INTERNATIONAL MULTIDISCIPLINARY JOURNAL FOR RESEARCH & DEVELOPMENT

SJIF 2019: 5.222 2020: 5.552 2021: 5.637 2022:5.479 2023:6.563 2024: 7,805 eISSN:2394-6334 https://www.ijmrd.in/index.php/imjrd Volume 12, issue 02 (2025)

THEORETICAL BASIS OF DEVELOPING STUDENTS' PROFESSIONAL COMPETENCES BASED ON IMITATION MODELS

Jo'rakulov Jasur Javhar ugli

Researcher at Bukhara State University

Abstract: This article analyzes the theoretical foundations of the development of students' professional competence based on imitative models. The essence of imitative educational technologies, their advantages over traditional teaching methods, and their role in strengthening students' practical knowledge are considered. Also, best practices in the formation of professional competence through innovative methods such as virtual simulations, business games, and role-playing exercises are analyzed. The results of the article are aimed at providing recommendations for the effective use of imitative models in the education system.

Keywords: imitative models, professional competence, innovative education, virtual simulations, interactive learning.

The issue of forming and developing students' professional competence in the modern education system is one of the topical areas, and innovative approaches play an important role in this process. In particular, studying the theoretical and practical aspects of teaching based on imitative models serves to improve the quality and efficiency of education. Imitative models are a method of training students by simulating a specific professional activity or real-life situations, allowing them to test their knowledge and skills in practice. Today, along with the development of information technologies, imitative educational models have also improved significantly and have become interactive. Therefore, the development of imitative models aimed at developing professional competence and their implementation in practice is one of the urgent issues. In the formation of professional competence, imitative models allow students to connect their theoretical knowledge with practical activities. Usually, in traditional educational methods, there is a certain gap between theory and practice. This, in turn, can create difficulties in the process of preparing students for future professional activities. Imitative models are one of the effective means of eliminating these problems, as they include exercises that are closer to real life. In particular, with the help of educational technologies such as virtual laboratories, business games, role-playing games, and software simulators, students gain practical experience in solving problems in their specialties. This method makes the learning process more interesting, effective, and engaging.

The theoretical foundations of teaching based on imitative models are based on the integration of pedagogy, psychology, and information technology. The essence of this model is that students are taught to make independent decisions, solve problems, and work with real-life situations. When simulations that replicate specific professional conditions are used in the educational process, students gain experience and deepen their knowledge. For example, teaching based on imitative models is widely used in the medical field, where students acquire practical skills such as performing virtual operations and performing complex diagnostic work. At the same time, such methods can also be widely used in engineering, economics, information technology, and other fields.

One of the important aspects of developing professional competence is the formation of students' independent thinking and creative approach skills. While the traditional education system focuses more on a reproductive approach, teaching based on imitative models encourages students to actively participate. In the learning process, conditions close to real life are created, and students acquire competencies such as independent decision-making, teamwork, and problem solving. For

INTERNATIONAL MULTIDISCIPLINARY JOURNAL FOR RESEARCH & DEVELOPMENT

SJIF 2019: 5.222 2020: 5.552 2021: 5.637 2022:5.479 2023:6.563 2024: 7,805 eISSN:2394-6334 https://www.ijmrd.in/index.php/imjrd Volume 12, issue 02 (2025)

example, in business education, based on imitative models, students deal with issues such as managing a company, developing financial strategies, and analyzing various economic situations. As a result, they are prepared for real-life economic processes.

Another important aspect of teaching based on imitative models is to increase students' interest in the learning process. Many students have difficulty mastering theoretical knowledge, because it is given without connection with practice. If interactive elements, visual and technological tools are widely used in the learning process, students will be more actively involved in the learning process. In particular, the development of virtual reality technologies has further increased the effectiveness of imitative teaching models. Today, there is an opportunity to train students in various specialties using 3D modeling, VR and AR technologies. This helps to make the learning process more realistic and effective. To increase the effectiveness of teaching based on imitative models, teachers should constantly introduce innovative elements into the teaching methodology. Also, for the successful implementation of such an approach, the technological infrastructure must be sufficiently developed. If educational institutions are equipped with modern software, computer laboratories and other technical means, imitative educational models can be used more effectively. At the same time, improving the skills of teachers is also important, since they must have sufficient knowledge and experience in teaching students based on innovative methods.

Teaching based on imitative models is an important component of the modern education system, which is one of the effective tools for preparing students for professional activity. This approach allows making the learning process interactive and effective, consolidating students' knowledge with practice, and better preparing them for future professional activity. In the future, further improving and widely using imitative educational technologies will serve to improve the quality of student education. Therefore, it is important to continue scientific research aimed at developing professional competence based on imitative models. Improving the process of preparing students for professional activity is one of the urgent problems in the modern education system. In this regard, the effectiveness of teaching methods based on imitative models is increasingly increasing. Imitative models provide students with the opportunity to connect theoretical knowledge with practical activities and play an important role in developing their professional competence. While traditional teaching methods are often aimed at imparting theoretical knowledge, imitative teaching creates the opportunity to gain practical experience, which is an important factor in preparing students for real labor market conditions.

The main advantages of teaching using imitative models include interactivity, the formation of students' independent decision-making skills, problem analysis, and teamwork. In the process of such education, students are offered real-life situations and have the opportunity to test their knowledge in practice by solving these problems. This process, while increasing students' activity, also develops their sense of responsibility.

In the formation of professional competence, imitative models can be implemented using various technological tools. In particular, virtual laboratories, business simulations, software tools and role-playing games are among the most effective methods in this regard. For example, in the field of engineering, students are given the opportunity to solve complex technical problems by simulating technological processes. In the field of medicine, work with virtual patients can be used, and in the field of economics, various simulations related to business management can be used. This approach further enlivens the learning process and deepens students' knowledge.

For the successful implementation of training based on imitative models, educational institutions must have a modern technological infrastructure. In addition, it is important for teachers to have

INTERNATIONAL MULTIDISCIPLINARY JOURNAL FOR RESEARCH & DEVELOPMENT

SJIF 2019: 5.222 2020: 5.552 2021: 5.637 2022:5.479 2023:6.563 2024: 7,805 eISSN :2394-6334 https://www.ijmrd.in/index.php/imjrd Volume 12, issue 02 (2025)

sufficient knowledge and skills in the use of innovative teaching methods. It is also necessary to pay great attention to practical tasks when developing curricula. Because the knowledge gained through practical training is retained for a long time and students can effectively perform real professional tasks.

In the future, it is necessary to further develop teaching technologies based on imitative models and widely introduce them in the education system. In particular, the use of artificial intelligence, augmented reality and virtual educational platforms can take the imitative learning process to a new level. These technologies increase the interactivity of the learning process and allow students to test complex processes related to their specialties in real conditions.

In conclusion, the development of professional competence based on imitative models is one of the most important areas of the modern education system. This methodology serves as an effective tool for consolidating students' knowledge, preparing them for real-life situations, and improving their professional skills. The introduction of imitative learning technologies into the education system helps to improve the quality of students' training, develop their professional skills, and become competitive in the labor market.

References:

- 1. Schunk, D. H. (2019). Learning theories: An educational perspective (8th ed.). Pearson.
- 2. Wilson, K., & Korn, J. H. (2017). Immersive learning and simulation-based education: Strategies for engagement. Routledge.
- 3. Salas, E., Tannenbaum, S. I., Kraiger, K., & Smith-Jentsch, K. A. (2012). The science of training and development in organizations: What matters in practice. Psychological Science in the Public Interest, 13(2), 74-101.
- 4. Wilson, K. A., Bedwell, W. L., Lazzara, E. H., Salas, E., Burke, C. S., Estock, J. L., Orvis, K. L., & Conkey, C. (2009). Relationships between game attributes and learning outcomes: Review and research proposals. Simulation & Gaming, 40(2), 217-266.
- 5. De Jong, T., & van Joolingen, W. R. (1998). Scientific discovery learning with computer simulations. Review of Educational Research, 68(2), 179-201. https://doi.org/10.3102/00346543068002179
- 6. Aldrich, C. (2009). The complete guide to simulations and serious games: How the most valuable content will be created in the age beyond Gutenberg to Google. Wiley.
- 7. Zhang, J., Chen, Q., Sun, Y., & Reid, D. J. (2004). The use of simulation in education: A review of the literature. Computers & Education, 42(1), 1-14. https://doi.org/10.1016/S0360-1315(03)00027-7