

PEDAGOGY

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Educational quests: experience of carrying out, research and practical potential

The article examines the role and significance of the quest as numerous interactive learning. It is provided general characteristics of the training quests, defined their goals, advantages and limitations of this technology in the process of training. The author comes to the conclusion that the multifunctional nature of the method of the quest, the possibility of using quests, not only to interest and in-depth study of the discipline, but also the possibility of using the quest as a method of checking the residual knowledge. It is considered incorporating quests into the system of career guidance activities. We have studied the structure and components of the training quests. Requirements to develop tasks for the quest has been analyzed. It is described the experience of successful implementation of quests in educational process of the Department of business and hospitality management graduate school of business, Southern federal university.

Key words: interactive technologies, interactive teaching methods, quest, educational quests competence, design, simulated game situation.

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