



INTERACTIVE GAMES (COGNITIVE MAP, GEX, ASSESSMENT) AS A TOOL FOR STUDYING DISEASES IN DERMATOVENEROLOGY

Kuchgarov A. A.

Andijan State Medical Institute

Problem and purpose of research. When studying the science of dermatovenerology, it is necessary to consider the processes of developing methods of education, and in this case, the use of interactive game forms increases the effectiveness of education.

The goal was to determine the specific features of the development of interactive computer games, because this process combines all topics of dermatovenerology and allows the use of interactive board instruments and unites them into a single system (grouping of diseases, working with symptoms). It allows to use such games in the audience and even remotely from mobile devices.

The use of these methods by students outside the classroom helps to evaluate the effectiveness of studies, increases motivation, strengthens the acquired knowledge and increases their interest in the science of dermatovenerology.

Methodology. Development of a specially designed interactive game (cognitive map, Hex, Assessment) during the teaching of dermatovenerology in the conditions of extracurricular activities of 4th year students by analyzing the didactic and psychological characteristics of extracurricular activities. will be implemented, and it will be possible to monitor and evaluate the pedagogical aspects of teaching through the use of mobile and computer technologies with the help of interactive games, as well as the pedagogical aspects of teaching by organizing and conducting pedagogical experiments .

Results. The opportunities and positive role of interactive games in the process of teaching dermatovenerology to students in extracurricular activities were determined. Using interactive games (cognitive map, Hex, Assessment) as a means to develop students' activities in dermatovenerology in extracurricular conditions, they improved their knowledge, the preparation of students for classroom training increased significantly, and their grades increased positively. At the same time, the evaluation of students' knowledge was facilitated by the professor. The obtained results showed that interactive games (cognitive map, Hex, Assessment) greatly helped students to make an easy and accurate diagnosis of dermatological diseases.

Summary. The results showed that the effectiveness of the game is fully determined by the degree to which it fulfills the educational goals due to the state higher education standard for ICT and information and communication technologies. Creation and use of interactive games in non-auditory classes on the science of dermatology for HE students, taking into account general didactic principles (scientific, existing, systematic, demonstrative, continuity, etc.), as well as specific didactic principles need Using the advantages of the interactive whiteboard - the flexibility and interactivity of education, the realization of the possibilities of computer visualization, the development of the intellectual potential of students will further increase the knowledge of students. It allows the patient



to be diagnosed on time, to start treatment quickly, which in turn causes the patient to recover and recover his health in a short time.