

THE GAME AS A PERCEPTION FORMAT FOR A COMPETITIVE ENVIRONMENT BETWEEN STUDENTS

BYKOVA SVITLANA, VERJBICKAIA POLINA

Odessa State Academy of Civil Engineering and Architecture, Odessa, Ukraine

Currently, in order to expand the range of opportunities for creative and cognitive abilities of students, it is necessary to change the format of perception of the goal and reality as such. To do this, you can turn to the game as a format that creates an interesting and competitive environment for the student. Games are a specific space-time format with some settings within which the action takes place. By introducing a “on my own” constraint into the game, in the eyes of everyone, a neighbor, friend or colleague becomes a competitor. Of course, additional conditions of the game are required, thanks to which it will be played fairly and on an equal footing. Thus, within the established framework, for example in a limited time, the student will not only have to speed up the process of achieving the goal, but also do everything better than his opponents. The main goal of the game can be the process itself or a material or non-material "prize", the analogue of which for a student can be a high score, a subsequent proposal for the winner with further prospects or a simple encouragement in the form of praise for the work. Thus, the student is interested and motivated to play. He is ready to take risks without losing anything, thus showing initiative. The perception of the assigned task as a game is not always inherent in the student. On the contrary, students often do not notice the competitive features of their actions aimed at self-development and superiority over others. Such games are neutral in nature, and are often introduced by the teacher under a different name in order to determine not only the student's individual abilities - his advantages and disadvantages, but also the ability to adapt within certain frameworks, such as terms, topics, material, etc. Thus, it is possible to determine how strong the team is, and from which side you need to approach the issue of teaching. The perception of the task as a game makes its own adjustments to the actions and thinking of the student: he can relax, concentrate, show ingenuity and be filled with a share of excitement. The game helps students - makes it possible to view the situation from a different angle in a more favorable and even comic setting. The result can be not only a job well done, but also a certain experience with the emergence of new skills and knowledge not only for one, but for many students. This suggests that the game, as a format for the perception of reality, can contribute to a positive trend in the development of competitiveness among students.