

Summary of the Master's dissertation

Subject matter of the dissertation: Quest as an innovative form of social and cultural animation

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Customer organization: summer language camp "Linguist»

Topicality of the research: For modern society today the formation of a comprehensively and harmoniously developed personality is one of the main tasks due to educational processes. And since the foundations of the formation of personality begin to be laid at a young age, in the process of education, upbringing and cultural development of children, the issue of improving these processes is given special attention and special requirements. All these changes relate to the aims and content of education and upbringing, the methods and technologies used. The education of children is clearly regulated and controlled by the policy of our state, new approaches to education are introduced, innovative interactive technologies are actively introduced into the processes of organizing cultural leisure. The introduction of modern forms of cultural leisure is dictated by the urgent need. One of perspective forms of the organization of socio-cultural animation is recognized as a quest.

Objective: theoretical and practical substantiation of socio-cultural potential of quests as a modern innovative promising form of organization and management of cultural leisure in the process of socio-cultural animation of children.

Tasks:

- to clarify the essence and specificity of the content of socio-cultural animation;
- describe the quest as a form of socio-cultural animation;
- to analyze the experience and prospects of using quest technology in the process of education and upbringing;
- to determine the features of the design and use of quests in the process of teaching and animation activities;
- to analyze the management of animation activities in the organization on the basis of which it is planned to introduce quest technology;
- to develop practical recommendations for improving the process of animation work of the summer language camp "Linguist".

Hypothesis: Quest as a promising innovative form of organization of social and cultural animation of children will improve the managerial competence of the Manager of social and cultural activities in the animation work in children's leisure institutions.

Novelty of the research: Scientific novelty consists in the development of a set of theoretical and practical recommendations for improving the management structure and animation of children's cultural and leisure institutions.

The main principles to be depended:

1. Social and cultural animation is a specific area of cultural and leisure activities aimed at meeting the needs of human communication, movement, culture, creativity, entertainment and pleasant pastime. Animation is an important element of educational, educational, recreational, rehabilitation and cultural activities. It has its own structure, methodology, technologies and uses different types and forms of implementation.

2. Quest is a specific form of the game, unfolding in the virtual space or in real life and is today one of the most promising and rapidly developing forms of socio-cultural animation.

3. Quest is an interactive perspective of pedagogical technology activities, and can effectively solve the educational, educational and developing tasks.

4. Quest has its own internal structure and elements, and its design is subject to certain logic, and a system of rules and principles. Its implementation contributes to the improvement of managerial competencies of the Manager of social and cultural activities.

5. One of the leading activities of the summer language camp "Linguist" is the animation and organization of cultural activities of children.

In the course of the research it is supposed to develop the author's recommendations for improving the management of the camp by expanding its staffing and introduction of modern innovative pedagogical quest technology in the management of animation processes.

6. Developed and presented for testing the author's quests meet the methodological and technological requirements. Completely correspond to specifics of the direction of activity of camp and harmoniously fitting into its General administrative structure of the organization of social and cultural animation.

Theoretical and practical significance of the research: Theoretical significance of the research consists in substantiation of the importance of socio-cultural animation in the process of development and formation of personality, and also of the need for constant differentiation and enrichment of its forms, methods and technologies. The practical significance of the study is to develop recommendations for improving the management and organizational and leisure activities of the summer language camp "Linguist" and the design of a number of quests designed to be included in the animation practice of the camp.

Results of the research:

1) developed a theoretical understanding of the nature and characteristics of socio-cultural animation of children of primary school age;

2) quest technologies are considered in the context of educational and educational processes in the institutions of cultural and leisure sphere;

3) the features of design of quests and their use in the field of leisure animation are defined;

- 4) the analysis of the activities of the summer language camp "Linguist" functioning on the basis of the technological platform "Createch" Institute of Romano-German languages, information and humanitarian technologies FSBEI VO "PSU»;
- 5) the conditions of improvement of management and animation technologies of the summer camp are revealed;
- 6) developed and proposed to implement several quests.

Recommendations:

1. Study of weaknesses of the organization of management of animation activities of the summer language camp "Linguist".
2. Design of quests taking into account technological and methodological features.
3. Implementation of quests in animation processes in the organization of cultural leisure of children.
4. Evaluation of the results of operations.