strategic thinking and cognitive abilities. Moreover, practical initiatives such as structured mentoring programs, active collaborations with industry leaders, and immersive, interactive workshops that replicate real-world challenges can play a crucial role. By implementing such approaches, educators, and businesses will finally be able to find common ground. The result? Graduates who understand not only the code but also the real needs of the market are the specialists who will shape the future of IT.

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THRIVING IN THE GLOBAL WORKFORCE: TRENDS, OBSTACLES, AND TRANSFORMATIVE SOLUTIONS

Globalization and the Need for Lifelong Learning Experience: rapid technological changes and international competition require professionals to continuously update their knowledge. (Jones, R., 2023, 4). Challenge: unequal access to quality education and resources in different regions of the world. (UNESCO, 2020, 5). Prospect: development of Massive Open Online Courses (MOOCs) and digital platforms to democratize education (Kasmad R., 2023, 4).

Cross-Cultural Competence as a Key Skill (SkillsYouNeed, nd., 4). Experience: international teams and global markets compel professionals to master intercultural communication. Challenge: cultural barriers and stereotypes that complicate collaboration (Jihaneziyan, 2023, 3). Prospect: implementation of international internships and exchange programs to foster inclusive thinking.

Digital Transformation: challenges and opportunities (Red Hat, 2022). Experience: automation and artificial intelligence are reshaping professions, demanding new technical skills. Challenge: risk of displacing "traditional" specialists.

Prospect: creation of hybrid professions at the intersection of technology and creativity (e.g., AI ethics, digital marketing).

The Gig Economy and New Employment Models (LinkedIn, 2024, 4). Experience: freelancing and remote work are becoming the norm, offering flexibility but reducing social guarantees. Challenge: vulnerability of workers due to the lack of formal employment contracts. Prospect: development of global standards for social protection for "digital nomads."

Brain Drain vs. Global Collaboration (Ahmed Rashed, 2025, 3).

Experience: mobility of professionals leads to talent concentration in developed countries. Challenge: shortage of qualified personnel in developing countries. Prospect: Creation of international diaspora networks for knowledge transfer and investment.

Environmental Responsibility in Professional Activities (BDO, 2024, 3).

Experience: Global crises (climate, energy) are driving demand for "green" skills. Challenge: insufficient integration of ethical and environmental standards into educational programs. Prospect: development of interdisciplinary initiatives based on sustainable development goals (SDGs).

Globalization vs. Local Identity (Joseph, M., & Ramani, E., 2020, 4). Experience: unification of professional standards erases national distinctions. Challenge: loss of cultural uniqueness and local practices. Prospect: balancing global requirements with support for local innovations (e.g., globalisation).

In conclusion, it’s worth noting that professional development in the context of globalization demands flexibility, interdisciplinary approaches, and ethical awareness. Overcoming challenges are possible through innovative educational models, international cooperation, and adapting legislation to new realities.

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FUNDEMANTALS OF GAME DESIGN

Introduction. Game design is the process of creating video game concepts, rules, and mechanics that determine how a player interacts with the game. It is an extremely important part of the industry that requires not only technical knowledge but also a creative approach to building game worlds, plots, and characters.

The aim. To create game systems that provide not only entertainment but also challenges that stimulate the development of player skills and strategy.

Main material. To create a game, first of all, you need to play other games and understand their mechanics, and then you create your own games based on the research of other games. To create your own game, first of all, you need to decide what target audience the game will be created for. For example, if the game is for children, certain aspects should be taken into account, such as the game's difficulty levels, the game mechanics should be simple and clear, the colors in the game should be brighter for better color perception. For more experienced players, you can create more complex levels and game mechanics. You can develop a gradual level of difficulty or choose the flexibility of the game levels for easy use, which will be useful for beginners. But do not forget about people with disabilities, games should include certain modes, color correction, adaptive control settings, and other factors (Adams, 2010).

To understand the gameplay, you need to understand the game's economy, and there are game designers for this, but this is not enough, to create a game designers have to collaborate with programmers and scriptwriters and level designers. But the game designer has to create the economy on his own, this is the essence of the game designer's