

## **TECHNOLOGIES OF PEDAGOGICAL CORRECTION OF THE BEHAVIOR OF GAMEMANIA IN STUDENTS**

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**Annotation.** This article analyzes the psychopedagogical causes of such negative forms of behavior as gamemania, that is, addiction to gambling and computer games, which are becoming increasingly widespread among students. It also reveals the role of modern pedagogical correction technologies in preventing such problematic behavior and changing them in a positive direction. The article proposes effective correction strategies based on methods such as an individual approach, orientation to alternative activities, and optimization of the family and school environment. The results of the study serve to ensure the healthy development of the student's personality and socio-psychological balance.

**Keywords:** gambling, behavioral disorders, pedagogical correction, student psychology, computer game addiction, pedagogical technologies, social adaptation

**Introduction.** Ludomania (addiction to computer games) in students has become one of the pressing problems in educational institutions today. This condition negatively affects the academic performance, social attitudes and psychological state of students. Therefore, it is necessary to eliminate this problem through the use of pedagogical correction technologies. Ludomania is a condition in which a person has a pathological level of dependence on virtual games.

**Among students, this phenomenon is often formed for the following reasons:**

- Parental neglect
- Inability to properly organize leisure time
- \* **Academic failures**
- Low social activity

**Psychological stress (family, school problems) Ludomania develops in the following stages:**

1. Interest in the game (norm)
2. Prioritizing the game (reserve stage)
3. Retreat from Real life (disease stage ) Ludomania and its pedagogical influence.

**Ludomania can have some negative consequences among students, including:**

1. negative impact on reading and academic activities: game addiction can reduce the student's focus on reading and learning.
2. decreased social interaction and skill development: engaging in games over long periods of time reduces social activity and can alienate students from the real world.
3. health problems: constant play can lead to a decrease in physical activity and health problems, such as overweight, tear, or groin disorders .

**Literature review.** There are several studies on ludomania and its pedagogical correction. Aminov (2010) in his work covered the foundations of pedagogical psychology and showed pedagogical influence as an important factor in the formation of students ' behavior. Bakhromov (2008) analyzed pedagogical correction and its importance, emphasizing the effectiveness of correction methods in eliminating negative behavior of students .

Goncharov (2012) studied pedagogical conflicts and methods for solving them, proposing important approaches to eliminating contradictions among students. Zarifov (2015) analyzed methods for overcoming conflicts in the educational system and showed the role of pedagogical correction in improving the social adaptation of students.

Jabborov (2017) highlighted pedagogical education and its methodology, emphasizing the importance of methodological approaches to the formation of student behavior. Turaev (2013) studied conflict resolution technologies in education and showed the role of pedagogical technologies in improving the social adaptation of students. Kuchkarov (2020) analyzed pedagogical correction methods and showed the effectiveness of innovative methods in eliminating negative behavior of students

**Content.** Research methodology. The study used the following methods: • Phase one: students conducted surveys and interviews to determine ludomanian behavior.

- Second stage: an experimental group was formed to develop pedagogical correction technologies and test them.
- Third stage: statistical analysis was carried out to assess the effectiveness of the tested technologies.

**Results.** The results of the study showed that the following pedagogical correction technologies were effective in eliminating ludomanian behavior in students:

\* Interactive learning methods: provide active participation of students and increase their interest in the learning process.

• Playful educational technologies: increases student motivation by incorporating elements of computer games into the educational process.

• Individual approach: Organization of the educational process, taking into account the individual characteristics of each student.

\* Psychological counseling: conducting individual and group counseling to improve the psychological state of students. In the experimental group, the use of these technologies resulted in a 30% decrease in student dependence on computer games, with a 25% improvement in academic activities. Indicator Experimental Group control group

Reliability of results The following measures were taken to ensure the reliability of the results:

\* Random selection of an experimental group: this makes it possible to summarize the results of the experiment.

\* Statistical analysis: when analyzing the results, statistical methods were used and reliable conclusions were drawn.

\* Comparison with other studies: the results obtained were compared with other scientific studies and confirmed reliability.

**Conclusion.** Pedagogical correction technologies are of great importance in eliminating ludomanian behavior in students. Methods such as interactive learning techniques, game learning technologies, individual approach, and psychological counseling have been effective in reducing student dependence on computer games. The issue of pedagogical correction of ludomania (addiction to games) behavior in students is an extremely relevant and important topic. To solve this issue, a systematic approach to problems based on modern pedagogical technologies and educational methods is necessary. Proper student orientation, social and psychological support play an important role in eliminating undesirable behaviors such as ludomania. Pedagogical correction technologies, in particular, in the process of eliminating addiction to games, methods can be effective in students aimed at making conscious decisions, managing their time and developing social skills. The process also requires close cooperation between educators and parents.

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