TEACHING DRAWING IN HIGHER EDUCATION USING DIGITAL TECHNOLOGIES

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ABSTRACT:

The article High in education drawing science digital technologies by means of to teach application features seeing including education efficiency in increasing tool as digital technologies opportunities described.

Keywords: Digital, Innovative, Computer technologies, computer graphics programs, digitization knowledge systematization.

INTRODUCTION

Raising the educational process to a new level through the integration of pedagogy and technology, meeting the requirements of the time. In the current conditions of accelerating globalization and integration processes in the world, there is a growing need to improve professional graphic competence by developing information and communication competencies of future teachers of technological and drawing education.

Digital learning is a new method of teaching based on digital technologies, which differs from traditional education in that it is carried out with or without separation from production. This education system new form, method and from tools used without organization mature, pedagogue and students in the middle and students between mutual of communication to oneself typical methods in mind Also, remote education various to forms has based on social demand formed goal and education institutions training to programs appropriate organizational forms and special teaching from the means use own inside takes.

Drawing science in teaching digital technologies application of education following didactic principles Relies on: Visual to understand amplification — graphic materials, 3D models, animations through concepts deeper understanding

Interactive approach — students active knowledge to take attraction for example, in real time in AutoCAD or SolidWorks work through the student to the center Individual approach to learning -

digital platforms (Moodle, Google Classroom) each to the student personal at the pace education to take opportunity gives.

Psychological and pedagogical basics: Spatial thinking formation — graphic in the environment work through in students three dimensional thinking develops.
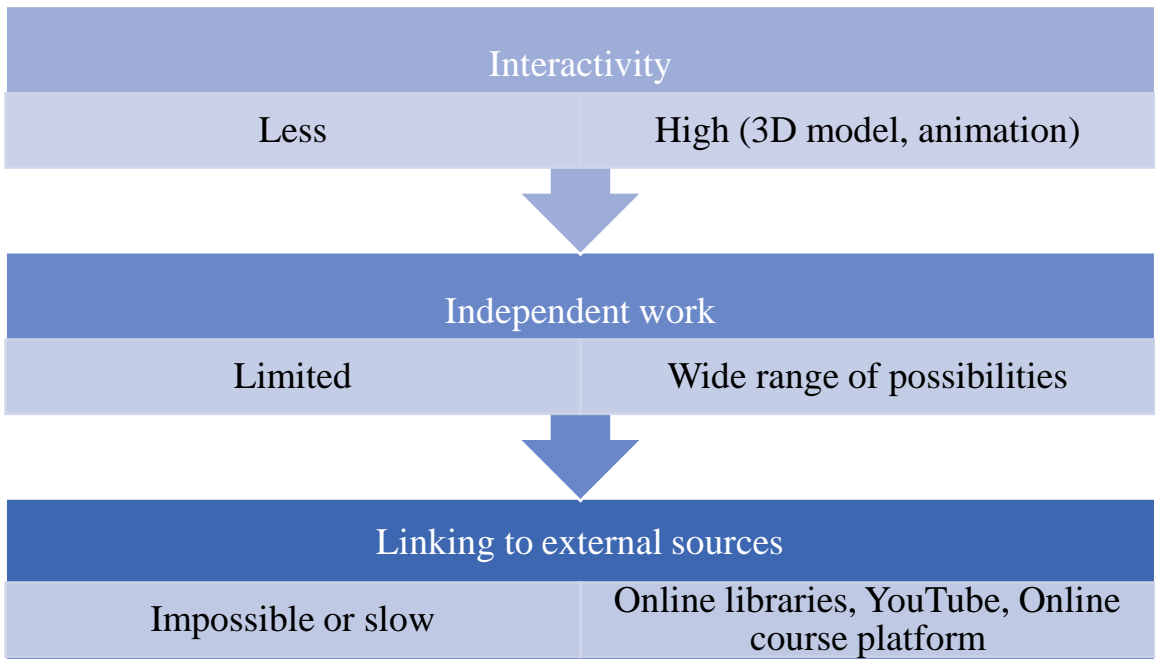
Interactivity	
Less	High (3D model, animation)

Independent work	
Limited	Wide range of possibilities

Linking to external sources	
Impossible or slow	Online libraries, YouTube, Online course platform

Figure 1. Innovative approaches structure

Motivation increase — modern technologies with work in students science relatively positive attitude wakes up.

Reflexive thinking development — student own work analysis to make mistakes understanding and correction through knowledge deepens. Innovative approach advantages as follows determined (See Figure 1) see):

Digital education in the environment drawing science in education didactic provides in development roller from games of use to oneself typical aspect from that consists of this method future in specialists to activity approach, communication accessibility, non-standard situations correct assessment, independence, creativity and improvisation skills to develop help gives.

Digital technologies – this " digitization " of information, i.e. universal digital in the form presented attainable technologies is considered. In this digital to technologies information create, save and distribution opportunity giving technologies our input possible. Digital technologies tools indirectly education perception to reach facilitates and enriches.

Digital of technologies original content himself/herself what ? " Technology " word Greek " thirst " – art , skill and " logos " – doctrine from the words taken to be , art about science , teaching said meaning Computer memory this special electronic cells package is , their every one zero and ones from the combination consists of one information save remains .

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Creative assignments on any work interactive of the method basis organization These tasks education from recipients only information simple acceptance to do not, maybe them creative in a way learn, hide, accept solutions find with related was training requires activity. Creative assignments, as well as education in recipients to know inclinations They form personal experiences sharing, communication situations correct evaluation, communication accessibility and other social skills develop opportunity creates. Digital education in the environment drawing science in education didactic provides develop in the process creative assignments in them research, knowledge independence, creativity and inventiveness adjectives in development important tool become service does.

Using digital technologies to teach drawing in higher education in teaching lecture and practical in training various multimedia tools – drawings, visual models, graphics materials – using information to deliver training process further effective This will do. approach of the students the topic understanding and mastery process make it easier for them motivation Also, a video projector such as technologies the material repetition and reinforcement opportunity gives, this and education efficiency further to increase service does.

Digital of technologies intense development supreme education in the system innovative It requires approaches. Especially engineering in the field graphic competencies, drawing skills and modern design programs study important importance profession From this need come " Innovative " engineering graphics" online course platform working exited and education to the process current This was done. platform engineering graphics, drawing, computer using design (CAD) disciplines remote, independent and interactively study opportunity The platform provides main target — students and students for comfortable, functional and effective training environment is to create.
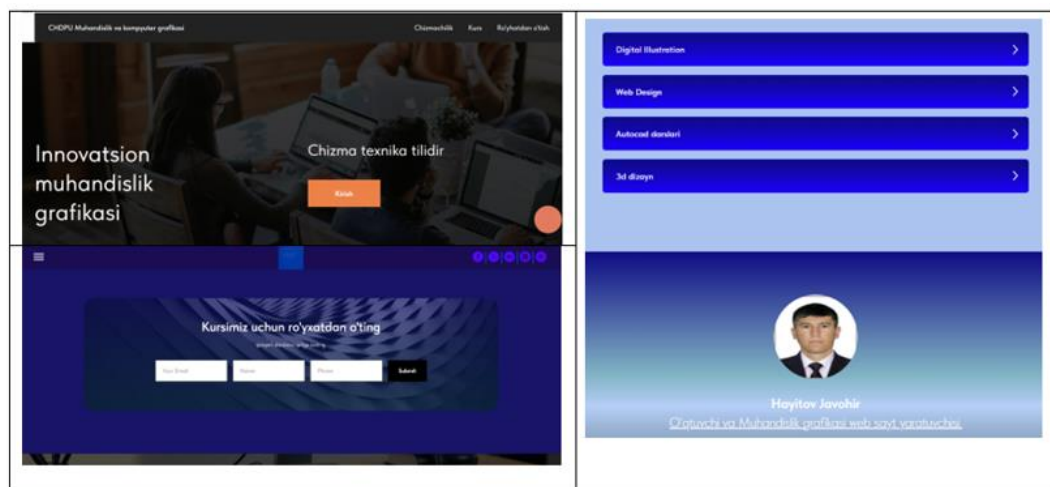
(see picture 2) see):

Figure 2. Online course platform worker window

High in education drawing science digital technologies by means of education methodology to develop aimed at the model working exit time requirements to professors and teachers based on to students suitable education style and development strategy determination opportunity It also provides various pedagogical tools and methods classification, available sources and assistant from materials use opportunities creates.

The introduction of digital technologies into the higher education process creates the following opportunities:

❖ students knowledge to take process activation;

❖ modular education content enrichment and education individualization;

❖ to students knowledge modeling and independent work skills formation;

❖ study in the process various training and digital from technologies complex use to teach;

❖ digital technologies using knowledge evaluation, errors determination and them eliminate to grow the ways to find assistance and others.

High education institutions to their students drawing science teaching processes modern informational and methodological provides create, lesson processes and students training and professional activities integral accordingly improving n the way digital technologies by means of done increase education quality to provide ground creates.

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