

Designing Educational Games Based On Digital Technologies For Preschool Children

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Abstract

This article analyzes the role and importance of educational games created on the basis of digital technologies in the intellectual, creative and communicative development of preschool children. It highlights the pedagogical, psychological and technological factors taken into account in the process of designing educational games. It also considers methods of expanding children's thinking, developing speech and forming social skills through gaming tools.

Keywords: preschool education, digital technology, educational game, intellectual development, design.

Modern digital technologies are presenting new tools for the development of all educational institutions around the world. Digitization creates opportunities for the exchange of learned knowledge, giving people the opportunity to learn more and apply it in their daily lives. Increasingly, major changes are taking place in the education system related to digitization.

The digital education system creates broad opportunities and new tasks. The main opportunities include solving educational problems, expanding the choice of forms of education, and increasing the means of knowledge transfer. The need to understand the place and role of digital technologies in modern education should be reflected in modern research in the fields of methodology and didactics of preschool and primary education.

Nowadays, digital technologies are widely used in all spheres of social life, including preschool education. Especially at the preschool stage, the use of modern technologies plays an important role in shaping children's worldview, increasing their interest in learning, and directing them to creative activities. In this regard, the process of creating educational games for preschool children in digital form is considered one of the most important factors in increasing educational efficiency. Since gaming activity plays a central role in the psychological development of a child, organizing it using digital tools allows children to receive more interesting, easy, and effective education.

Modern digital tools revitalize the educational process and expand children's opportunities for independent thinking, creativity, and self-expression. Using tablets, mobile applications, interactive whiteboards, and various multimedia programs, children not only acquire knowledge, but also develop digital literacy skills. When developing educational games, it is important to adhere to pedagogical and psychological principles. The content of the game should correspond to the child's age characteristics, arouse his interest, gradually become more complex, and encourage creative activity.

From the point of view of child psychology, play is their main activity. Therefore, when creating educational games, it is necessary to use colorful visual and audio elements that will serve to hold the child's attention for a long time, enhance emotional interest, support social and emotional development, and expand thinking. Through play, the child not only remembers knowledge, but also has the opportunity to apply it in practical activities.

Today, various innovative technologies are used to create educational games. With the help of interactive programs, the necessary knowledge is conveyed to the child in the form of a game. Multimedia platforms make the content more interesting through sound, video and animation. The gamification method enriches education with game elements, creating an

opportunity for the child to collect rewards and points, which increases his motivation. Also, with the help of virtual and augmented reality technologies, the child more easily absorbs new knowledge by modeling life events.

In practical terms, you can create games for math that focus on recognizing numbers, counting, and performing simple operations, exercises for language development that increase vocabulary, interactive tasks for natural science about the seasons, animals, and plants, as well as games that develop social skills. Through this, children not only gain knowledge, but also learn how to behave in real-life situations.

Thus, the use of a digitalized education system serves as a basis for preschoolers to become members of the target audience for entering a digitalized society in the future. This will certainly lead to an increase in the competitiveness of the preschool educational organization, the creation of added value, and the attraction of children. This, firstly, increases competitiveness; Secondly, it brings the educational process into line with world standards.

In such conditions, the formation of personality is fundamentally different from the previous traditional methods, which requires the development of a qualitatively new model of its implementation in the integration of preschool education in the globalizing information space, the formation of methodological work that combines completely new methods that are necessary for and correspond to the current conditions. In any case, the correct use of modern pedagogical digital technologies guarantees the achievements of children of preschool age and their subsequent successful study in higher grades.

In conclusion, educational games created on the basis of digital technologies make the learning process of preschool children interesting and effective. They expand the child's thinking, teach independent decision-making, develop creativity and social adaptation skills. Therefore, it is advisable for preschool educational institutions and educators to widely use digital educational games in their practice.

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