THE IMPORTANCE OF QUEST TECHNOLOGY AND ITS APPLICATION IN EDUCATION

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Annotation. This article discusses Quest technology, its features, types, and application in education, not only to educate the learner, but also to have a positive impact on the development of creative and analytical thinking skills.

Keywords: interactive method, innovation, quest technology, web quest, line quest, attack quest, loop quest.

"He who possesses knowledge possesses the world."

 Nathan Rothschil.

Within the new educational paradigm of learning systems and activities, the holistic development of students 'personalities, their ability to reflect and be independent in decision-making are paramount. In this context, curiosity is a powerful tool for activating the learning process, and the use of new innovative educational technologies in education remains an important tool. Today, quest technology is gaining popularity among innovations in the organization of the educational process. The technology of the educational quest is aimed at solving various educational problems, defining non-standard search and research tasks and using various resources and tools to implement them. A game quest is usually an adventure game where you have to control the protagonist and achieve a goal on the plot, solve different puzzles at the same time and use any hints if necessary.

The main task set out in the State Education Standard based on the Competency Approach No. 187 of April 6, 2017 adopted by the Cabinet of Ministers is to develop the ability of students to apply the acquired knowledge, skills and abilities in daily life. Therefore, one of the most

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important tasks for any educator is to design and plan lessons based on interactive methods that connect theoretical knowledge with everyday life.

Teachers should focus on the methods and techniques they choose when designing a lesson to motivate students to look forward to the next lesson and to innovate to solve the problem. The lesson plan should be based on specific results in the form of a specific product. One such technology is the use of Quest technology, which plays an important role in improving the quality of education.

Quest technology is a game technology that uses computer technology to solve a step-by-step problem.

Quest technology, which includes a set of tasks - provides a step-by-step solution to the task, each solved task gives the player a bonus or points, as well as the opportunity to complete the next task.

The quest process can be done in a single player or in a multiplayer game, over a shared network. Thus, quest technology is a unique form of teacher-student interaction aimed at developing the ability to solve scientific and learning tasks through the implementation of a specific problem.

Quest technology not only expands students' knowledge, but also allows them to actively apply their knowledge and skills.

Unlike the standard solution of a learning task in a lesson, quests should be interactive because you have an idea that offers players the solutions they need to further develop and allows them to respond in the form of planning or adjusting learning activities. -You need to have feedback.

Quest technologies have a number of features in the educational process:

- educational problems are solved through games and search activities;

- In the process of research, the child is free and independent in his actions, because he is supported by peers or teachers;

- educational activities are organized in the form of knowledge, exploration or creative play;

  - The group creates a creative environment.

There are currently two options for setting up quest technology.

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- The group creates a creative environment.

➢ There are currently two options for setting up quest technology.

☐ Create posters, presentations or stories on a given topic;

☐ development of plans or projects in accordance with the established conditions;

☐ Modification, generalization and finalization of the received information;

☐ various creative works (plays, poems, songs, drawings, etc.);

☐ Search and organize information on a given topic or problem;

☐ Puzzles, stories, detective and more.

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- educational activities are organized in the form of knowledge, research or creative play; can be individual and group (team).

In short, the relevance of using quests today is clear. The formation of a new generation requires the use of active technologies in education. Quest technology is a great opportunity to gain new knowledge and experience. Quest technology allows students to create an active, creative, and emotionally positive environment throughout the classroom through small discussions in analyzing and resolving problem situations in the learning process. At the same time, it creates the conditions for students to organize their own team activities.

Thus, the essence of the quest is, as a rule, a specific goal that can be achieved by performing a series of tasks. Each task is the key to the next point and the next task. And the tasks can be very different. Surprisingly, quests can be conducted in classrooms and open areas, that is, in almost any environment. This requires a great deal of preparation on the part of the teacher. The teacher is required to be prepared for the questions to be solved in each task, to carefully develop the stages of quest game technology.

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