

PREPARATION AND EMPLEMENTATION OF AN EDUCATIONAL BUSINESS GAME IN CLASSES

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ABSTRACT

Games and simulations can be a fun way for school kids to learn about what it's like to work in business before they have to do it for real. If you want your students to learn about entrepreneurship, basic money skills, or even more abstract economics, you can find a game for that. You might want something that can be used in a large group of students' classrooms, or you might want a game that students can use on their own, or you might want an all-in training program with outside coaching.

Key words: games, business games, board games, game-based

INTRODUCTION

Since our ability to learn depends on how we feel, we learn best when we are in a good mood. Games can help students open their minds to "best learning moments," which are good times to learn. Students can reach this positive state of mind when they are curious, interested, engaged, or happy and also have optimism, confidence, and calmness. By simulating management practises across the enterprise in ever more complex and likely real-life situations, a business game gives learners the chance to improve their decision-making skills and boost their confidence in risky and uncertain situations. In short, the business game's strength comes from the way it combines serious and fun training elements with business theory and practise related to strategic and operational management. There are many ways to use business games. In fact, they can be used in many different ways and for many different reasons. Business games have been used in universities and business schools since the late 1950s. They are seen as a valid and innovative way to train students because they can grab their attention and get them to learn by doing. However, they are not only used in academic settings. In traditional ways of teaching, the teacher gives long lectures to pass on information to the students. This method isn't enough to prepare students to face and understand the ambiguities and uncertainties of the real working world, while business game-based teaching models with learning by acting and doing (active learning) put the student at the centre of the learning process.

METHOD

Board games are fun for almost every kid. As adults who work together, team-building board games can help employees work together and trust each other. Team building means teaching employees how to work together on projects, deal with differences at work, and talk to each other well. This can be done in a fun way with the right kind of board games. Several game companies make games for the business world and for building teams, which is something that managers do every day. The game for building teamwork is a set of question cards that employees have to answer in order to move around the game board [2]. The topics of the questions range from funny to serious to deep. If the question is serious, the worker may have to tell the group how he really feels about how the team makes decisions. Questions that are meant to be funny might ask employees what they find hardest to do when working on team projects.

Make Your Own: Those in charge of team building can make their own games based on classic ones or come up with something completely new. One way to get people to work together is to give each team poster board, markers, and any other supplies they need to make a fun board game for their organisation in the time allotted. To make the game and then play it together, you need to communicate and work as a team. A small prize, like candy or office supplies, might go to the team with the best game. You can tell how well students understand by how they answer questions on worksheets and talk about them. Remember that students may give different answers, and there may not be only one right answer. The most important thing is that students have good reasons for the answers they give.

RESULTS

With the help of a business game, you can most easily and accurately copy the way people talk in a foreign language. In a business game, for example, the best way for people to learn is by working alone, with a partner, or in a group. A foreign language lesson must include a business game as one of its building blocks. In order for business games to be as effective as possible, their organisation has to meet a number of methodological requirements. The first thing is that the game needs to meet the learning goals. The teacher should know what he wants to teach the students in a certain lesson and what can be done with this game [1]. The second requirement is that the game should be as close as possible to how the people who play it will have to work or talk to each other in real life. Realistically, the game should be based on common situations, but it should also be something new for the players, like a problem that needs to be solved. The third requirement is that the people playing the game be mentally and emotionally ready for it and that an atmosphere of non-need and search be made. There needs to be a clear plan for getting ready for the game and qualified control. The point of the next requirement is that the content of the game should match the level of skill of the people playing

it. The more they don't know and haven't done, the easier the games should be. But if the game is too easy, it doesn't get the people playing it to do anything.

CONCLUSION

Business English games help students learn how to recognise, remember, and understand words. They also help with fluency, grammar, and vocabulary. Your students will enjoy your lessons and come back for more if they are fully involved in a game, feel good emotions while playing it, and have the best learning moments. Again, consider business games as a unique experience to enrich yourself. Use them as a chance to think about yourself and figure out your strengths and weaknesses. When you find something you're not good at, watch how other people do it. Business Games are large rooms where you can work on your soft skills. Get out of your comfort zone and compete to the fullest. Don't worry about failing. This is the best time to make mistakes and learn from them.

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