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## **USE OF MILITARY COMPUTER GAMES IN THE COMBAT TRAINING OF THE ARMED FORCES AT THE PRESENT STAGE**

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**Abstract:** The purpose of this work was to consider the stages and prospects of the development of military computer games used in the combat training of the armed forces at the present stage, as well as an attempt to conduct a comparative assessment of the state of affairs in the combat training of the Armed Forces of using the developed military computer games.

**Key words:** security, computer, network, Internet, information security, prohibited information, social network, development, information technology, system.

Computers, networks, the Internet have become an integral part of our daily life. Our fast-growing, technology-rich world is becoming more and more dependent on computer technology and networks every day. However, this dependence did not appear overnight. Funding for computer technology has grown significantly every year, and it is not surprising that these technologies have penetrated almost all spheres of human activity.

At the dawn of the development of computer technology, most people could not imagine how widely these technologies will be used in the very near future. Therefore, probably, many did not dare to devote a lot of time and effort to mastering what, in the end, could turn out to be ordinary fun. Compared to the requirements of the modern labor market, the number of people working in the field of computer technology at that time was negligible. The people who worked

in this close community knew and trusted each other well. In addition, only a select few who were trustworthy were allowed into this community. Thus, in those days, security problems in the field of computer technology were practically absent. And for quite a long time, experts in the field of computer technology did not pay attention to the security of computer networks.

All levels of leadership of the armed forces (AF) of the most developed states has long and firmly included the use of computer simulation of imitation of military operations, as a prototype of modern computer games. The scope of which is one of the few priority areas, which has been associated with an increase in the efficiency of construction and the use of any aircraft for more than a decade.

At the dawn of computer technology (60s of the last century), intensive attempts were made to use various military simulation systems. However, the practical use of computer technology and the results obtained on the basis of its use was insignificant.

The period from the 70s to the 80s of the last century is characterized by the intensification of work in this area. However, it was only by the beginning of the 90s that the level of development of computer technologies and means of communication predetermined the first attempts to introduce computer modeling to simulate combat operations, and subsequently computer games, into the daily activities of the armed forces of the most technologically advanced armies. Therefore, in matters of combat training of troops during this period, there was a development in the direction of increasing the number of servicemen performing combat training tasks using training complexes, as well as using the first prototypes of military computer games as such.

Computer games are now a relatively new, but already widely used form of influencing people with the aim of transforming their moods, feelings, will in the right direction, introducing the necessary ideological and social attitudes into the consciousness, and forming certain stereotypes of thinking and behavior.

Initially, video games were created as simulators for personnel whose activities require quick reactions at limited intervals and whose training in field facilities is either impossible or very expensive. Gradually, thanks to the development of computer and information technologies, they moved first to the category of elite entertainment, and then to popular culture.

Today the gaming industry is one of the most dynamically developing industries. In computer games, all multimedia means (sound, color, illumination, etc.) act on the player at the same time, complementing each other, so the impact on the player's psyche is amplified many times over. Since computer video games have a complete set of such tools, they are almost the ideal form of suggestion.

It is not surprising that it is precisely the ability to exert a concentrated impact on the emotional-sensory psychological sphere of a person (group of people) that predetermined the widespread introduction of computer games into the process of combat training of servicemen.

In addition to creating a realistic image of a potential enemy, video games allow you to solve such additional tasks as:

- ❖ to recreate a realistic multidimensional picture of modern combat;
- ❖ to work out the tactics of conducting combat operations in accordance with the principles of modern combat, while remaining an absolutely safe means of training;
- ❖ to prepare servicemen for action in any natural and geographical conditions;
- ❖ effectively teach military personnel the subjects of combat training, the tactical and technical characteristics of any weapons and military equipment;
- ❖ broaden your general horizons;
- ❖ relieve stress from military personnel participating in hostilities;
- ❖ to form the worldview of any user of computer games in accordance with the accepted ideology.

In addition to accurately reproducing the physical conditions in which the soldier finds himself, the player has to interact with virtual colleagues who understand military strategy, show emotions and sometimes react to familiar phrases in completely unexpected ways. In addition to fellow soldiers, the soldier communicates with civilians who can also behave in the most unexpected way: the mother of a wounded child rolls hysterically in the dust, people lean out of the windows and shout something angrily, etc.

The greatest role of video games in psychological work as a traditionally important component of the moral and psychological training of military personnel. Its goal is to ensure the emotional and volitional stability of personnel against external stimuli in a real combat situation. The main advantage of video games is that in the absence of a real threat to the life and health of students, the psychological conditions of virtual reality are close to combat, that is, an effect is achieved that is psychologically comparable to the conditions of a real battle. Video games provide an opportunity to gain experience in conducting military operations in advance.

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