DIGITAL TRANSFORMATION IN EDUCATION: CHALLENGES OF MODERN SOCIETY

Krishnan E.R.[1] (France), Toshpulotov A.A.[2] (Republic of Tajikistan)

[1] Krishnan Edward Roy – Doctor of Education, Doctor of Business Administration, Rector of the European International University,
EUROPEAN INTERNATIONAL UNIVERSITY,
PARIS, FRANCE;
[2]Tashpulatov Alisher Aminovich - Doctor of Business Administration, Master of Education,
FACULTY OF ECONOMIC THEORY AND WORLD ECONOMY
RUSSIAN–TAJIK SLAVIC UNIVERSITY,
DUSHANBE, REPUBLIC OF TAJIKISTAN

Abstract: *in the modern world, radical changes are taking place that affect all spheres of life. Digitalization is fundamentally changing the way education is received, but there are still many problems: inequality of access to digital technologies, which undermines the quality of education for various reasons, its commercialization. Moreover, attention should be paid to the fact that modern information and communication technologies can be used to improve the quality and efficiency of education, and will contribute to equality of educational opportunities. Without this, it is impossible to realize the ambitious goals set by society. This article examines the impact of computer technology on the learning process, dwelling separately on the possible methods and ways to make changes to this process in a modern school.*
Keywords: *teachers, educational technologies, adaptive learning.*

ЦИФРОВАЯ ТРАНСФОРМАЦИЯ В ОБРАЗОВАНИИ: ВЫЗОВЫ СОВРЕМЕННОГО ОБЩЕСТВА

Кришнан Э.Р.[1] (Франция),
Тошпулатов А.А.[2] (Республика Таджикистан)

[1]Кришнан Эдвард Рой – доктор образования, доктор делового администрирования, ректор Европейского международного университета,
Европейский международный университет,
г. Париж, Франция
[2]Ташпулатов Алишер Аминович - доктор делового администрирования, магистр образования,
Факультет экономической теории и мировой экономики
Российско–Таджикский Славянский университет,
Душанбе, Республика Таджикистан

Аннотация: *в современном мире происходят радикальные изменения, которые затрагивают все сферы жизни. Цифровизация коренным образом меняет способ получения образования, но по-прежнему существует множество проблем: неравенство доступа к цифровым технологиям, которое по разным причинам подрывает качество образования, его коммерциализация. Кроме того, следует обратить внимание на то, что современные информационные и коммуникационные технологии могут быть использованы для повышения качества и эффективности образования и будут способствовать равенству образовательных возможностей. Без этого невозможно реализовать амбициозные цели, поставленные обществом. В этой статье рассматривается влияние компьютерных технологий на процесс обучения, отдельно останавливаясь на возможных методах и способах внесения изменений в этот процесс в современной школе.*
Ключевые слова: *учителя, образовательные технологии, адаптивное обучение.*

Today, we can say with confidence that digital transformation, which has radically changed the life of modern society, has had an impact on every segment of it. The education industry has not been left out.

Educators of all grades are beginning to realize the benefits of technology in the classroom. Typically, education is one of the last industries to undergo significant change, sticking to outdated methods and practices. However, thanks to digital transformation and advances in educational technology, teachers have begun to make sweeping changes to their teaching, assessments, even the physical makeup of their classrooms, much faster than expected.

Gone are the days when students had to sit quietly at their desks. Educational technology excels at making learning collaborative and interactive. Augmented, virtual and mixed reality are examples of transformative technologies that enhance teacher learning while creating immersive lessons that are engaging and engaging for the student. Virtual reality has the ability to bring the outside world into the classroom and vice versa. Thanks to modern computer programs, students can be transported to Ancient Egypt, observe the life of African wild animals, share their virtual creations with the whole world. Virtual reality undeniably has the potential to enhance both the visual and technological literacy of today's teenagers.

Schools are moving away from outdated rules. Students no longer need to go to the IT classroom to access a computer or laptop. Recent years have seen an increase in the number of computers in classrooms, made possible in part by federal funding. As this number continues to grow, so does the need to pay more attention to programs that teach digital citizenship skills. Today's pervasive online environment offers exciting opportunities that require students to be properly educated in cybersecurity and individual responsibility.

The appearance of classrooms across the country is also changing. Teachers have long begun to realize that their classrooms should mimic creative work environments, which has inspired them to create collaborative spaces to facilitate student learning. The introduction of modern computer technology has supported their efforts. Students go on virtual tours instead of just reading text; they create media instead of just looking at it. The redesigned learning space is filled with integrated technology, which means kids do not just use these things; they understand how to use them to achieve a specific goal. What's more, some of these learning spaces are not even in the classroom. Today more than ever, the modern teacher needs to understand the importance of creating and collaborating 24/7, not just in class.

In addition, we can now personalize learning more than ever. From school choices—public, private, virtual—to the options available for how a student learns, education can be tailored to each individual. Blended learning gives more responsibility to the student as it involves less direct instruction from the teacher and more discovery-based learning methods. Blended learning is an example of how students can control certain elements of their learning by making decisions about where and at what pace they progress through the material. Adaptive learning is similar to blended learning in that it also allows students to make decisions about what the time frame and path of their learning should look like. [3, p.17] Adaptive learning technology collects information about the behavior of students when they answer questions, and then uses this information to provide instant feedback to adjust the learning process accordingly. Educational tools with adaptive sequencing constantly analyze student data in real time and make decisions based on it in a fraction of a second. [4, p. 8]

Modern learning platforms, using evidence-based educational concepts such as questions, flashcards and videos, images correlated with memory anchors, adaptive spaced repetition, collaborative learning and gamification, maximizes learning and retention. This personalization turns education into a “choose your own adventure” learning method, capitalizing on student interest and involvement in the learning process. [1, p. 19]

Play and learning collide when classes use play as a learning tool. Game technology makes learning complex subjects more fun and interactive. As technology advances, it is rapidly being used to improve learning games in every discipline. At the same time, games reflect real life problems, requiring students to use a valuable set of skills to solve them. These virtual game worlds provide a unique opportunity to apply new knowledge and make critical decisions while identifying obstacles, considering different perspectives and rehearsing different responses. Since these games are designed to provide immediate feedback, students are intrinsically motivated to keep playing them, honing their skills throughout the process.

New technologies and new learning models are exciting and offer previously unthinkable opportunities for modern learners, but we must not forget that they

require constant IT support. As educational institutions continue to embrace these digital transformation trends, they must constantly move forward, keeping the current technological learning paradigm in view. As student expectations rise, so must the ability to respond to those needs. [2, p. 21]

References / Список литературы

1. *Joey J.* Lee Gamification in education: What, How, Why Bother? // Academia.edu.2015. [Electronic Resource]. URL: http://www.academia.edu/570970/Gamification_ in_Education_What_How_Why_Bother/ (date of access: 09.08.2022).
2. Duncan Jefferies Making digital schooling work for all children: // September 4, 2020. [Electronic Resource]. URL: https://www.raconteur.net/digital/digital-transformation-education/ (date of access: 09.10.2022).
3. Voskovskaya A. S. Application of innovative learning strategies in the context of digitalization of modern education / A. S. Voskovskaya, T. A. Karpova // Science and education: new time. 2019. No. 1 (30). P. 738–746. [Electronic Resource]. URL: https://elibrary.ru/item.asp?id=37106458/ (date of access: 09.08.2022).
4. *Uvarov A.Yu., Dvoretskaya I.V., Frumin I.D.* //Difficulties and prospects of digital transformation of education// M.: State University-Higher School of Economics, 2019.