



CURRICULUM CONTENT AND COST OF "CYBERSPORT" TYPE IN SPORTS EDUCATION INSTITUTIONS

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Annotation: The content of the subjects in the curriculum of the "Cybersport" type in sports schools, Olympic reserve specialized children's and youth sports schools, republican youth sports schools of higher skill is highlighted.

Keywords : modern information technologies, computer games, cybersport, computer programs.

Relevance and necessity of the topic. Each era has its own development factor, need, demand and vital principles, and great attention is being paid to their formation and development, to give a special content and essence, and to attract young people to mass sports. To ensure the effective use of all opportunities to increase the interest of young people in sports, to promote the importance of sports in human and family life, as the basis of physical and spiritual health, to protect young people entering life with high hopes from harmful habits, to help them realize their abilities and talents. creation of necessary conditions, selection of talented athletes and improvement of targeted training system have become priority tasks of state policy [2.3.8,9].

Of the President of the Republic of Uzbekistan dated November 16, 2022 "On additional measures for the further development and popularization of e-sports" No. PQ-423, e-sports is officially recognized as a separate sport [1].

Sports schools, Olympic reserve specialized children's and youth sports schools, development of the curriculum for cyber sports in the Republic's junior sports schools, methodological rules aimed at applying pedagogical technologies based on ICT tools to the educational process in the educational system in the field of sports, modern training system for specialists in cyber sports The development of specific programs that reflect the characteristics of the use of information and communication technologies, including taking into account the characteristics of cyber sports, is one of the urgent problems. [6,7.8].

The purpose of the work is Identifying current problems in learning to use and apply the possibilities of modern information and communication technologies in solving professional problems in the field of cyber sports in sports schools, specialized children's and youth sports schools of Olympic reserves, republican junior sports schools of higher skill .

Research methods - analysis and generalization of available scientific and methodical literature, regulatory documents, pedagogical observation, conducting questionnaires and interviews among leading experts in the field, study and generalization of best practices.

Results and discussion of the research . Each era has its own development factor, need, demand and vital principles, and great attention is being paid to their formation and development, to give a special content and essence, and to attract young people to mass sports. To ensure the effective use of all opportunities to increase the interest of young people in sports, to promote the importance of sports in human and family life, as the basis of physical and spiritual health, to protect young people entering life

with high hopes from harmful habits, to help them realize their abilities and talents. creation of necessary conditions, selection of talented athletes and improvement of targeted training system, the important importance of cyber sports in human and family life, its physical and It is important and urgent tasks to promote that it is the basis of spiritual health, to protect young people entering life with high hopes from harmful habits, to create the necessary conditions for them to realize their abilities and talents, to select talented cyber-athletes from among them, and to improve the targeted training system is standing.

in sports schools, sports schools for children and teenagers specialized in Olympic reserves, and schools of advanced sports skills of the Republic of teenagers, the following were determined as the main directions of the development of e-sports today. :

- introducing a system of training and retraining of professional athletes (cyberathletes) and trainers, qualified referees and commentators and other specialists in cyber sports;
- organization of republican and international championships and tournaments in cyber sports, as well as worthy participation in prestigious international and regional competitions;
- development and publication of scientific and educational manuals and literature on cyber sports;
- further development and expansion of e-sports infrastructure, promotion of direct investment in the field;
- the tasks of forming a positive public opinion about cyber sports, carrying out extensive propaganda work in mass media and social networks are defined.

Currently, a number of works are being carried out in our country to popularize, develop and introduce cyber sports, especially the ideas of bravery, patriotism, to the world, and to turn this game into a universal masterpiece.

Nowadays, many sports events and competitions are held in New Uzbekistan. Decisions made by our government have created the need to organize many sports events and competitions.

sports schools, specialized children's and youth sports schools of Olympic reserves, republican junior sports schools of higher skill , first of all, the use of ICT is connected and integrated with other disciplines, and secondly, the analysis of athlete's actions using modern information and communication technologies attention was paid to the tasks and areas of professional activity that have a significant impact on the role in the field of sports education, the quality and efficiency of the system's activity. In doing so, it was taken into account the need for practitioners to feel the advantages of modern information and communication technologies and to master the methods of their use. Based on this, the main tasks of teaching the following were defined in the training program: formation of cyber sports participants with basic knowledge about computer games, skills and abilities in developing a game strategy, gaining experience from participation in cyber sports competitions; to provide the basic knowledge necessary for the training of highly qualified athletes in e-sports competitions; aimed at improving knowledge, skills and abilities in teaching individual and team game strategies in various computer games to e-sports players .

Based on the above tasks, the training program "Kbiresport". It is considered appropriate that the content should cover the following topics:

I. Introduction. Information society.

Theoretical part. Important stages in the development of computer technology. The role of information in modern society. Information society - new stages of modern development. Issues of further development and popularization of cyber sports in Uzbekistan. Cybersport is a sport in the information society. Legal basis of cyber sports in Uzbekistan.

The history and development trends of computer games.

Theoretical part. The first stage. ADSAC and PDP in games for TV, PC. The second stage. Arcade machines and game consoles. The third stage. Games for the first personal computers. The fourth stage. Games through the Internet. The fifth stage. Modern computer games.

The history of the development of computer sports.

Theoretical part. History of eSports. Cybersport is the first stage of the development of sports. Cybersport is the second stage in the history of sports. The third stage in the history of eSports. The fourth stage in the history of eSports. The fifth stage in the history of eSports. The modern stage of the history of e-sports. The role of computer sports (cybesport) in the international and Uzbek sports movement system. International Olympic Movement. Computer sports in sports activities in the world and Uzbekistan.

Safe ways to work with a personal computer.

Theoretical part: Computer workplace organization and technical safety rules (distance from the eye to the monitor, lighting, etc.). Internet security rules. Threats, personal safety rules. Computer viruses. Computer viruses and their protection. Antivirus programs. Installing and updating antivirus programs. Passwords. Password properties. Ways to choose strong and complex passwords.

Information security in cybersport

Theoretical part: Risks and risk assessment methods, identification, authentication and authorization, data and information recovery and stability, network attacks, web attacks, software attacks, malware, cybercrime, cyberlaw and cyberethics. The human factor in cyber security. Safety of human activities. Data backup technologies and methods

Cybersport culture

Theoretical part: Formation of a healthy sports culture of young people engaged in e-sports. Illegal and antisocial behavior (taking drugs, accessing prohibited websites, skipping school, cyber threats, cyber attacks, etc.).

II . Theoretical preparation

Types of computer games. Requirements for gaming PC devices.

Theoretical part. The main classifications of computer games and the possibilities of their use in the development of human abilities. Using computer games as educational programs. Using computer game programs as a tool in learning a foreign language. System requirements for PC gaming devices. Special equipment for 3D graphics.

Requirements for computers in the development of new games, i.e. "virtual reality" system, team games, local and Internet games, video games . Installing new devices that match your computer's configuration.

Selection and configuration of computer equipment and accessories for eSports.

Theoretical part. Computer devices and accessories for e-sports. Their technical classification and characteristics. Installation methods and techniques. VR device. Recommendations for using VR devices. Set the graphics and sound settings of the VR device. Computer programs for voice communication on the Internet. Discord principles of operation, settings and features of use. Configuring TeamSpeak, selecting a server and connecting to it. Getting to know game services on the Internet. Gaming platform options. Installing, configuring and using Battle.net and Steam.

Practical part. Working with Internet resources on a computer and creating an account, installing and configuring programs for voice communication, adjusting and calibrating game accessories.

Practical part. CS: GO. Minimum software and hardware requirements for operation. Software installation and configuration. Basics of the game. Preparation stage. Mashing the main individual skills in the CS:GO discipline. In game leader - practicing team communication and strategy skills. Practicing basic team skills in CS:GO. The start of the game. Basic study of locations. Workshop, goods, trading floor.

Practical part. Dota 2. Minimum software and hardware to run. Software installation and configuration. Basics of the game. Beginner's Brief Dictionary. Preparation stage. Practice individual skills by discipline. Practice teamwork skills in the game. Basic study of locations. Exercise to increase the reaction. Workshop, goods, trading floor.

Practical part. Pubg Mobile. Minimum software and hardware requirements for operation . Software installation and configuration. Basics of the game. Beginner's Brief Dictionary. Preparation stage. Practice individual skills by discipline. Practice teamwork skills in the game. The start of the game. Initial study of locations and landing sites. Exercise to increase the reaction.

Practical part. PES. Environment selection. Minimum software and hardware requirements for operation. Software installation and configuration. Personalize the club. Types of games. Practice team game skills. Types of goals.

Practical part. FIFA. The basics of the FIFA game. Clubs and players. Types of league games. Practicing communication skills in a team. Corner and penalty goals/

The main directions of team competitions in cybersport

Theoretical part: The importance of conducting eSports competitions. Planning and preparation. Determination of the form of competition. The main directions of team competitions in e-sports. Selection

of games and categories. The player's role in the team. Basic rules of eSports competitions. Multiplayer games and VR chats. The main rules for organizing and conducting team competitions in e-sports. Requirements for e-sports competition participants. Active and current championships in various areas of eSports.

Practical part: watching e-sports videos from various sources on the Internet and playing computer games.

Esports routes and arena.

Theoretical part: Preparation of playgrounds and equipment. Compilation of the competition schedule. Conducting competitions. Organization of announcements and advertising events. Planning the opening and closing ceremonies of competitions. Placement of teams and participants on playing fields. Ensuring safety and order during the competition .

Practical part: Game practice.

The main competitive game lines in eSports.

Theoretical part. The main principles of team competitions in cybersport game. The main game directions of cybersport. Familiarity with Doto 2 or League of Legends. The task of players in cybersport team game directions.

Practical part. Game practice

III. About eSports

Theoretical part: General information: simulators, competitive puzzles, (Hearthstone), (at the choice of the trainer). Their characteristics and directions.

Practical part. Game practice

Choosing a team for eSports competitions

Theoretical part: Students are determined by the direction they will study for the next 6 months. Changing the composition of groups of employees according to the selected direction.

Practical part. Battle arena game practice to decide between Dota 2 or League of Legend.

IV. Special preparation

Review eSports Rules and Competitions.

Theoretical part: eSports rules. Additional software used in eSports. Features to play individually or as a team.

Practical part: Game practice individually or organized as a team. View and discuss professional games.

Theoretical part: Team strategy and tactics used by professional players in competitive championships. Features of their implementation in different moments of the game . Changing the team's strategy depending on the opponent's strategy.

Practical part: game practice, team game practice, development of team strategy and tactics.

V. Technical and tactical training

Playing as a team and sharing roles

Theoretical part: Team game strategy and tactics. Features of the role in the team at different moments of the game. Features of playing different roles and different tactics in a team game.

Practical part: Team game practice.

Practice team strategy and tactics.

Theoretical part: Team strategy and tactics when playing in a team. Characteristics of the implementation of his role in the team at different moments of the game. Tactics used in the game for each role in the team, tactics to prevent the opponent from understanding their role in the team, tactics to help the opponent realize their role in the team.

Practical part: Game practice, team game practice, practice of team strategy and tactics.

VI. Competition preparation.

Game practice and preparation of team groups for internal competitions.

Theoretical part. Studying the characteristics of team training in preparation for competitions and expected opponents for the championship. Practice team strategy and tactics. Preparing strategies for specific opponents.

Practical part: computer work and team game practice.

Safety and health at competitions.

Theoretical part. General safety requirements. Technical safety rules and sanitary-hygiene requirements. Occupational diseases and prevention.

VII . Championship among groups in e-sports

The practical part. Formation of cybersport teams and organization of competitions between them. Observing opponents' games, summarizing and discussing their results.

Conclusion . The training program of the "Cybersport" type, prepared for sports schools, sports schools of Olympic reserves for children and teenagers, republican junior sports schools of higher skill, provides participants with basic knowledge of using computer games, basic knowledge and skills of cybersports, as well as creative abilities. and development of logical thinking, development of the ability to react and concentrate, development of logical and analytical thinking, development of creative potential and individual and acquire skills and abilities to develop team play skills.

An important aspect of the "cybersport" curriculum is aimed at developing young people's interest in information and communication technologies and spending their free time productively through computer games.

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