

GAME TECHNOLOGY AS THE MEASUREMENT OF PROFESSIONAL COMPETITION FOR TEACHERS OF PROFESSIONAL EDUCATION

Khodjabaev Anarbay Rustamovich

doctor of pedagogical sciences, professor
Tashkent State Technical University, Tashkent

&

Daminov Oybek Olimovich

Associate Professor
Tashkent State Technical University, Tashkent

ABSTRACT

The article describes the content of professional competence, its structure, and opportunities for learning disciplines as a result of the preparation of future vocational education teachers in higher education institutions to use gaming technology as one of the modern educational technologies.

Keywords: Vocational training, vocational training, competence, professional competence, game technology.