



A MECHANISM FOR IMPROVING THE CREATIVE COMPETENCES OF FUTURE TEACHERS IN THE CONDITIONS OF DIGITALIZATION BASED ON QUEST TECHNOLOGIES

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ABSTRACT

This article analyzes the mechanisms for improving the creative competencies of future teachers in the context of digitalization based on quest technologies. The widespread introduction of digital technologies in the modern education system places new demands on the professional activities of teachers. Therefore, the development of creative thinking, innovative approaches and independent work skills of future teachers is considered an urgent issue. Also, methodological aspects of the development of creative competencies in the context of a digital educational environment are analyzed.

Entrance

Today, the widespread use of digital technologies in all spheres of social life is also bringing about significant changes in the education system. The process of digitization requires updating the content of pedagogical activities, improving teaching methods, and developing modern competencies of future teachers. In particular, the issue of forming creative competencies is recognized as one of the priority areas of pedagogical education.

A modern teacher must not only have theoretical knowledge, but also be able to think innovatively, approach problem situations creatively, and operate effectively on the basis of digital technologies. Because today's educational environment requires the use of new methods in accordance with the needs and interests of students. Therefore, the development of the creative potential of future teachers is one of the important tasks of modern pedagogical education. Creative competence represents a person's ability to develop new ideas, make unconventional decisions, and implement innovative activities. Creativity in pedagogical activity is manifested in the teacher's ability to organize the lesson process in an interesting way, direct students to independent thinking, and effectively use modern pedagogical technologies. Therefore, the use of interactive and innovative methods in teaching pedagogical subjects is gaining urgent importance.

Quest technology is one of the modern pedagogical methods that directs students to active research, problem solving and independent decision-making. In classes organized on the basis of this technology, students independently acquire knowledge by completing certain

tasks. During the process, they develop the skills of searching for information, analyzing it, working in a team and drawing practical conclusions. This serves to form students' creative and critical thinking. The digital educational environment creates wide opportunities for the effective use of quest technologies. Quest classes organized on the basis of electronic platforms, multimedia tools and Internet resources increase the interactivity of the educational process. At the same time, such methods increase students' interest in the lesson and stimulate their independent activity. Today, special attention is paid to the use of modern technologies in teaching pedagogical subjects in higher educational institutions. Because in the conditions of digitalization, the professional training of future teachers depends not only on theoretical knowledge, but also on creative and innovative competencies. Therefore, it is important to scientifically study the mechanisms for improving creative competencies based on quest technologies.

Main part

Today, the process of digitization in the education system is significantly affecting the content and form of pedagogical activity. As a result of the development of information and communication technologies, the need to use modern methods in the educational process is increasing. In particular, the issue of developing creative competencies of future teachers is considered one of the important areas of pedagogical education. Because a modern teacher should not only have excellent knowledge of his subject, but also be distinguished by innovative thinking, effective work on the basis of digital technologies and the ability to creatively organize the educational process.

Creative competence represents the ability of a teacher to put forward new ideas, take an unusual approach to problems, and conduct innovative activities. This competence is one of the important factors in improving the quality and efficiency of modern education. The formation of creative competencies in future teachers requires the introduction of interactive and innovative methods into the educational process. From this perspective, quest technologies are emerging as an effective tool in teaching pedagogical subjects. Quest technology is an interactive method based on game elements, research activities, and problem situations. This technology encourages students to think independently, work collaboratively, and make practical decisions. In quest-based activities, students acquire the necessary knowledge and skills in the process of completing certain tasks. This not only increases their activity in the educational process, but also develops their creative and critical thinking skills.

In the traditional lesson process, students participate more as recipients of ready-made information. Quest technology encourages students to actively search and independently acquire knowledge. For example, in a digital quest lesson organized in pedagogical sciences, students can find solutions to problem situations using Internet resources, electronic platforms or multimedia tools. In this process, they search for information, analyze it, collaborate with a group and try to justify their opinions. As a result, the communicative and creative competencies of future teachers develop. Another important aspect of quest technology is to increase students' interest in the lesson. Lessons organized on the basis of game elements increase motivation in students. In particular, interactive tasks organized in a digital environment correspond to the needs and interests of modern youth. This serves to increase the effectiveness of education.

The digital learning environment creates ample opportunities for the effective use of quest technologies. Today, it is possible to organize interactive classes through various electronic platforms, mobile applications and multimedia tools. For example, virtual tasks, online tests, QR code search games or remote group projects involve students in the active learning process. Such methods, along with the development of digital competencies of future teachers, also increase their creative potential.

The mechanism for improving creative competencies based on quest technologies includes several important stages. At the first stage, students acquire theoretical knowledge of modern pedagogical and digital technologies. At this stage, the content of creative thinking, the importance of innovative methods, and the possibilities of the digital educational environment are studied.

In the second stage, students participate in practical exercises based on quests. In this process, they analyze various pedagogical situations, solve problems, and develop teamwork skills. It is this stage that is important in the formation of creative competencies and develops students' ability to make independent decisions.

The third stage is the stage of reflection and analysis. In this process, students draw conclusions about the tasks completed, evaluate their own performance, and develop suggestions for future activities. Reflection is an important tool in developing critical thinking and self-development skills in future educators.

Classes organized on the basis of quest technologies also develop communicative competencies in students. During group work, students exchange ideas with each other, discuss problems and try to come to a common decision. This helps them develop a culture of communication, teamwork and leadership qualities. Quest technology also increases the adaptability of future teachers to pedagogical activities. Since the modern education system is rapidly changing, educators are required to adapt to new conditions and use innovative approaches. Students trained on the basis of quest technology will have the ability to quickly adapt to problem situations and develop creative solutions.

However, there are some problems in introducing quest technologies into the educational process. In particular, the lack of experience of some teachers in using modern digital tools or limited technical capabilities can negatively affect the effectiveness of education. Therefore, one of the important tasks in higher education institutions is to prepare teachers to work with innovative technologies and strengthen the material and technical base of education. Today, the digital educational environment encourages students not only to acquire knowledge, but also to think independently, engage in creative activities and apply innovative approaches. In this regard, quest technologies are of great importance as an effective method for developing the creative competencies of future teachers. Through this technology, students acquire the knowledge, skills and competencies necessary for modern pedagogical activity.

Conclusion

The development of creative competencies of future teachers in the context of digitalization is one of the priority tasks of modern pedagogical education. The widespread use of digital technologies in the education system imposes new requirements on the

professional activities of teachers. Therefore, the formation of creative thinking, innovative approaches and independent work skills in future teachers is of great importance.

The use of quest technologies helps future teachers to approach the teaching process in an innovative way. During the implementation of tasks, students acquire the skills of information search, analysis, group cooperation and independent decision-making. This creates the basis for the formation of creative and critical thinking, which is important in future pedagogical activities. The need for a gradual implementation of the mechanism for improving creative competencies was also substantiated. Connecting theoretical knowledge with practical exercises, using interactive methods and organizing reflexive analysis serves to effectively develop the professional training of future teachers. In particular, classes organized on the basis of digital platforms and multimedia tools increase students' interest in the lesson and develop their creative potential.

In general, in the context of digitalization, improving the creative competencies of future teachers based on quest technologies is an important factor in training pedagogical personnel who meet the requirements of modern education. These technologies increase the efficiency of the educational process, develop independent and creative thinking of students, and prepare them for innovative pedagogical activities. In the future, continuing scientific research in this area and further improving the methodological foundations of quest technologies will serve to improve the quality of education.

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