THE FORMATION OF THE NEED FOR SELF-EDUCATION OF THE STUDENT DESIGNERS DURING THE TEACHING OF COURSE "INFORMATION SYSTEMS AND TECHNOLOGIES"

Sakhaeva S.I.

Kazan State University of Culture and Arts,
420059, Russia, Kazan, Orenburg tract street, 3,
E-mail: sahsof@mail.ru

None of the fundamental education is not sufficient for the success of the graduates on the modern labor market. The relevant position of the teacher is to "teach to learn" the future specialist. So that he really wanted and was able to put himself educational goals and also could produce valuable information for using it in the right order. Synergetic approach generates the need for self-help. Creating a supportive creative environment, the emancipation of students using non-standard jobs, the use of special approaches and strategies, such as "brain storming", "brain attacking", etc. are helping in building the skills needed for further self-education and self-development, such as introspection, self-planning, self-organization, self-control. The competitive gaming technology forms, a self-evaluation strategy of the work performing and creating a dynamic scenario training could all be used for managing the process of self-designers, the above shown in the report. For example, a two-hour practice session script on the theme "Creating multimedia-presentations in service Prezi.com" includes fastening search skills. Such as video search tutorials on Prezi.com, self-education work with the service of the video search tutorials and consolidation of acquired knowledge through interdisciplinary relations - the creating of the presentations on the subject "Theory of Probability and Mathematical Statistics", the processing of created presentations by classmates, correction of defects and discussing misapprehensive skills of the service with the teacher. As a result, not only the knowledge in multimedia is consolidating, but also understanding of the subject "Theory of Probability and Mathematical Statistics" is deepening. The results of the interim knowledge control on the subject "Information Systems and Technology" are showing the performance improvement (for about on 34%).

The self-education need is one of the conditions for personal growth of designer, also synergetic approach allows to produce creative design professionals for the formation of that requirement, who are successful on market labor.