

GAMES AS A METHOD OF LEARNING

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The simulator genre, based on the name, simulates certain aspects of the game, which are referenced by the real world. Simulation of aspects, bringing mechanics to the level of realism, all for the sake of maximum approximation to our real world. This approach of the developers to their product allows you to use games as a tool for training various professions. It is possible to learn in different ways, it can be the usual listening to lectures, watching video lessons, reading materials. But there is an opportunity to play games that simulate the necessary processes and to gain knowledge from playing the game, this should increase interest in classes.

The purpose of this work is to talk about games as a way of learning, simulation of various processes and the use of games for learning in different professions.

Simulator games simulate aspects of a real prototype. A full prototype game mechanic simulation can reproduce the exact process of the prototype, which can be used as a training model. Interactivity, management of all ongoing processes should increase interest in learning, they can replace traditional methods.

The authors reviewed and analyzed the games Microsoft Flight Simulator, Arma 3, Squad, Joy of Programming, and Car Mechanic Simulator 2021. Analyzed interviews of Ukrainian military personnel on the processing of combat skills on the Squad and Arma 3 platforms.

Using games can change learning. Understanding the mechanics of a game that simulates a real prototype gives knowledge from its field in the PtP - Play to Learn mode. Increasing curiosity, interactivity in interaction with the game world – prototype, simulation of mechanics – prototypes should create a pleasant learning process.