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10.12.2010

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Lyudmyla Shtefan
**BUSINESS GAME AS ONE OF FACILITIES OF FORMING OF
 INNOVATIVE CULTURE OF ENGINEER-TEACHER**

In the article the ground of the methodological going is conducted near organization of business train games in engineer-pedagogical education and technology of their development is offered.

Key words: *business game, engineer-teacher, innovative culture, competence, testing.*

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