

GAMES WITH CERTAIN TYPES OF ROLES AS PREDICTIONS OF SOME PROFESSIONAL OPTIONS

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Abstract: Researchers consecrated game psychology in Romania showed some observable, that allow to highlight the personality characteristics of the child, young or adult, namely: the structure and share games in occupational behaviors; ludic preferential structure in children behaviors, young, adults; mental and moral integration characteristics in the game.

This paper aims to highlight the importance of the game in psychic development, showing that some early preferences to play certain kinds of roles can be as predictions of professional options or successful careers in certain situations.

Keywords: game, role, personality, prediction, niche development

The game is a physical or mental activity without useful purpose, that you invest in the simple pleasure (Sillamy, N.). For the child everything is playing. At first he plays with his body, then reproduce elements of the environment, imitating his entourage, playing „the mother and the father", the „doctor”, then play with the rules. The game features are very complex (training disposition, attention, perspicacity, etc.), educational (incorporation behavior and experience, availability information and psychological), physical (physical drive capacity), social, role and control position of child status. In the play is a broad mobilization of attention, curiosity and interest in everything that can be incorporated into the game. All these functions are now also available on your computer. In terms of psycho-pedagogical, the game is a key method for the analysis of character, but a tool to cure certain psychological disorders and difficulties attachment, autism, chronic diseases, dissociation and schizophrenia, emotional disorder, fear

and anxiety, difficulty learning problems self-knowledge and social adjustment. For the child, almost any activity is game, he conducts anticipating higher. For the preschooler play is a basic activity, therefore is learning, work, duty, the ideal is the only way they can do. "The child is a being who is playing and nothing else" (Claparede, E.).

Russian psychologist Lev S.Vygotsky states that gaming is formative in the full sense of the word when the requirements expressed toward child (by rules or tasks role and subject) slightly exceed the child's psychological, so-called "area of the development". Children imitates the adults, copying attitudes, words, gestures and actions. The child's play becomes a "copy-paste" of the adult, sometimes imitate what would be in reality "when I grow up I will smoke so," etc., and now good models are those promoted by TV and Spiderman, Whiches, Transformers, Barbie - a beauty model pretty girls wanted but which is now replaced with Bratz dolls. The distal environmental influences determine the acts of conduct.

In niche content enter the: objects and places such as tablets, phones, computers ...; peer responses and reactions towards the child as "do not have time now", "later" physical or verbal aggression, bad manners ...; all adult requirements in relation to the child, the age and performance level that is requested and expects to achieve the activity claims, recourse is increasingly more in comparison with the other- big error in education, because the rhythm of development of every child is different; activities imposed by adult and proposed and accepted by child less and less.

How niche development differs from one generation to another, different professions of the parents in different types of families it can provide research efforts for the degree and direction of development of a child.

The preferences for certain types of games, can discovered the personality characteristics of the child, youth or adult. Simple observation indicate preferences by age, gender, culture, intellectual development and abilities, temperament and structure of character. They are involved here also "models" of parental and social, general and regional fashion and tradition. For example, Nadia Comaneci golden age did many girls prefer artistic gymnastics, as the last stage of modeling the scene pulled preferences "game of fashion presenter".

Preferential structure linked to gaming as an expression of structures and vocational aptitude, not incidentally questionnaires interests (Vocational Interest Blouk for Man) as those of Strong, include items related to different types of games and entertainment. Some items from some of the early games with certain types of roles can be as predictions of some professional or successful career options in certain situations.

The comparative study showing that games and toys have changed and that there are differences niches development from one generation to another. The objective was to determine differences toys and games and how play children aged 6 to 10 years today and how they played a generation ago. This paper aims to highlight the importance of the game in psychic development, showing that some early preferences to play certain kinds of roles can be as predictions of professional option.

Starting from this idea, the sample on which we worked was 100 participants, including 10 adolescents aged 20 to 25 years, 73 young people aged between 30-35 years of which 58 female and 15 male and 17 adults aged 40-55 years, of which 15 female and two male. All participants are from rural areas and for focus group discussion held between 9 persons, 3 young and 6 adults who have preschoolers and schoolchildren. All participants in the focus group being female.

Hypotheses:

H1. It started from the assumption that current profession correlates with favorite game from childhood.

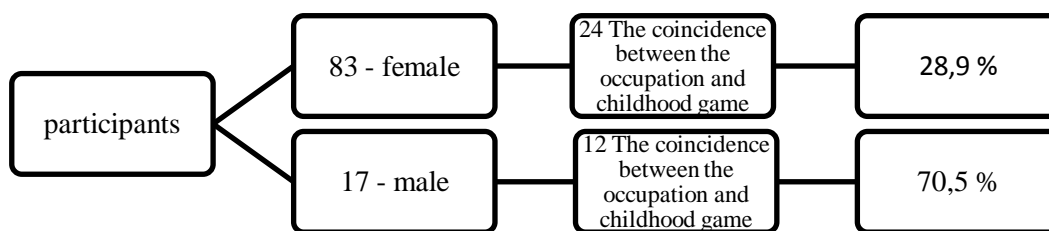
H2. The more satisfied with current profession, the probability to be played in childhood "game of current profession" is higher.

During the study were used two methods, one quantitative - questionnaire, and one qualitative - focus group.

Chestionarl contains 10 items, and its preparation took into account what games were preferred in the past by teenagers, young adults today when they themselves were children, occupation of parents, number of brothers / sisters, gender, present profession, how much they like the job that they practice, backgrounds and where they played in childhood.

By correlating the responses of 100 Romanian, we identified 36 games that coincide with today's jobs. 24 jobs for female subjects and 12 vocational childhood game to coincide with male subjects. So who play the teacher, now works in education (19 female), of which 5 are from family of teachers, two with both parents, three single parent teacher, 3 of the sports field (2 gender male, one female), of whom one respondent mother has a sports teacher and father athlete as a child practicing with parents sport a different sport than its father, three mechanics in which two brothers that playing in the fathers studio and helped to work, one doctor who play the doctor when he was young (male), a lawyer (female), a diplomat at the ministry of culture (male), whose father worked in the ministry, reading, watch movies, have subscription concert and often went to the theater, a chemist (mother professor of chemistry, it was often in the laboratory), a banker, 1 veterinary tenician, 1 employer of Auto Service, 1 Mechanical CFR (as a child wander more by train profession that coinciding with the father's job), a dressmaker (female, just like her mother), 1 policeman, a worker in sales (playing the money taker, the buyer and seller). Everyone likes selected profession.

In conclusion the current profession female subjects correlated with childhood favorite game in a proportion of 28.9% and male subjects profession current favorite game from childhood correlates with the proportion of 70.5%.



The focus group was conducted on a group of 9 people in the surveyed focused on games and toys used by children. Place in a permissive framework, comfortable discussion that took place led to the conclusion that children's game today has nothing in common with the children's game of the previous generation. If before most children played with other children and preferred

camps, now the kids want gadgets, mobile performance, tablets and do not want to go to camps. Development nice of these children belong tablet, mobile phone, computer. They know how to handle the computer and are doing very well in the game, or handler objects, prefer to play with other children but not in front, but rather all through the computer. Instead harder copes with written and spoken language, acts of conduct causing distal environment. They are getting harder with written and spoken language, distal environment determines acts of conduct.

Man is still a social being who lives in the community. It seems that we are next to each other rather than with each other.

The media is perhaps the most important component of our world and the computer, another component mainstay of society, that without our will becomes a substitute for walks in the park, of going to the camp of playing the elastic, or of playing the mother and the father.

The functions of the game, only on the computer, stil remain very complex: educating attention, insight, intelligence, conduct incorporation of strategic information, conduct role-control. Less in today's games are training children's physical and social capabilities for that with children prefer sports and technology development of virtual meetings, to the detriment of real sports and meetings. Everything remains the responsibility of adults encourage children to practice sports or physical games to develop skills and physical and social.

In this context, everything changes are redefining acquires new meanings. Children's play is changing and he has acquired in his own meaning and new contexts. Children's play is an important field of decryption capabilities psychological, of the intellectual personality traits, providing important information on psychodiagnosis intelligence, knowledge level of intellectual, emotional and social development at a time.

Tell me with who and what are you playing, to tell you who you are!

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