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THE USE OF GAME TECHNOLOGIES IN THE DEVELOPMENT OF THE SPATIAL IMAGINATION OF STUDENTS

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ABSTRACT

In my article “the use of Game technologies in the development of the spatial imagination of students”, it is necessary to actively use games in the development of spatial imagination in classes to increase the student's work on the lesson in drawing science, the ability to quickly think, spatial imagination through didactic games.

KEYWORDS

detail, clarity, skill, shape, surface, appearance, scheme, graphic, didactic, model, spatial thinking.

The formation of a harmonious person in all respects remains one of the pressing issues facing our society today. The current young generation is the owners of the great future of Uzbekistan, our successors who will take our work tomorrow from our hands, continue our life and bring it to the next generation. Therefore, the president of our country Shavkat Miromonovich Mirziyoyev is focusing on the upbringing of a harmonious generation, the quality of personnel, the dignity and reputation of teachers. Improving the quality level of training in Uzbekistan, creating the necessary conditions for training highly qualified specialists on the basis of international standards, establishing close cooperation relations of each higher educational institution with the world's leading educational institutions, wide introduction of advanced pedagogical technologies, educational programs and educational and methodological materials based on international educational standards, development of modern professional knowledge and creativity abilities of students, , issues of effective use of interactive methods in working with a youth audience were identified as the main tasks of qualitatively increasing and radically improving the level of higher education in accordance with the priorities of the action strategy[1] .

Spatial imagination is an important skill for any student who wants to pursue a career in Drawing, Architecture or engineering. Developing spatial thinking skills can be difficult, but with an innovative approach, students can effectively improve the three-dimensional thinking process. This article explores an innovative way to develop students ' spatial perceptions in the field of drawing, which helps them excel academically and professionally.

An innovative way to help students develop spatial imagination is to use Virtual Reality (VR). Virtual reality offers readers a unique approach to the development of spatial imagination, which allows them to interact with three-dimensional objects in virtual space and study them. Students wearing VR

[1] O‘zbekiston Reyespublikasi Prezidentining “O‘zbekiston Respublikasini yanada rivojlantirish bo‘yicha Harakatlar strategiyasi to‘g‘risida”gi Farmoni. // O‘zbekiston Respublikasi Qonun hujjatlari to‘plami. – T., 2017. – B.39.

headsets are placed in an interactive, immersive environment where they can control objects in real time, walk around structures, and interact with elements.

Through this interesting process, students can experiment with different shapes and sizes and even make mistakes when working with 3D objects. This freedom, together with a sense of immersion, encourages students to think on their own, visualize and design complex structures, and over time forms their spatial thinking skills. In addition, this approach increases the level of confidence of the student in the perception of space, which increases their overall competence in drawing.

Virtual reality is not only a practical tool for developing spatial imagination, it can also make the learning experience more interesting and exciting for students. For example, when studying the Renaissance, Students can virtually navigate the 3D copy of the Sistine Chapel and examine the details of the ceiling using the techniques Michelangelo made. Students can also visit almost any point in the world, see and explore the attractions of different cultures, which can deepen their understanding of perspective and culture.

This innovative approach has the potential to change teachers ' approaches to teaching spatial imagination in drawing, allowing students to achieve better results in a short period of time. Most importantly, it offers an interesting learning method for students, encourages active learning through research, and ultimately improves the overall quality of learning.

In conclusion, the power of virtual reality technology in the development of spatial imagination is indisputable. This innovative approach offers students a unique way of thinking and discovering three dimensions, which allows them to raise their spatial imagination to a much higher level than traditional methods. By investing in digital tools such as VR, schools help students develop skills needed to excel in Drawing, Architecture, and other related fields. The sky border for students who seek to fully exploit their potential in the world of spatial imagination with the integration of VR technology. Drawing is a type of art that requires deep knowledge of shapes, lines and space. With the help of various technologies such as digital tablets, software applications and video games, many students can improve their skills and become skilled in drawing. Game technologies such as interactive drawing games and drawing programs help develop students ' spatial perceptions. Here we will discuss how these technologies can help students develop the skills they need to excel in drawing.

Interactive drawing games are a great way to help students develop their spatial imagination. These games require students to create drawings using specific instructions and shapes, and thus encourage them to think critically about objects in space. Interactive drawing games require the student to visualize the object he is creating and then apply this image to his drawing. By practicing this over and over again, they develop a strong spatial imagination and improve their ability to transfer this imagination to the lines and shapes of their drawings.

Another way to develop spatial imagination in drawing is to apply programs of drawing programs. These programs provide students with tools to create concrete shapes and designs and give them the freedom to create complex designs that require a perfect sense of space. As students experiment with different tools and shapes, they develop their spatial imagination and strengthen their overall drawing skills. These programs also provide students with quick feedback, allowing them to improve their work and make adjustments to their designs in real-time.

In addition to interactive drawing games and software applications, video games can also be used to develop the spatial imagination of students. Games like Minecraft and Second Life allow students to build 3D worlds, develop spatial thinking, and reason in three dimensions. By playing these games,

students develop their visual-spatial abilities and translate this new knowledge into their drawings, creating more complex and complex designs.

In conclusion, it can be said that game technologies are an innovative way to develop the spatial imagination of students in the field of drawing. Interactive drawing games, drawing programs and video games are effective tools for students to develop spatial thinking skills and improve their overall drawing skills. When students practice and experiment with these technologies, they develop a clearer sense of space and are well equipped to apply this skill in their future quest. By incorporating these game technologies into the educational environment, we can help students develop the skills needed to excel in drawing and other related fields.

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