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CREATING A POSITIVE MOTIVATION OF ECONOMIC EDUCATION STUDENTS IN CONDITIONS OF DISTANCE LEARNING THROUGH I.T. TECHNOLOGY AND GAMING TOOLS

Introduction

In modern time the best gift that we can offer our students is, of course, a good education. Better education promotes better opportunities and greater independence. Quality education, both inside and outside the classroom, is a key determinant of effective participation in the global economy. Meaningful, quality education which enables the full development of the human person promotes social and economic development. Distance learning has an important place among education process but it has many problems. One of the most important questions is a creating a positive motivation of economic education students. Learning needs to be promoted throughout the life course. The development of interest in education among young people must lead to the primary concern of each teacher.

Positive Motivation fosters the development of the personality and of basic values with a view to personal and social fulfilment and sense of identity. Its also fosters institutional learning and strengthens evidence-based decision-making and professional, transparency, coherence and effectiveness. The generation of a positive motivation specifically oriented to of economic education students remains a challenge.

The overwhelming majority of students has a low or medium level of motivation for studies in conditions of distance learning. We recognize the importance and relevance of the problem connected with the conflict as to the necessity of high-quality professional training of graduates of economic college and absence of unified, scientific-justified methodical provision of formation of positive motivation and education of necessity of responsible attitude to future professional activity of students. But our goal is to restore the high of motivation of economic education students in conditions of distance learning through I.T. technology and gaming tools.

Many world scientists are associated with scientific work about human motivation A. Adler, A. Maslow, S. Rubinstein and etc. However, purposeful system analysis of the peculiarities of the formation process positive motivation and education of the need for a responsible attitude toward the future the students of economic colleges have not yet gained professional activity. It is interesting to what extent the changes that are taking place in the distance education notice the recipients themselves of educational services.

This is not just about the level education, currently at academic level, but also the impact of self-training and multiple specialized, qualifying and specialization courses on teachers' work.

Purpose, scope and research method

The purpose of the research was to:

To learn defining the peculiarities of forming positive motivation and raising the need for a responsible attitude toward future professional activity students.

The main objectives of the research:

1. Identify role of the students motivation and professional development.
2. To learn about the professional role and the professional tasks teachers in distance study process.
3. Determination of the effectivity I.T. technology and gaming tools in the process of formaiting a positive motivation of economic education students.

The research was carried out using an I.T. technology and the gaming tool method. Technique research was an interview, a controlled field study out inland the questionnaire tool. Collective research was carried period from March to June 2021. The study group consisted of students The Kyiv Applied College of Tourism and Hospitality.

The operating principle of the research is to base itself on its own observations and on information that we has verified.

Research results

In the organization and implementation of distance education in learning systems there's a problem of student motivation. As shown research spanning decades, the challenge of creating a positive motivation of economic education students is complex and multifaceted and lacks final decision. Important contribution to the development of the theory of evaluation of distance education systems made by D. Guller and G. Rumbl.

D. Guller proposes the following criteria for the evaluation of distance education(DE) programmes:

1. Access to education (the criterion refers to opportunities for new population groups to receive the education they need);

2. Relevance of DE programmes to national, regional and individual interests;
3. Quality of proposed programmes;
4. the extent to which students have achieved their goals;
5. Cost-effectiveness;
6. Impact of DP programmes on society, other programmes, institutions and institutions, individuals;
7. Amount of new knowledge about adult learners and new learning technologies applied (Zgurovsky 2002).

The G. Rumbl evaluation model is based on four indicators:

1. Time spent on training a graduate;
2. Share of graduates in total admissions;
3. Adequacy of the number of graduates and their level of training to the aims of the institution, the needs of society for an educated labour force, public educational needs and the needs of underprivileged sectors of society;
4. Economic and social efficiency

While recognizing the usefulness of these criteria, the Ukrainian distance education system emphasizes:

- the importance of creating a single national DE system;
- the need to standardize DE courses;
- certification of DE institutions;
- use of I.T. technologies and game tools (Moore et al., 1990).

Organization of distance learning with the use of interactive means provides modeling of life situations, use of role games, joint solution of the problem on the basis of analysis of circumstances and corresponding situation. It effectively contributes to the formation of skills, creating an atmosphere of cooperation and interaction.

During such training students learn to be democratic, to communicate with other people, to think critically, to make informed decisions.

The purpose of using I.T. and game techniques is:

- to create a "zone of psychological comfort", to prevent the loss of attention during a lessons;
- to avoid a decrease in interest in educational material;
- overcome discomfort through imperfect knowledge of interactive learning tools.

However, in our opinion, forming positive motivation and responsibility the attitude to the future profession of students of economic specialties should be considered as an overstatement of the educational process, to keep "hidden educational intention" (Sukhomlinsky 1976), as written In. Sukhomlinsky.

The sense of responsibility, which is considered both as a personal feature, and as a manifestation of the formed professional readiness of a student of an economic college, correlates with another concept – discipline, about which

A. Makarenko said that she "has no reason, no method, no method of correct education, and the result of it" (Makarenko 1988).

We can draw a conclusion about the necessity of creating an environment for students, which would, first, facilitate voluntary activity and high productive load according to the abilities and interests of subjects of the educational process.

Interactive learning is based on the following principles:

- the direct participation of each participant of the training, which requires the teacher (the organizer of the educational process) to make each participant active search of ways and means of solving a problem;

- mutual information, spiritual enrichment. At the same time, the educational process is organized in such a way that the participants have an opportunity to exchange their life experience received by the information;

- in the process of studying special disciplines, the most effective are business games, which we use with research purpose, educational purposes concerning real activity on manufacture. The basis for the business game is theoretical material. The business game gives an opportunity to lose practically any specific situation. This method allows to combine knowledge and skills to transform knowledge from a prerequisite to actions in the action itself.

- such methods, which are developed for specific situations, introduce students into the sphere of production activity: they educate the ability to evaluate the current production, find decisions on its improvement. The success of the method depends on a number of factors – organizational, methodical, psychological, technical, etc.

Market laws are quite tangible in the educational sector, where every educational institution constantly improving the forms and methods of work, seeks to maintain the level of its competitiveness.

What determines this level? There are many factors, but the most important of them is the competitiveness of graduates. Among the significant advantages that allow the graduate after graduation to find his place first of all are:

- ability to use theoretical knowledge in practice;
- high level of self-awareness and responsibility;
- ability to make independent decisions;
- ability to work in a team (Musto 1989).

Time today demands to go not through improvement of methods in which the principle of follow-up is leading and leads to intellectual and physical overload, but through search of new, effective methods of educational and cognitive activity of the educational achievements, which ensure fulfillment of the order and needs of the society.

The needs of society can be put together in a block of such didactic requirements to the organization of educational and cognitive activity of students:

- formation of self-education skills, self-evaluation, self-identification, self-analysis of actions etc.

- the scientific and practical preparation of the person for conscious professional self-determination.

- formation of selective, relatively steady orientation of interests and needs of the individual on a certain aspect of social values.

- formation of social competence characterized by the presence of social knowledge and social experience.

- formation of social behavior among the educational applicants, which is characterized by reflection of personality on the society, which continues their mutual understanding.

- acquaintance with social space - fundamental conditions of activity and communication of people in society.

- Development of such qualities as efficiency and purposefulness.

From us, teachers, depends whether on time and mobilized we re-orient on new principles of organization of training. Here it is important to support innovative initiatives and their adequate assessment.

The slogan "Start from yourself" is no less important. This applies to all teachers. If we are not able to become in a situation of interactive communication among ourselves at all levels, we cannot model interactive methods of work with students.

Therefore, we can note that distance learning for students specialty "Accounting and taxation", "Finance, banking and insurance" has the following advantages: flexibility, relevance, convenience, modularity, economic efficiency, possibility of simultaneous use of a large amount of educational information in any number students, interactivity, more opportunities to control the quality of education, lack of geographical borders for education. (Kolesnik 2016).

Such advantages of distance learning are provided by various tools of work of teachers and students. For different types of work you can use the following services:

- tests to check the level of information memory, play, or working with other gadgets. Services: Quizlet, Google Forms, Kahoot, Pear Deck.

- training with video. If you send a video, it is desirable that it there was some validation. After all, just watch the video and make the default exercise is not effective. It is better to link what you will be to the video evaluate. Services: EdPuzzle, Khan Academy, Nearpod, Edmodo, YouTube.

- you can use recorded explanations/feedback on diagrams, the procedures or procedures (discussions), if you use these annexs. Services: Flipgrid, Explain Everything, Figma.

- creation of a portfolio of works for supervision of studies. Services: Seesaw, Book Creator, Pages, Google Sites.

- talking themes/boards. You can even discuss it in Viber or Telegram. Send the picture to the children and ask a few questions. Only consider how many children should be in the chat. Services: Flipgrid, Telegram, Padlet, Viber, Mirror.
- feedback. Services: Mentimeter, Poll everywhere, Survey Monkey

In this way, on the basis of the above-mentioned views, we draw the conclusion that, since the healthy aspiration of the person is motivation to establish relations with the society through the active interaction with it, that in the case of an adult member of society the most fully manifested in the results of socially useful professional activity, That qualitative successful professional training of students is already considered as interaction with the society and, actually, the most socially useful action in the support of I.T. technologies and gaming tools. The society, in its turn, recognizes and encourages, as well as brings satisfaction of the personal needs of the subject of action, which are presented by us schematically (figure. 1).



Figure: 1. The scheme of development of positive motivation
Source: own research.

Results and discussion

Distance learning cannot rely for its benefits on the promise of technology alone but requires organization of human resources, careful matching of training objectives to production of training materials and proper consideration of the use of and access to Internet tools.

Dr. Reshan Richards published a touching letter to all teachers who are now forced to go to distance education. "Everything will not go as you planned. You will be ask google: "How to do ..." dozens of times or you will write a letter to your colleagues asking for help. But just when you are desperate to try to master online learning, you will understand that you have not lost the desire to be a teacher: To learn and to study yourself.

The main goal of distance education is the preparation of highly qualified, creative, interactive, informational, flexible, practical, competitive specialist with high level of formation of complex qualification skills, able to work effectively

on a specialty at the level of the world standards, ready for constant professional growth, social and professional mobility, which provides access to educational resources by means of use of modern information technologies and telecommunication networks, creating conditions for citizens to exercise their rights to education.

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Abstract

Nowadays the education is facing many interdependent and interrelated challenges. Indeed, good economic education nowadays is becoming a guarantee of success in modern society. One major problem of education is the dilution is the issue of global pandemic Covid-19. Pandemic Covid-19 had significantly increased the role of distance learning. Distance learning a new type of the organization of studies is based on the use of both traditional and new media technology teaching methods. In such situation there is a particular need for a positive motivation of economic education students. The research was carried the problem of positive motivation of students regarding professional education for distance learning.

Keywords: motivation, distance learning, professional education, I I.T. technology, gaming tools.

JEL Classification: I2.