

Discipline: Applied Conflictology: Business Games

Annotation

Labor intensity: 2 ECTS, 72 academic hours.

Final control form: test.

The objectives of mastering the discipline "Applied Conflictology: Business Games" are students gaining systemic knowledge of prevention and control conflicts, mastering the basic skills of diagnosing conflicts, their forecasting, designing work to minimize negative consequences, their correction.

Considering that the course "Applied Conflictology: Business Games" is a necessary subject in the training of a future specialist in the system of "man- person "(Humanitarian, social and economic cycle, variable part) defining criteria for the selection of material for all sections of this program served as its socio-psychological orientation and significance for personal development and professional education of students. The offered course is intended for bachelors who already have basic knowledge in the field of general pedagogy, psychology and sociology. The relevance of the proposed course is determined by the explosive growth conflicts in all spheres of social life of modern society. For understanding and effective conflict resolution, a certain minimum must be learned theoretical knowledge and acquire practical skills of behavior in conflict situations.