognitive engagement. Additionally, this game promotes collaborative learning and peer interaction. As students work together to recall and share relevant information, they engage in dynamic discussions, thereby broadening their perspectives and deepening their understanding. This aspect of collaboration develops a sense of community and mutual support while developing social skills and teamwork among students. The game's emphasis on group participation encourages students to actively listen, communicate effectively, and share knowledge, thereby promoting a holistic learning process. The 100 to 1 game is a dynamic and effective pedagogical approach that makes it easier for students to learn and understand new material. By providing an interactive and fun platform, promoting collaboration, serving as a diagnostic tool and fostering a sense of achievement, this game is a valuable asset in an educator's arsenal, enriching the educational process and developing a holistic approach to knowledge acquisition.

### References:

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