

Original Article

The Game - a Factor For the Socialization of Adolescents Within Tourism Activities

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Abstract

Adolescence represents the transition stage, in which young people feel the need to have as many friends as possible, to be part of some groups in which they find their own interests, tend to be appreciated by others, being dependent on others. These needs are reflected in the tourism activities, which have the role of optimizing the development process of both the physical and as well as of the adolescent psych. The game represents a way of socializing for young people, having an essential role in their development, due to the interaction with other teenagers. These are an essential attribute of any tourism activity, being practiced by all ages including teenagers. During the tourism activities (including tourism marches) various games are held, which aim to strengthen group relationships, socialization, manifestation of personal qualities, the desire to win etc., while helping teenagers to achieve, to become acquainted and relax after a day of hiking.

1. Introduction

The problem of socializing the personality of adolescents is current and, at the same time, difficult for knowledge, it finds a complex process of inclusion of the adolescent in the society, through the Jordan game (2015).

Socialization is an essential feature of human nature being a social context, capable of giving the adolescent multiple situations of communication and successive adoption of social statuses and roles, through Patrichi game (2012).

According to Stan (2001), the game, considered as an activity integrated to the educational phenomenon, can be considered as a way of exercising the

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educational steps, which performs the following functions: adaptive, formative, informative in order to reveal the psychic and socialization.

The game, as a specific didactic activity, fulfills multiple functions: fun, creativity - according to age, finally modelling and personality formation. Incorporated in the didactic activities, the game elements print a lively character, offer a good mood, joy, relaxation during the tourist activities (Dominteanu, 2009).

Tourist activities are considered the perfect setting in the training of adolescents, being appreciated as a factor of socialization in modern society (Soup, Chițu, & Țurea, 2017).

The cooperation in the tourist activities is achieved through an interaction within the groups. Game associations develop various interactions: intellectual, affective, instructive and entertaining Drăghinescu, (2006), and Cemortan (2001).

2. Material and methods

The purpose of the research consists in establishing the role of the games realized in the tourist activities (tourism marches) on the socialization of adolescents.

Objectives:

1. The study of the specialized literature on the game socializing factor of adolescents in the tourism activities.
2. Realization of games in the tourism activities.
3. Establishing the role of games on the adolescents' socialization.

Methods. The following research methods were used to achieve the objectives: the analysis of the scientific-methodological literature; pedagogical observation.

3. Results and Discussions

The game in adolescents' life is the most constructive method for education and recreation. Thus, through the game the evolutionary capacities of the adolescents are enhanced by the difficulty and initiative of the game.

The games carried out within the tourist activities are based on the interaction with the others, establishing communication, socialization and friendship relationships between the members of the group.

During 2018-2019, several tourism activities were carried out with adolescents (30 in number) from two institutions, Chisinau, which were based on the development of several types of games. Thus, in the two realized tourism marches were carried out several games, such as: dynamic games, intellectual, knowledge, demonstration of leadership skills, etc.

In our research we started from the idea that within the tourist marches some activities are more effective if they the game prevails. Following the involvement of adolescents in the game, a behaviour transformation of the adolescents took place Grosu, and Rîșneac (2019) took place.

Table 1. Games used in tourism activities

Types of games	Name and description of the game	Play the game
Dynamic games	<p><u>Labyrinth</u> - is a net made of a rope held by two participants and adapted to the imagination of the players, similar to a labyrinth.</p> <p><u>Skis</u> - is performed using 2 ski-like boards like skis, which participants must move in pairs using communication and cooperation.</p>	
Intellectual games	<p><u>The word</u> - one of the players must say a word and the first letter of the word. The rest of the participants should guess the word by asking various questions.</p>	
Knowledge games and manifestation of leadership skills	<p><u>Personality</u> - one of the players (moderator) proposes a personality from various fields. Participants can ask 11 questions. The moderator can answer them with "Yes" or "No". After that, players have three attempts to name the mysterious personality.</p> <p><u>Border</u> - a border line is drawn on the ground. All participants are arranged on one side of the line. The moderator asks a series of questions in turn. For example, "Who loves the game?", "Who has a real friend?", "Who used to go on trips?", etc. Participants who has the same answer or another to a question cross the border.</p>	
		
		

Put your hand - the participants are arranged in a circle, where they are proposed to put their right hand on the shoulder of the person in the group, whom they most sympathize with, and the left on the shoulder of the person they would like to see as a leader. The moderator determines who is the leader of the group and the sympathetic person.



The games conducted with the teenagers were not only a form of leisure, but also a method, which the adolescents participating in these tourism activities discovered certain new things in a funny way, met the colleagues within the group, making even new friends. At the same time, games also played an essential role both from a cognitive, affective point of view, as well as physical one, being a means of educating the teenagers.

These allowed the teenagers to spend well their free time, with the involvement of all participants, acquiring useful skills: observation, communication, exploitation, socialization, etc.

Discussions

In the tourist activities, the games as a socializing factor must be selected according to the age categories of the participants, the level of development and the degree of socialization. The game in the tourist activities should become an indispensable element of the group company, an optimal strategy for modelling the intelligence, developing the vocabulary, integration and recreation of the teenagers.

The success of the game in the tourist activities belongs entirely to the manager or moderator, who must organize the creative game, with skills and the interest of the participants.

Before starting the game, it is necessary for all participants to be familiar with its rules, because for a teenager, the game is incomprehensible, but certainly the role of the game is important in educating the personality.

4. Conclusions

The study carried out in this paper confirmed that the introduction of the game in the tourist activities, led to the formation of the membership groups.

The games conducted with the teenagers, had a major impact on them, by the fact that all young people participated, including the shy ones who were initially skeptical about their participation. Finally, among the teenagers, new friendships were bounded between the members of the groups, they got to know each other better as a team, all of this being done in a pleasant process.

Due to the tourism activities carried out, which involved the game, adolescents socialized more by forgetting technologies, became more open and free, also developed their motor skills and abilities.

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