

Ministry of Education and Science of Ukraine

***Odessa National Academy
of Food Technologies***



International Competition of Student Scientific Works

BLACK SEA SCIENCE 2021

Information Technology, Automation and Robotics

Proceedings

Odessa, ONAFT 2021

UDC 004.01/08

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Black Sea Science 2021: Proceedings of the International Competition of Student Scientific Works. Information Technology, Automation and Robotics. / Odessa National Academy of Food Technologies; B.Yegorov, M. Mardar, S.Kotlyk (editors-in-chief.) [*et al.*]. – Odessa: ONAFT, 2021. – 526 p.

These materials of International Competition of Student Scientific Works «Black Sea Science 2021» contain the works of the contest participants in the section «Information technologies, automation and robotics» (not winners).

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Odessa National Academy of Food Technologies, 2021

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EDUCATION CAPSULES PROJECT

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Abstract: *The modern school faced many important challenges, which are connected to the active spread of the technologies among children, and to the pandemic that led to online learning. These difficulties made us to ask a question: how to overcome these and other problems? Moreover, with the rapid dissemination of information and the corresponding changes in the educational process, there is a need to apply new forms of learning.*

The are next priority requirements: the ability to reformat educational materials, provide educational information in playing form, develop creative skills and flexibility of thinking, as well as persistence and focusing on results. Innovative educational project "Educational Capsules" fulfills these requirements. The project consists of three developed games: "Chronicle of Ukrainian Victories", "Knights of the Golden Gate" and "Menagerie of King Danylo". They combine a form of school testing with elements of different computer games. Going through different levels, consistent problem solving and the final culmination provide a continuous dynamic process and emotional tension. In this way, the latest information technologies serve to significantly improve and reform the educational process.

Keywords: *informational technologies, educational capsules, computer games, educational reform.*

I. INTRODUCTION

"Educational capsules" is an innovative development project, which can be used in various educational areas. The project satisfies need of modern schooling, which requires additional educational resources that are relevant to the information environment in which children persist. Therefore, the project "Educational capsules" is an important tool for the quality development of modern pedagogy.

II. OBJECT, SUBJECT, AND METHODS OF RESEARCH

Object of research is issue of educational environment in Ukraine.

Subject of research is educational and pedagogical methods.

III. CONCLUSIONS

The modern world demonstrates extraordinary information saturation and brightness. A lot of children today grow up and are brought up in this environment, and these children used to be in tight relationship with game industry as well. Therefore, the adaptation of characteristic game forms is relevant and appropriate for the creation of a new type of teaching aids. And that is the deal for our games: "Chronicle of Ukrainian Victories", "Knights of the Golden Gate" and "Menagerie of King Danylo". They combine a form of school testing with elements of different types of computer games. Going through different levels, consistent problem solving and the final climax provide a continuous dynamic process and emotional tension. In this form, the necessary information is figuratively visualized, colored emotionally and meaningfully summarized.

The project "Educational capsules" presents two games of historical plan - "Chronicle of Ukrainian victories" and "Knights of the Golden Gate", which are based on real events in Ukrainian history. First one chronologically presents the victorious battles of the Ukrainians from Duche Oleh's march on Constantinople to the long defense of the Donetsk airport. After successfully passing all levels, the Ukrainian Trident shines. In the second game, Ukrainian history is associated with the heroic deeds of the Ukrainian elite, and, when player passes all levels, Golden Gate will be opened. This content not only affirms the heroism of national history, but also emphasizes the historical importance of Ukrainian victories. This is a crucial ideological moment from the standpoint of long-term colonization of Ukrainian lands and the planting of a complex of inferiority.

The third game "Menagerie of King Danylo " is a fantastic quest. You need to find the magical beasts of the young prince Danylo, who got lost in three halls of the castle: the Arsenal, the Library and the Throne Room. During the search, players get acquainted with medieval traditions and culture, as well as important historical events. All this firmly fits the Ukrainian state into the European context.

In this way, the presentation of the material involves emotional and intellectual forms of perception of information. This allows you to teach, educate and develop children at the same time. It is important that such innovative educational tools as "Educational capsules" are understandable for children. They are relevant for various profiles of school subjects and are promising for further use.

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The collection includes student works of the participants of the competition, which were not included in the number of prize-winners. The texts of the competitive works are published in the form in which they were submitted by the authors. The authors of the articles are responsible for the content and form of submission of the material.

Responsible for the issue: Sergii Kotlyk

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Odessa 2021