USE OF GAME TECHNOLOGIES IN MUSIC EDUCATION

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Annotation: This article provides information of use of game technologies in music education. We are talking about the efforts of new directions pedagogical technology, teaching technology new innovative methoda and other activity technologies.Such as innovative methods of teaching in education, and its correct understanding and effective use remains the main task of teachers.

Key words: methods, game in music, innovative methods, lecture, oral methods, the problem based method.

In the traditional music education system, students were given theoretical knowledge one-way, that is, by the teacher. He was dogmatic in nature and relied more on the method of explanation and demonstration. In the educational process, the activity of the teacher takes the main place, the student was the guide of activity.In the educational process, the activity of the teacher takes the main place, the student was the guide of activity. Such an educational system is not very effective, and until now pedagogues have tried to turn the educational process into "technologicalization", that is, into a "technological process" through which the teaching process is carried out. Accordingly, new directions - pedagogical technology, teaching technology and other activity technologies have appeared.Organization and implementation of the educational process is a set of "technological processes" in a certain sequence. In the process of teaching technology, all types of educational communication are used, students' educational activities, forms (frontal, group, collective and individual) are added. We can take the use of game technology in education as one of the ways to increase the effectiveness of the teaching process.Through the use of game technology, the activity of the educational process increases, students are encouraged to learn independently, and their interest in the learning material is increased. Determining the place and importance of game technologies in the educational process depends in many ways on how the teacher's pedagogy understands the goals and tasks of games.The essence of game activity in teaching is that events, processes and conditions are embodied in students' activities as a game.Before the introduction of game technology in music education, its didactic, educational and formative goals are defined. Based on this, the methodological support and idea of game technology is determined. The technology of the game, like the training stages, is carried out in two stages.The first stage is the preparatory stage. A game plan will be drawn up. Together with the students, the game procedure-scenario is developed, ideas are exchanged about its general rules, the content of the instructions, the provision of the necessary equipment and tools, and conditions are created. Involvement of students in the preparation stage increases their interest in learning activities.The teacher starts the game with an introduction. He explains the rules of the game to the students of the group, distributes them to groups. Determines what role to play. Provides subject matter materials and guidance to breakout groups.In training, it is necessary to ensure that game technology has a

competitive nature. This creates the ground for competitive activities of game participants, activates independence and creativity in educational activities.

The second stage is to conduct the game. Tasks are performed in accordance with the assigned tasks. The teacher records the time of completing the task. during the game, only the participants should be active. Foreign students are not allowed to interfere. Only the teacher supervises the participants of the game and directs them according to the rules according to the purpose.The use of game technologies in the music education system gives the following results:

➢ to provide students with theoretical knowledge;

➢ formation of practical skills in students (learning) by replacing elements of practical activity with game-style movement elements;

➢ based on didactic principles, achieve the determination of the levels of classification of students' knowledge;

➢ to achieve the harmonization of knowledge, skills and competencies learned in accordance with the rules of the game.

From the above, it can be seen that the use of game elements in music education in lessons and training provides a great opportunity for effective education. Therefore, appropriate use of teaching technologies in music is necessary.

Selection and use of innovative methods of teaching in education.

What is the method? Today it is interpreted as follows. A predetermined or shortest way to reach a desired goal. A method is a way of knowingly chosen or followed to achieve a goal, such as teaching a subject, to solve a problem. A method is the way a teacher chooses to teach students a skill.What should be understood by method? A method is a predetermined way to achieve a set goal. That is, the quality of work methods of teachers and students, their interconnected activities aimed at solving complex tasks in the educational process. Method is a Greek word that literally means a way to something, an orderly activity in a certain sense.What is the teaching method? Educational method is a method of joint activity of the teacher and students aimed at solving the complex tasks of the educational process. Educational methodology represents a system of scientifically based methods, rules and methods of teaching a specific educational subject.Algorithmic method is a strict guide, it stipulates the rule that only such action should be taken. Therefore, it requires not only the correct solution of the issues by different people, but also the uniformity of the solution. That is, different people manage to solve the problem in the same way.The semi-algorithmic method does not require the correctness of the solution of the problem, but it ensures the same solution, because different people can solve the problem in different ways, using different consistency of mental movement.The heuristic method also requires solving the problem itself, as long as the algorithm is unknown, it should be found.Educational methods. Lecture, story, explanation, demonstration - verbal, that is, oral methods of teaching materials are considered. Usually, these methods are combined with demonstration, video, and exhibition methods. They provide students with activities aimed at acquiring, memorizing and understanding knowledge and are prepared by the teacher.A lecture is a monologue of a large amount of educational material for a relatively long time. The main task of this method is to teach. The oral method includes such methods as conversation, discussion, brainstorming, business game, and these are the methods of teaching and learning that provide students with productive activity, and give a sense of discussion and development to education. Conversation is a dialogic question-and-answer method of teaching and learning.Practical methods include working with books, laboratory

methods, and methods of performing exercises. These group methods serve to ensure that students not only acquire ready-made knowledge and retain it in memory, but also work aimed at forming the skills and abilities to perform actions according to the algorithm pattern under the direct guidance of the teacher.The method of working with the book performs all functions - teaching, educating, developing, justifying. It is performed independently by the students at home under the guidance of the teacher. Exercise is a method of education, which is the repeated execution of planned actions in order to apply the material learned in practice.The problem-based method is a method based on organizing problematic situations for students and their active cognitive activities. It consists of analyzing, evaluating and then making decisions about specific situations.It can be seen that there are different innovative methods of teaching in education, and its correct understanding and effective use remains the main task of teachers.

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