

## **GAME AS A MEANS OF FORMATION AND DEVELOPMENT OF PROFESSIONAL COMPETENCE OF FUTURE TEACHERS OF VOCATIONAL EDUCATION**

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### **ABSTRACT**

The article discusses the main directions of organizing and conducting the educational process of a higher educational institution in the role play format. The generalized experience of applying gaming technologies for the formation and development of professional competence of a future teacher of vocational education is presented.

**Keywords:** Game technologies, game, game forms of classes, game techniques, professional competence.