a) Game therapy is a method of psychotherapeutic effects on children and adults using the game. The use of games and toys enables a person to examine, touch, listen, feel, and remember something that has been disturbing for many years and caused problems. The method of game therapy can be used both in a group and in individual work. It provides the opportunity to work: with post-traumatic stress syndrome, with early childhood injuries. Game therapy helps to solve not only personal but also as a result of this professional difficulties. Play therapy gores well for children from 3-12 years old. In the narrow sense of the word, art therapy usually means art therapy to influence the child's psycho-emotional state (Landreth, 2012). A drawing lesson can become a bright event in life for each child, encouraging independent creativity, so special attention should be paid to creating an emotional atmosphere of enthusiasm. It is also essential to consider art therapy as one of the factors of restoration and support of the creative nature of man in the modern world. The increasing specialization of labor and utilitarian-consumer attitudes lead to the fact that most people become "consumers," but not "creators" of image (Brooke, 2006). At the same time, there is an urgent need to realize the creative potential of people, seen as a condition for their successful adaptation and activities

References

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approaches, assessment, and work with special populations of art, play, dance, music, drama, and poetry therapies. Charles C Thomas Publisher.

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a) The inclusion of games in the arsenal of psychotherapeutic agents is, to a small extent, connected with the works of M. Klein (Klein M., 1955; 1960) and A. Freud (Freud A., 1946; 1966). Based on the psychodynamic concepts, they substantiated the use of game methods in medical and correctional work with children. Klein, in particular, unlike the Freudian periodization of the stages of psychosexual development, pays special attention to the dynamics of changes in the relationship of mother and child at the stage of their initial distance from each other. Of great importance for the development of the psychology of gaming activity from the standpoint of the theory of object, relations were the recognition of Klein's significance of transference (Brooke, 2006). Unlike Freud, Klein believed that the transfer is not necessarily related to the actualization of past situations and relationships of a traumatic nature, but can reflect the totality of mental experience, manifested in the context of psychotherapeutic relationships (Brooke, 2006). This position of Klein was determined by the fact that the scientist worked with children and dealt with current rather than past experiences and psychological traumas. "According to Perry, are now known to be effective in altering neural systems involved in stress responses and developing secure attachment through art theory." (Landreth, 2012).

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