

INCREASING THE MOTIVATION OF PRESCHOOL CHILDREN TO LEARN THROUGH INTERACTIVE GAME TECHNOLOGIES

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Annotation: This article analyzes the impact of interactive game technologies on preschool children's motivation to learn. The study examined children's participation in interactive games, the use of digital game platforms, and didactic play-based activities. The results showed that the use of game-based technologies makes the learning process more engaging, active, and effective.

Keywords: interactive game, preschool education, motivation, technology, interest.

Аннотация: В статье анализируется влияние интерактивных игровых технологий на мотивацию к обучению детей дошкольного возраста. В исследовании изучалось участие детей в интерактивных играх, использование цифровых игровых платформ и дидактические игровые занятия. Результаты показали, что использование игровых технологий делает процесс обучения более увлекательным, активным и эффективным.

Ключевые слова: интерактивная игра, дошкольное образование, мотивация, технологии, интерес.

Annotatsiya: Ushbu maqolada interaktiv o'yin texnologiyalarining maktabgacha yoshdagi bolalarning o'rganishga bo'lgan motivatsiyasiga ta'siri tahlil qilinadi. Tadqiqotda bolalarning interaktiv o'yinlarda ishtiroki, raqamli o'yin platformalaridan foydalanish va didaktik o'yinga asoslangan mashg'ulotlar o'rganildi. Natijalar shuni ko'rsatdiki, o'yinga asoslangan texnologiyalardan foydalanish o'quv jarayonini yanada qiziqarli, faol va samarali qiladi.

Kalit so'zlar: interaktiv o'yin, maktabgacha ta'lim, motivatsiya, texnologiya, qiziqish.

INTRODUCTION

In recent years, the process of using digital and interactive technologies in the preschool education system has been developing rapidly. In particular, forms of education based on game activities correspond to the natural need of children - the principle of learning through play. Therefore, the integration of interactive gaming technologies into the educational process forms a positive attitude of children towards education, increases their motivation and activates creative thinking.

The study was conducted in 3 preschool educational organizations in Tashkent. 60 children aged 5–6 were divided into experimental and control groups. In the experimental group, training was conducted based on interactive gaming technologies (smart screen games, touch boards, platforms such as “ABC Mouse” and “TinyTap”).

The following criteria were used for assessment:

1. Level of interest in learning;
2. Active participation and initiative;
3. Ability to think independently and complete tasks. Data were collected using observation, interview and pedagogical diagnostics methods.

According to the results obtained at the end of the experiment, it was observed that the motivation to learn in children in the group where interactive gaming technologies were used increased by 35–40%. The children actively participated in the activities and sought to independently master new knowledge.

On the contrary, the changes in the control group, which was engaged in traditional methods, were minimal. This proves that interactive game technologies have a direct positive effect on educational motivation.

The results show that interactive games increase children's positive attitude towards educational activities, the desire to express their own opinions, and creative activity. During the game, the child not only receives knowledge, but also develops social skills.

Also, a game approach reduces stress in children, gives a sense of success, and makes the learning process natural and exciting. An important aspect for educators is the purposeful planning of game technologies, taking into account the age and individual characteristics of the child.

CONCLUSION

In conclusion, we can say that interactive game technologies are an effective tool for increasing the motivation of preschool children to learn. They enliven the learning process, increase the child's activity, and encourage self-development. Therefore, the systematic introduction of interactive game methods in preschool educational organizations is recognized as an important factor in improving the quality of education.

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