

PEDAGOGICAL TECHNOLOGY OF THE BUSINESS SIMULATION GAME IN TEACHING IT-DISCIPLINES IN ENGLISH

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The work considers the subject matter for application of modern pedagogical technologies to improve the quality of teaching IT disciplines in a technical higher educational institution.

The active development of Information Technologies and systems stipulated the necessity for the new approaches to the training of specialists. The relevance for the training of modern IT-specialties graduates to the modern labor market needs is determined by their ability to adapt to new conditions, the ability to work with large volumes of information, and creative proactivity. The development of these personality traits is possible using modern pedagogical technologies, one of which is a business simulation game.

Pedagogical technology is a systematic and consistent implementation of a pre-designed learning process into practice [1, p. 120].

A business simulation game is a means of developing creative professional thinking, during which a person learns to analyze specific situations and solve new for this person professional issues [2].

Initially, business simulation games were used to train managers and executives, but also showed positive results in teaching of many other university disciplines.

In the study of IT-disciplines, business simulation games also have significant potential, since they allow:

- to try on various professional roles of the IT team;
- to show knowledge, skills and abilities at various stages of Software Development and presentation of an IT product;
- to simulate various professional situations that await future specialists in their future work.

Additionally, business simulation games, which are held as part of the study of disciplines in English, give opportunity to improve speaking skills and expand vocabulary. They help to develop a culture of speech and to form skills to correctly defend their interests and beliefs in English.

Thus, the use of business simulation games in the study of disciplines of IT specialties in English can improve the quality of educational, language and practical training and give students a real idea of future professional activities.

References:

1. Ortinsky V.L. Pedagogics of Higher School. – K.: Center of Educational Literature, 2009. – 472 p.

2. Buryanova V.V. Educational game as a means for developing the creative potential of a future specialist. / V.V. Buryanova // Organization and methodological support of the educational process: Scientific materials of the All-Ukrainian Scientific-Methodological Internet Conference. - Access mode: http://college.nuph.edu.ua/wp-content/uploads/2017/04/St_2_Burianova.pdf 3