

Business Games as an Effective Tool for Developing Professional Competences through Training

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Abstract: Some aspects of the development of a business game are considered – a methodological tool for developing competencies in a certain area. In addition to direct professional competencies, a business game develops skills in collective problem solving, using digital resources in the process of solving problems. The basis of the business game is simulation modeling, the peculiarity of which is the possibility of active participation of subjects in its functioning. Moreover, the game itself is a way of building a simulation model, since it is during the game that decisions arise that are difficult to formulate in advance. Despite some spontaneity of the course of the business game, it is built on a certain fairly clear scenario, and the participants themselves follow the developed methodological recommendations on avoiding chaos and obtaining the specified results. The general structure of the business game and its main components are considered. The emphasis is placed on business games in the business sphere. A fragment of the methodological recommendation of a business game simulating the creation and promotion of a company is presented.