

Distant Education at Sumy State University





Sumy State University

Our university was established in 1948.

Sumy State University (SSU) is:

- a classic type of university, IV level of accreditation;
- 15 faculties;
- 5 institutes;
- 3 specialized academic councils;
- 2270 teachers, research workers, including 50 doctors, professors, 330 candidates of science and associate professors at 57 departments;
- more than 22 000 students, including 500 foreign students from about 50 world countries.



Remote Education at Sumy State University: main events

- 1999-2001 start of the scientific research in Distant Education.
- 2002, April consummation of Experimental Program on application of Distant Education at the University for the period of 2002-2011
- 2002 2007, September students enrolment on specialities "Economics of Enterprise", "Information Science", "Law", "Management of Organizations", "Finances" and "Engineering Mechanics".
- 2004, October VI International Guidance Conference «Application of information technologies in educational process and remote type of education: present-day state and development prospects»

(http://conferens.sumdu.edu.ua/dl2004/ua/).



Distant Education at SSU: experience of participation in international projects

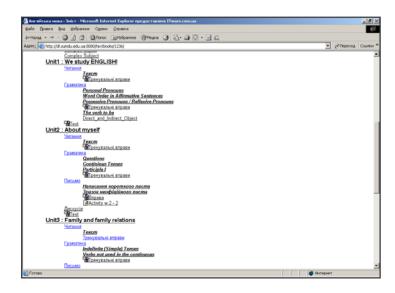
- 2001 Project "Library of electronic books on economic disciplines for the higher educational establishments", which was realized with a financial support of the Project for the development of electronic resources according to the program "Distribution of information resources" of IREX Consorcium (CARN-99-WEB-3).
- 2005-2006 videoconferences in the structure of International conference "Open education and distant learning" and International conference "Information technologies and management" together with the Institute of Management of Information Technologies Riga, Latvia (http://www.isma.lv).
- 2006, April 2007, June preparation and realization of the program of professional skills improvement "Management of non-state organizations" jointly with EU project "development of the civil society".



Remote course:

- lecture block;
- self-test block;
- practical training block (trainers, e-reports, interactive laboratory works, subject chats);
- summary block.



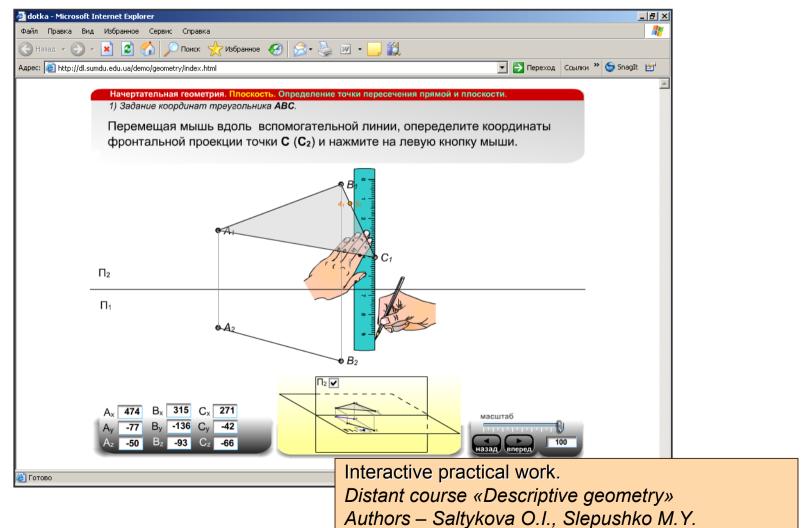




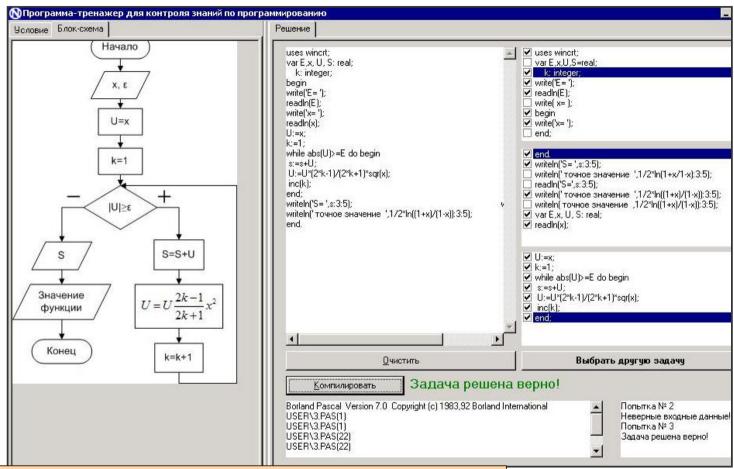
For a student of remote education **trainer (simulator) – is ...**

- gaining a work experience;
- an efficient feedback of action results;
- individual educational speed.









Trainer program for the skill of making programs checking Distant course «Programming» Authors – Tyrkusova N.V., Lugovoy N.N.

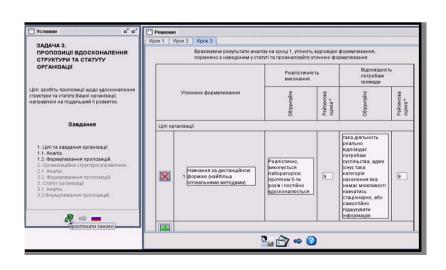


Trainer "Offers for improvement of the structure and character of organization."

Aim of the task – formulation of offers on improvement of the structure and charter of a definite organization for maintenance of its development.

Algorithm:

- first stage to analyze the goals and the tasks of organization and to formulate the offers;
- second stage to analyze the organization structure and to formulate the offers;
- third stage to analyze the character of the organization and to formulate the offers.







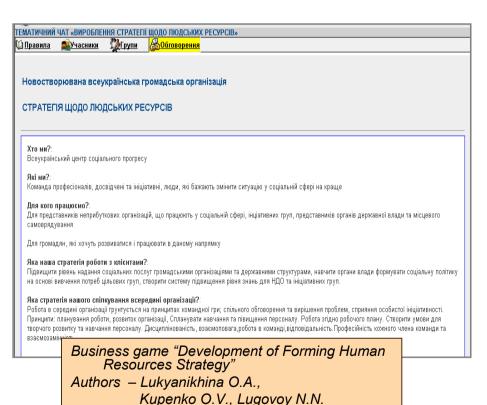
For a student of distant learning business-game – is ...

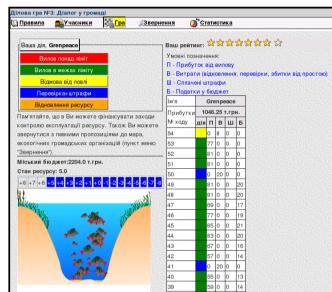
- knowledge and experience;
- self-estimation in the game role;
- · interaction with other students;
- victory in the game.

Peculiarities of business-game	The realized series of network games
General task for all participants, what means different ways of solutions	Network game "Attraction of means for the region's development"; network game "Elections of the town mayor"; Network game "General resources"; Network game "development of the general strategy".
Imitation of reality	Events of the region's society
Different roles for the participants	A citizen; a member of public organization; a businessman; representative of authority.
Difficulties on the way of the task fulfillment	Representatives of different social groups may have different points of view on the same question; time resource of solving tasks is limited.
Dialog between the participants	To win the game all participants need to agree
Emotional pressure	The task is actual for all the participants, but it's not easy to do it



Pedagogic solutions and their computer-based realization: network business games





Business game "Shared resource" Authors – Zhulavskii A.Y., Kupenko O.V., Lugovoy N.N.

In the business-game 10-12 players are brought together in a group by their joint actions



The System of Distant Learning: pedagogical aspect

Level of educational establishment

Level of co-operation teacher - student



The system of distant education at the university level

Basic functional possibilities:

- development of the distant educational courses and practical tasks of different types (tests, trainers, interactive demonstrations and laboratory works, business games);
- organization of students' educational activity (from the stage of registration in the system to the end of studying at the university);
- organization of the teacher's work on development and accompaniment of the distance course.

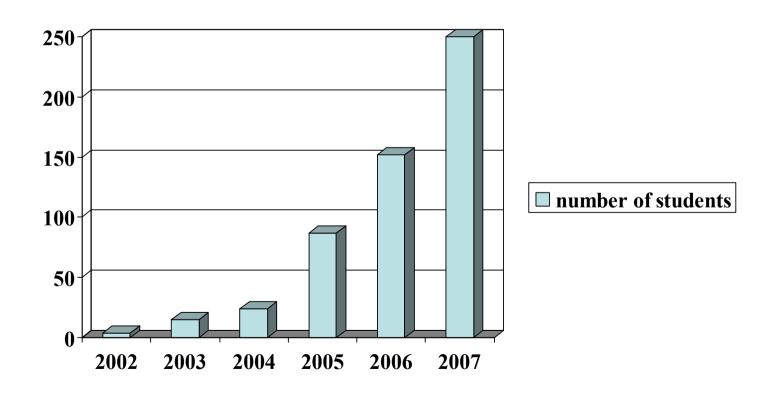
Users of the system: students and teachers, administrator, programmers, methodists.

Statistics of system's filling:

- lecture abstracts for 120 educational disciplines;
- about 10000 test tasks;
- 270 trainers;
- 19 interactive demonstrations and laboratory works
- 4 network business games



Statistics: number of students of distant education at SSU





Our Expectations

Expectations from the project:

- granting the new opportunities to SSU students of the distant form of education, provided by Bolgna Declaration;
- development of the legislative base on distant form of studying at high schools of Ukraine;
- popularization of the distant education among the potential users of educational services;
- Improvement of the work quality of teachers who deal with the distant form of studying.

Opportunities which are offered by the project:

- direct gaining of experience of European colleagues;
- co-operation with Ukrainian colleagues;
- feedback with the Ministry of Education and Science of Ukraine;
- new ideas offered in a project.



Feedback (Contact information)

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