

TECHNOLOGIES IN THE EDUCATIONAL PROCESS

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As the information society's needs and capabilities grow, there are, these days, many ideas and ways to develop one's own outlook and gain new knowledge and skills. In the field of education, the creation and use of multimedia facilities have been shifted into the virtual framework with the introduction of information and communication technologies to the educational process, thus, revealing the potential of e-learning and multimedia technologies for activating the cognitive process and providing with the opportunity for visualization of educational material. The updated education system uses the principle of open information networks, modifying known forms of learning through information and communication technologies.

Historically, the process of open online training began with the emergence of platforms such as EDX, KhanAcademy, Coursera, which showed, at one time, an explosive growth. A lot of other similar resources in different countries followed them reporting on a large number of courses and topics for online mass access.

The main prerequisites for the emergence of open online training in developed countries are the massive demand for education through the Education for Life program; the aspiration of people to study according to individual curricula that do not fit into formal educational programs; shifting the vector of the pricing policy to a gradual and steady increase in the cost of training for formal education that cannot be fully financed from the state budgets; the desire of market participants for educational services to find an effective tool for attracting more students [1;2].

The research has revealed that massive open online courses have the following characteristics: mass, global, free, attracting the best teachers from the world's leading universities, the presence of elements of traditional education (schedules, deadlines, exams), the availability of numerous feedback channels among all

subjects of the educational process, use of a complex of specially constructed didactic material (lectures, notes, tests), the teacher performance of the actual functions of a tutor [4].

A large number of well-known companies contribute to the integration of modern technologies and educational processes. For instance, Google has developed the Google Apps for Education system meaning the system of free tools that provides the educational institution with necessary education technology for expanding and maintaining its educational and informational environment.

Nowadays, the concept of online education correlates with the latest educational trends, which are announced by the magazine FORBS. Therefore, currently the following trends in the world practice of training distinguish:

Distance education becomes a leader in learning technology – video tours on YouTube and iTunes become not only popular, but also demanded by younger generations.

Personalization of education is an alternative to unified educational approaches that require all subjects of learning the same results.

The individual psychological characteristics of the individual should be the basis for motivating the learner and gaining a new impetus in the development of intelligence, creativity and innovativeness.

“Gamification” as a reward technology for doing it can help increase the motivation of learning and improve its quality. Formally, education is gamified, because it uses a system of incentives – positive grades and the transition to the next course as a new level up.

Interactive tutorials should radically change the “traditional” presentation and interpretation of learning material – linear course design and their presentation cannot provide multidimensionality of a modern educational process supported by multimedia technologies [1; 3].

Learning through video games is a unique opportunity to provide knowledge about the real world through interactive virtual immersion.

Presently, countless studies and attempts to analyze the strengths and weaknesses of educational process via modern technologies in a language classroom, in particular, have shown that online education is seen as a key component of the future education, that is, it envisages the expansion of time, space, teaching methods and teaching materials that are directed at a large number of sources and a huge variety of multimedia materials such as audio, video, graphics, and thus, which can be easily adjusted according to the requirements and levels of listeners. All this means that there is a transition from education that focuses on three educational activities, namely arithmetic, reading, writing, and education, which improves the following seven skills in the XXI century as: 1) creativity and innovation; 2) communication; 3) intercultural understanding; 4) cooperation and leadership; 5) critical thinking and problem solving; 6) literacy in the field of ICT; 7) career and life skills.

In Ukraine, the possibilities of online education were and are realized mainly by means of foreign projects and services, but since 2014 it is implemented partially through the domestic developments. These include the Prometheus platform that is the educational services in preparing for external testing and courses in various specialties; IT LABS, which launched a series of offline courses with further certification, online training based on video conferencing in Hangouts; Telepostus, which conducts online broadcasts of lectures, conferences and educational events; WebPromo Experts is an educational platform for Internet marketing; “Yandex.Ukraine” within which the “School of Data Analysis” and the section of Scientific and technical seminars are successfully operating. Foreign projects include Coursera, Udacity, KhanAcademy, Udemy, Duolingo, which are powerful educational platforms.

To recap, online education and the use of e-technologies play an important role in the educational process and can bring a lot of benefits to the learning itself, but, on the other hand, the educator needs to be careful when employing innovative techniques meaning that without necessary adjustments to the learning environment and every individual/class’ needs, technology cannot only be fruitless,

but even harmful to the process of learning. Modern e-facilities should be used in a wise combination with traditional methods, carefully guided by the teacher, to ensure the most beneficial and positive learning environment.

References

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