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ІННОВАЦІЙНІ МЕТОДИ НАВЧАННЯ – НОВИЙ ШЛЯХ РОЗВИТКУ ОСВІТИ
ИННОВАЦИОННЫЕ МЕТОДЫ ОБУЧЕНИЯ – НОВЫЙ ПУТЬ РАЗВИТИЯ ОБРАЗОВАНИЯ
INNOVATIVE METHOD OF TEACHING- NEW WAY OF EDUCATION DEVELOPMENT

Анотація. *Головним завданням вищого навчального закладу на сучасному етапі є підготовка фахівців, здатних нестандартно, гнучко і своєчасно реагувати на зміни, які відбуваються в світі. Тому для підготовки студентів до професійної діяльності в майбутньому і використовуються інноваційні методи навчання у вузі. Інноваційні методи дозволили змінити і роль викладача, який є не тільки носієм знання, але і наставником, який ініціює творчі пошуки студентів.*

Summary. The main objective of the higher education institution at the present stage is to train specialists capable of non-standard, flexible and timely response to changes taking place in the world. Therefore, to prepare students for professional careers in the future innovative methods of teaching at the university are used. Innovative methods are allowed to change the role of a teacher who is not only a holder of knowledge, but also a mentor, initiating creative searches of students.

The globalization of business has finally been embraced by the higher education sector in which education is seen as a service that could be marketed worldwide. Universities and other institutions have to compete with each other to attract high quality students and academic staff in an international level. Hence competition is no longer limited within national borders. Universities have the means to teach tomorrow's decision makers as to how the interrelationships among society, economy, and the environment determine our destiny, our success or failure to achieve long-term prosperity for all human beings on the earth [1]. While Universities have to prepare their students to cope with the problems arising in hundreds of diverse and highly specialized professional fields, they also have to show the way toward cooperation, understanding and more specifically the benefits and tools of collective problem solving**. The recent interest in sustainability also calls for well thought out future plans for social development.

Education is an engine for the growth and progress of any society. It not only imparts knowledge, skills and inculcates values, but is also responsible for building human capital which breeds, drives and sets technological innovation and economic growth. In today's era, information and knowledge stand out as very

important and critical input for growth and survival. Rather than looking at education simply as a means of achieving social upliftment, the society must view education also as an engine of advancement in an information era propelled by its wheels of knowledge and research leading to development.

Currently, many institutions are moving towards problem-based learning as a solution to producing graduates who are creative and can think critically, analytically, and solve problems. Since knowledge is no longer an end but a means to creating better problem solvers and encourage lifelong learning. Problem-based learning is becoming increasingly popular in educational institutions as a tool to address the inadequacies of traditional teaching. Since these traditional approaches do not encourage students to question what they have learnt or to associate with previously acquired knowledge, problem-based learning is seen as an innovative measure to encourage students to learn how to learn via real-life problems [2].

Advancements in information and communication technology across the world have radically altered the way students and faculty interacts. Teaching no longer remains a one-sided dictation; rather it is becoming highly interactive these days where both the students and the teachers participate at an equal level. The use of innovative training methods is largely applicable especially in the sphere of professional education. Internet, handheld computers, digital cameras and other such multimedia means have revolutionized the world of professional education.

The researchers suggest some methods that can be applied by the modern teachers. The teacher uses multimedia to modify the contents of the material. It will help the teacher to represent in a more meaningful way, using different media elements. These media elements can be converted into digital form, modified and customized for the final presentation. By incorporating digital media elements into the project, the students are able to learn better since they use multiple sensory modalities, which would make them more motivated to pay more attention to the information presented and retain the information better.

Traditional educational approaches have resulted in a mismatch between what is taught to the students and what the industry needs. As such, many institutions are moving towards problembased learning as a solution to producing graduates who are creative; think critically and analytically, to solve problems. We focus on using multimedia technology as an innovative teaching and learning strategy in a problem-based learning environment by giving the students a multimedia project to train them in this skill set.

Besides the theoretical teaching, various other techniques such as case-study methods, discussions, learning labs, role-play method and other team-based projects are fast gaining importance. All such innovative teaching techniques offer the students- a rigorous and professionally relevant learning experience. These also allow the freedom of choice to the professors to use the best-suited methods in accordance with the particular needs of different subjects. The present-day teaching methods aim at developing a truly free-thinking institution. Such innovative methods have the potential of empowering people, strengthening governance and galvanizing the overall human development of the country.

Creating multimedia projects is both challenging and exciting. Fortunately, there are many multimedia technologies that are available for developers to create these innovative and interactive multimedia applications [3]. These techologies include *Adobe Photoshop and Premier* to create edit graphics and video files respectively, *SoundForge and 3D Studio Max* to create and/or edit sound and animation files, respectively. They can also use an authoring tool such as *Macromedia Director or Authorware* to integrate and synchronise all these media elements into one final application, add interactive features, and package the application into a distributable format for the end-user. Another advantage of creating multimedia projects in the classroom setting is that when students create multimedia projects, they tend to do this in a group environment. By working in a group, the students would have to learn to work cooperatively and collaboratively, using their group skills and a variety of activities to accomplish the project's overall objectives.

Mind Maps are also very quick to review, as it is easy to refresh information in your mind just by glancing once. Mind Maps can also be effective mnemonics and remembering their shape and structure can provide the cues necessary to remember the information within it. They engage much more of the brain in the process of assimilating and connecting facts than conventional notes.

The key notion behind mind mapping is that we learn and remember more effectively by using the full range of visual and sensory tools at our disposal. Pictures, music, color, even touch and smell play a part in our learning armory will help to recollect information for long time. The key is to build up mind maps that make the most of these things building on our own creativity, thinking and cross linking between ideas that exist in our own minds.

As the recent research point that any particular information explained with the help of graph charts makes a high impact in the minds of the people and keeping this as the core aspect the teachers may try to picturize the concepts and show the same to the students.

Technology is changing the classroom experience. For example, the room is wired with camerasfor photographing whiteboards, so students can receive the images as digital files. In addition, tablet PCs, compact computers that allow you to write notes directly onto the screen with a special pen, replace the archaic projector. With the tablet technology allow professors to make notes on charts and spreadsheets and send them directly to their students' PCs and he will get a feed back from each student.

To sum up, we can admit that the Information and communication technology has made many innovations in the field of teaching and also made a drastic change from the old paradigm of teaching and learning. In the new paradigm of learning, the role of student is more important than teachers. The concepts of paperless and penless classroom are emerging as an alternative to the old teaching learning method. Nowadays there is democratization of knowledge and the role of the teacher is changing to that of facilitator. We need to have interactive teaching and this changing role of education is inevitable with the

introduction of multimedia technology and the spawning of a technologically-savvy generation of youths.

The analysis reveals some of the suggestions that the teaching community can practice in the classrooms. Ultimately the teaching people are satisfied when they could reach the students community with their ideas and views. So, teaching depends upon successful mode of communication and innovation. The researchers recommend that the teaching would be highly effective if the teacher start to use the recent multimedia technologies like usage of computers extensively or some modifications in the conventional mode of teaching. The use of computers may be very well practiced in the environment where the use of such technology is highly possible, but there must be some sort of innovation which can also be practiced in an environment where such use of technology is on its way to growth. In those environments use of humor, role playing, words –words approach, Z-A approach are the ideas that can very well be practiced.

The use of new multimedia technologies and the Internet in learning is seen as a means to improve accessibility, efficiency and quality of learning by facilitating access to information resources and services as well as remote exchanges and collaboration. The world of technology continued to grow and today the whole world has become a global village. By the beginning of the 21st millennium educational technology has stretched educational boundaries and created new ones on a daily basis.

The concept of 'penless' and 'paperless' classrooms has proved to be a good alternative to the old teaching-learning methods. Knowledge is becoming highly democratized which is changing the role and face of education with the introduction of new and innovative teaching aids.

The researchers believe that the core objective of teaching is passing on the information or knowledge to the minds of the students. Any method using computers or modifying the existing conventional chalk-talk method are innovative if they ultimately serve the attainment of core objective of teaching.

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