

The theme of the final qualifying work: «Development of the software product «The Complex of animated educational materials «Information Technologies in Political Science»»»

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Information about the organization-customer: Institute of distance learning and development of information and communication technologies of PSU

The relevance of creating the software package «The Complex of animated educational materials «Information Technologies in Political Science»» is connected with the need to switch to information-oriented training in humanitarian areas and the ability to improve the quality of education when using information technologies of distance learning.

Purpose: to develop a complex of animated educational materials « Information Technologies in Political Science»

Tasks:

- consider the structure of the organization, analyze its business processes and information flows;
- study the information educational process of IDORICT and set the task of developing animated educational materials;
- conduct and justify the choice of software and hardware and technology for developing animated training materials;
- conduct technical and technological design of animated educational materials;
- describe the resulting software product and assess the degree of effectiveness of its use in the educational process.

Theoretical and practical significance of the study. The theoretical and practical significance of the research is to consider the theoretical issues of creating e-learning materials on information technology in political science and the

possibility of further using the results of work in the educational process at the Institute of Distance Learning and ICT Development.

Results of the research: a complex of animated educational materials «Information Technologies in Political Science» has been developed.

Recommendations:

1. To include the developed complex of animated educational materials «Information Technologies in Political Science» into the electronic educational environment for use in the learning process.

2. Use the lessons learned to create electronic textbooks on other humanitarian and social disciplines.