

USE OF COMPUTER GAMES ON PRACTICAL SESSIONS WITH ELECTRICAL TRAINING DISCIPLINES FOR ELECTRICITY.

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This article deals with the role of ICT in teaching electrical engineering courses, computer use in the classroom teaching games for students to learn reasoning and enhance teaching and learning activities in them. The use of information and communication technologies and their positive impact on strengthening teaching and learning of students in higher educational institutions of I-II accreditation levels. Analysis of specialized literature on possible research on the subject and conclusions regarding the effectiveness and feasibility of the implementation of this methodology in the learning process. Considered and the method of creation and didactic games, singled out the basic requirements for their creation. Notion Computer didactic games. Deals with the effect of using such games during the practical training in teaching the subject "Installation of electrical equipment and control systems." The necessity of implementing this technique and during other sessions.