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ИНТЕГРАЦИЯ СМЕШАННОГО ОБУЧЕНИЯ В ПРИКЛАДНЫХ ДИСЦИПЛИНАХ

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В данной работе представлены сводная информация о современных возможностях дистанционного обучения в прикладных технических дисциплинах, направленные не только на успешное изучение материала, но и на повышение заинтересованности в учебном процессе среди студентов.

Ключевые слова и словосочетания: *геймификация, образование, смешанное обучение, технические специальности, интеграция, прикладные специальности.*

INTEGRATION OF BLENDED LEARNING FOR APPLIED TECHNICAL DISCIPLINES

This paperwork shows the modern possibilities of distance learning in applied technical disciplines, aimed not only at successful study of the material, but also at increasing interest in the educational process among students.

Keywords: blended learning, education, technical disciplines, integration, developing, gamification.

Modern tendencies show digitalization all over the world and education sphere hasn't become an exception. Most universities have developed their own online platforms that allow students to study at home without getting up from sweet-home chair. Though there are many theoretic disciplines that could easily migrate from physical books to electronic ones, there are still certain amount of so-called "applied disciplines" such as "Theory of signals", "Components and materials of radio communication", etc., that basically require their learning in person. The last problem with global pandemic of COVID-19 shows, that nowadays the level of e-studying is approbation of tests, that don't show actual student's knowledge, but his skill of using search engine. All this factors pushed to research ways of blended learning integration for applied technical disciplines.

To begin with, let's define what applied technical disciplines are. Applied technical discipline is the subject that is based on practical abilities of applying theoretical knowledge to perform something in real life. For example, student knows about technical characteristics of resistor, but if he can't use this knowledge to build electronic principle scheme, his professional value is equal to zero.

Another problem of such kind of subjects is difficulty and volume of information which the student will have to face up with. Integration of blended learning could be the problem-solver [1]. Electronic learning environment provides a big amount of different instruments that can not only teach students, but let them study the material in an alternative way. Integration of gamification in study process affects student's perception in a strong positive way. Gamification is the act of making something game-like [1]. This concept was formulated in 2002 by Nick Pelling as alternative to monotonous working process [5]. That is why we can use this mechanics to find the way to convert boring cramming to interesting and effective studying.

The research started from Modular Object-Oriented Dynamic Learning Environment known as MOODLE. This platform holds about 20% of market [2] and VSUES also used this one to build its own environment [4].
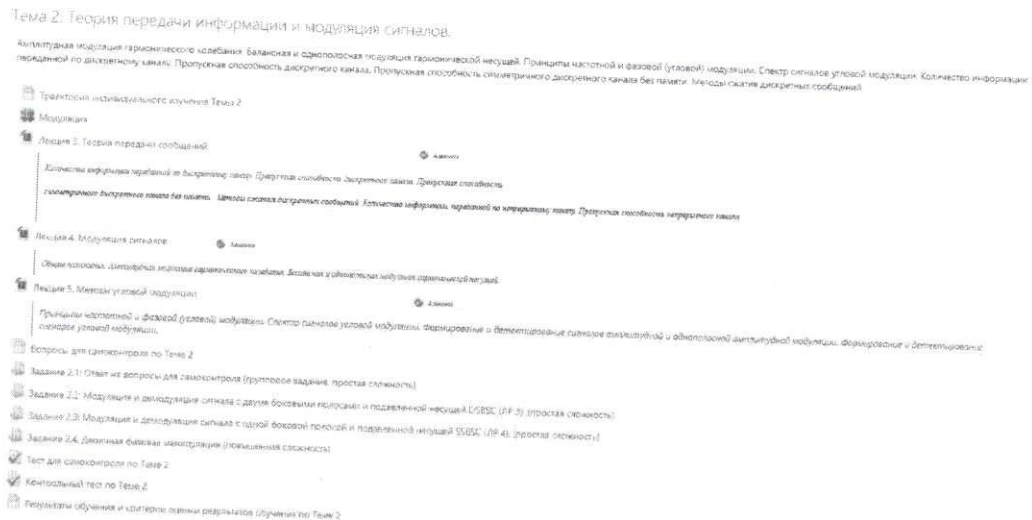
Pic. 1. VSUES moodle course page

Basically MOODLE provides teachers with instruments to make online lectures and tests [2]. This is enough if we speak about theoretic disciplines such as philosophy or law. However technical ones require advanced knowledge testing mechanism. MOODLE supports SCORM packages that help a teacher to construct more flexible tests, than that basic engine provides. The problem is outdated SCORM technologies that are barely supported by modern browsers what makes distance learning very uncomfortable if we talk about PC and impossible in case of smart phones. That's why we need to search for newer platform.
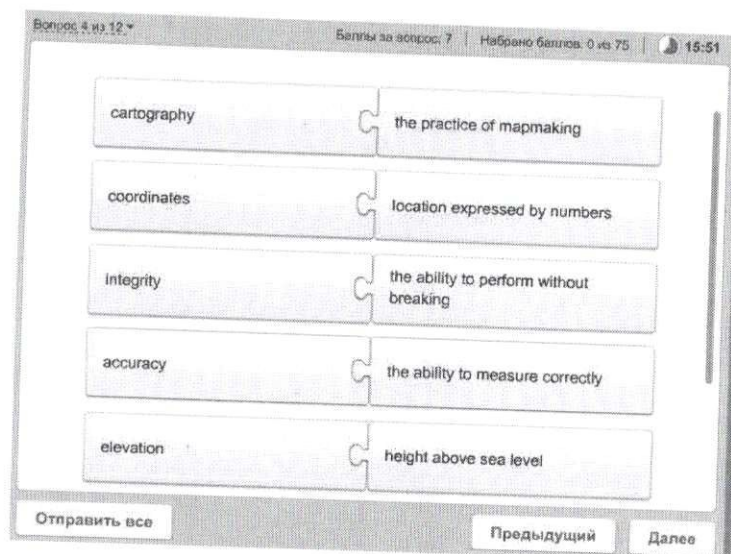

Pic. 2. SCORM based test

The second variant was Quizlet platform that allows teachers easily construct their own courses using 'flashcard method' [3]. This educational scheme helps to learn information faster by showing definition on one side and text on other one. This platform is actively used by foreign language teachers of VSUES, but in fact quizlet isn't limited by language lessons and it could be adapted for another disciplines.

Let's take base physics course for example. This natural science discipline is full of numbers, formulas and different terms to learn. We need to teach our student basics of electronic principle schemes: graphic notations and name of elements. To begin with we configure our educational program with importing name and picture to quizlet. This material would be enough to start working with the platform. Absence of definition was intentional, because we planned course for studying not definition, but graphic designations [4].
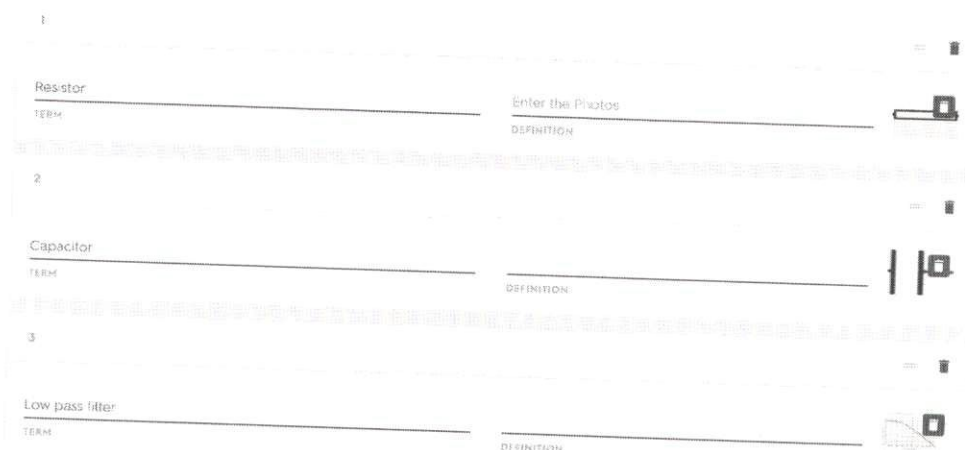
Pic. 3. Configuring quizlet course[3]

After course setting we move to games that included in quizlet platform. That the point where we meet up with gamification method. Due to right tuning the games would meet requirements. Students will work only with terms and pictures. This allows them to focus on key things without distracting on subtasks. Both match and gravity games are directed on memorization and fast identification of scheme elements. These skills would be vital in future professional life. In the next two pictures you can see concepts of game realization.

The first is gravity (pic.4). The aim in the game is to enter word faster than meteor with picture of scheme element hits the Earth. This activity trains student's speed of thinking and learn how to spell words correctly [1]. This means that game design pushes a student not only to cram material, but understand it and use knowledge in irregular situation and the key to successful integration is encouraging of every attempt without chances to lose. Nevertheless competitive students can try to hit the top of leader board by getting the largest number of points.
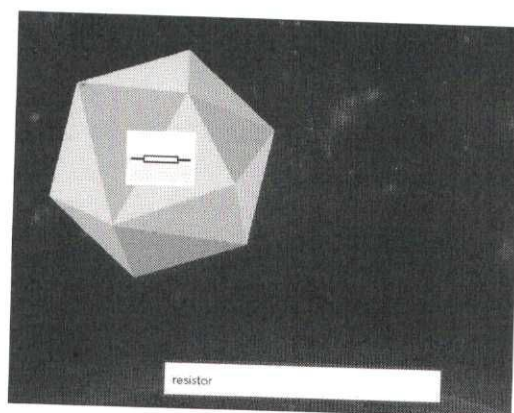
Pic. 4. Gravity game concept

The other game is called «matching» where a student tries to match term and pictures on time (pic. 5). This game also trains student's reaction, but does it better than «Gravity» game because it

doesn't require entering elements' names but recognize and match quickly [3]. The example of successful realization you can see in the next picture.
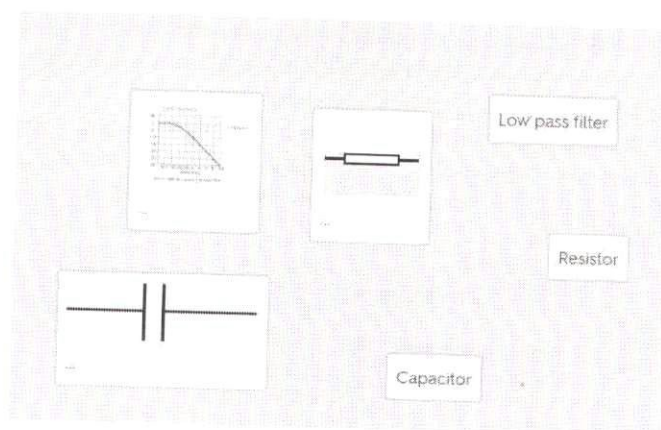
Pic. 5. Matching game concept

As we can see, quizlet partially satisfy our requirements to platform namely supported by modern gadgets, activity level and interactivity. It has convenient user-friendly interface and information storage method is quite interesting and original. The only problem is lack of tools to organize lectures such as: electronic library, webinars, tests and teacher feedback sources. All this problems don't not allow using this platform as the main one.

All in all, this theme requires further researches and developments. Blended learning is giant sphere where custom platforms would be the best choice because developers can include all types of required instruments in base of platform. Though this way provides enough flexibility for teachers, very few universities will spend so much money on it. In my point of view an optimal solution for integration of blended learning would be combination of native VSUES MOODLE platform and additional activities from quizlet.

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ПРЕСТУПНОСТЬ В МОЛОДЁЖНОЙ СРЕДЕ

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Преступность в молодежной среде является наиболее актуальной проблемой современного общества. В статье поднимаются вопросы подростковой преступности в Приморском крае, анализируются причины преступного поведения в молодежной среде, выявляются пути решения данной проблемы.