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## IMPLEMENTATION OF GAMING TECHNOLOGIES IN HOLDING MASS HOLIDAYS IN UZBEKISTAN

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**ABSTRACT:** This article discusses the Implementation of gaming technologies in holding mass holidays in Uzbekistan. In the modern world of globalization and revaluation of values, it is so necessary to preserve local culture. Realizing that computer games are taking over the minds of children and adolescents more and more, and it seems that it is impossible to reverse the process of distancing young people from traditional values games. The concept of leisure creativity has become widespread. The very concept - creativity, occupies the minds of many researchers.

**KEYWORDS:** Transferring experience, traditions, forms, methods, spiritual formation, cultural formation, persuasion, explanation, approval, encouragement; stimulation, punishment, legends, fairy tales, songs, fun, counting rhymes, riddles, proverbs, sayings.

### INTRODUCTION

Every game has its own laws: the smaller the game actions, the deeper the content of the game itself, its meaning, goal and objectives and the system of relations between the activities of adults; the more the game actions are developed, the more vividly the concrete subject content is reflected in the game. each game has a division into structure and roles. If the chosen role indicates a certain social position, which is reflected through play activities and simulates relationships in society, then the structure determines dynamism, communication and the possibility of influencing the personality.

Mikhailenko N. Y, highlighted the genetic stages of the formation of a role in a child's game, which can be transferred to a different audience:

- “- reproduction of individual game actions given by the plot and combining them with a common name (“feed the doll”);
- reproduction of a number of game actions with the name of the person whose actions are being reproduced (the beginning of the selection of the “other”);
- reproduction of the relationship between two or more actors (implementation of relations of management and subordination)” [1; P.102].

The main findings and results

“The playing role is inextricably linked with the rule, in a generalized form representing the scenario, sequence and means of its implementation. In foreign psychology, the dominant point of view is that play is an activity free from restrictions and prohibitions” [4].

In the life of many peoples, including in the life of the peoples of Uzbekistan, the game was an elementary system of education, a social and spiritual means of personality development, in which there is a rich arsenal for transferring experience, traditions, forms, methods, spiritual and cultural formation of a personality. And just like in the whole world, the phenomenon of play refers us to the origins of its origin, to children’s games.

“Some of the children’s games that have survived to this day, such as Buri wa Chopon, prove a real, life and eventful origin. For the most part, this origin contains ritual and elementary ritual, mythologically imaginary and various cult traces of antiquity” [2; P.15].

The means of education, the most effective in terms of their content potential, in our republic were: legends, fairy tales, songs, fun, counting rhymes, riddles, proverbs, sayings).

During the game, parents, older children, street and neighborhood communities acted as people’s educators.

During the game, the most effective methods of education are the following: example; persuasion, explanation, approval, encouragement; stimulation, punishment.

Factors contributing to the effectiveness of education in the course of play activities are: folk customs and traditions, religion; art, nature, labor, patriotism, moral and ethical component.

During mass holidays (youth, national, religious, patriotic) game elements play a very important role, decorating the holiday itself, making it more meaningful and memorable, bearing the intellectual and spiritual component of the process of personality education.

In Uzbekistan, each age group has its own specific functions of the game: preparation for life (imitative games – “ov-ovs” - hunting, “kuvishmochak” - games of catch-up); development of human talents (“ok terakmi - kok terak” - a kind of games - round dances); development of the necessary physical and intellectual qualities (“urish-urish” - a patriotic game of war games, “uy-uy” - in houses, “khola – khola” - aunts, “chillik” - playing with sticks; - the formation of collective qualities (“podachi” - shepherd hockey, “bayrak ketdi” - stole the banner).

In Uzbekistan, much attention has always been paid to “intellect: - ingenuity, ingenuity, cleverness. Teachers and parents considered it necessary to develop the child in this vein, to be able to feel the situation, make the right decision, enter the situation, i. e. be on top. This was part of the child’s mental upbringing, which was carried out in the course of “argument” - a poetic and song improvisational competition, “discussion” - an exchange of opinions, an intellectual dispute, “frequency” - the addition of poetic riddles and their guessing. In the modern world of globalization and revaluation of values, it is so necessary to preserve local culture. Realizing that computer games are taking over the minds of children and adolescents more and more, and it seems that it is impossible to reverse the process of distancing young people from traditional values games. The concept of leisure creativity has become widespread. The very concept - creativity, occupies the minds of many researchers. However, one of the most accurate in the definition was John Kao, a Stanford professor: “Creativity is a holistic process of generating ideas, developing them and transforming them into values. It means at the same time the art of generating new ideas and the science of honing these ideas to the stage of embodiment in value” [3; P. 201].

### CONCLUSION

The distinctive Uzbek culture is the quintessence of the cultures of Central Asia, but at the same time, each region of Uzbekistan has its own unique shades. This is especially evident in the national holiday culture. The need for mass festive amateur performances is characteristic of our days. It is caused to a certain extent by the growth of the mass media, especially television,

which sometimes replaces the individual's independent activity with the contemplation of the spectacle, develops the "alienation" of the individual, leaving unsatisfied the craving for broad communication, inherent in man, especially modern.

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