

ENTERTAINING AS A MEANS OF PSYCHOLOGICAL AND PEDAGOGICAL IMPACT IN THE PROCESS OF FORMATION OF ICT COMPETENCIES

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ABSTRACT

This article discusses various didactic tools developed by the author to enhance the cognitive activity of students in the process of information preparation based on role-based information modeling. One of such means is entertaining, humor. Describing humor as a pedagogical tool, we single out and describe in this chapter of the dissertation the following functions of humor: emotional, informational, educational, diagnostic and motivational. Here are information models of comic tasks, the implementation of which in a spreadsheet processor environment requires a deep understanding of many of its capabilities. The desire to use humor in professional activities may be due to various reasons, but in any case, this pedagogical tool should contribute to the positive solution of pedagogical problems.

Keywords: Didactic, games, humor, functions, professional activities, pedagogical, means.