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THE POTENTIAL OF THE APPLICATION OF GAME TECHNOLOGIES FOR THE DEVELOPMENT OF COMMUNICATION SKILLS AS COMPONENT SOFT SKILLS OF PRIMARY SCHOOL LEARNERS

Communication skills as a component of Soft Skills are a key element for success in any sphere of life. The importance of these skills cannot be overstated, as they not only help in communicating with other people, but also contribute to success in all aspects of life - work, personal life, relationships with friends and family. Therefore, the formation of communication skills of primary school learners is a topical topic in pedagogical science.

One of the effective methods of forming students' communication skills is the usage of game learning technologies that help not only to make the learning process more interesting for learners, but also to achieve quick and high-quality formation of the skills necessary for schoolchildren.

Game learning technologies are the usage of game elements and methods in the learning process in order to ensure more effective learning. The usage of game technologies allows creating an educational situation that ensures interaction and active participation of learners, and also provides motivation for learning. Game technologies can include visual elements, sound effects, storylines, tasks, and challenges that require solving specific problems or tasks [1].

One of the main advantages of using game technologies is that they allow students to develop and learn in a relaxed and pleasant environment, actively collaborate and exchange information, which helps to form communication skills and increase the overall level of communication efficiency.

These teaching methods contribute to the development of emotional intelligence, which is an integral part of the communicative competence and soft skills of learners as a whole. Learners have the opportunity to learn to distinguish between different emotions, master the ability to manage their emotions, show them and develop empathy.

During the period of adaptation of primary school learners to school, the educational process and the new team, the usage of game technology can reduce the level of stress in children and facilitate the integration of a learner into a new environment for him.

Another advantage of using educational games is their interactive nature. Games allow learners to interact with the material and receive an immediate result of their actions, which allows for more effective assimilation of knowledge and skills. In addition, through games, learners can explore different situations and learn to solve problems, which helps to develop their creativity and critical thinking.

In addition, game technologies enable learners to effectively work on the development of speech culture skills and the ability to constructively cooperate with other people. The game context allows learners to experiment with language and ways of interacting with other people, as well as to improve speaking skills according to common goals and objectives [3].

Research shows that the usage of game technologies helps to increase the motivation to study and improve the psychological well-being of learners. Learners are more interested and enthusiastic about the educational process and the formation of their own personality as an active member of the team [2].

Gaming technology can also help learners develop social skills that are essential for effective communication. The game can be used to develop skills of communication, listening, empathy, active cooperation and tolerance. Learners participating in the game learn to work in a team, share roles, resolve conflicts and solve problems together, which helps develop their social skills.

In addition, it is important to remember that the development of communication skills in children is a multifaceted process that requires an individual approach and attention to the needs of each child. Therefore, it is no less important that game technologies can help teachers teach the material more effectively and provide an individual approach to each learner. Educational games can be developed taking into account different learning styles and individual needs of learners. Teachers can use games to assess the level of mastery of the material by each learner and adapt the educational process to the needs of each learner individually. And it is in the process of playing that each learner has the opportunity to show himself as an individual personality and as an active member of society [1].

Therefore, the usage of game technologies for the formation of communication skills as a component of Soft Skills of primary school learners has significant potential. Given the fact that communication skills are an important component of Soft Skills, teachers should actively use these technologies in their work. It can help increase motivation to study, improve the quality of the educational process, develop social and communicative competence of learners, and ensure an individualized approach to each learner. At the same time, it is necessary to take into account the age characteristics of children and use games with various tasks that will promote the development of various aspects of communication.

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