

INNOVATIVE EDUCATIONAL TECHNOLOGIES

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Abstract

Information that obtained directly from interactive training games is more understandable and a significant factor in learning. Methods of teaching students of journalism have always been a contentious issue for a focused development outlook of future journalists. So, this issue is subject to be continuously developed according to globalizing world, rapidly changing information technologies and the political occurrences throughout the world.

From this view, this article discusses the issues about increasing the efficiency of teaching techniques, specifically journalism students. Based on the opinions of some experts on this field, the author believes that the suggested approaches make significant increase in delivering the knowledge to the students.

Keywords: journalism school, teaching methods, teaching efficiency, interactive teaching, teaching games

Training game at the beginning of the XXI century gained a lot of interest among learning and teaching people, because the word "game" sets people in a positive way. Especially, students are more willing to take part in this type of learning process.

It is interesting to find out about the reason of desire of students not to follow standard form of training, so we wanted to participate in a game studies which gave a conclusion of it - this is the influence of television and the Internet. The problem of learning directly from the book recedes into the background. Nowadays, students are more likely to get information from the Internet. The visual appearance of presenting information on the basis of video sequences on the one hand promotes rapid method of obtaining information, saving the time, on the other hand, it calls for the development of the compressed information based on pictures and video. Society seeks information in the way that does not require much time, and from this point, training games are one of the ways to organize the knowledge.

Information obtained directly from the training games is more understandable and is a significant factor in learning. In some countries often use this method to the development of thinking of future specific professionals. Of course, some scientists object to the submission procedure, especially scientists' of "Soviet period", but in recent years, more opposed parties are tend to agree that time is changing and teaching methods are also to be changed. Ever since the mid 90's the topic of discussion was: information should be delivered in the form of game, otherwise it would look like just one-sided information. Some scientists believe that one-sided information, as in Soviet times, is not necessary at all, because it has got only a basis of suggestion, and therefore does not develop human personality with its own opinion. Since then, after more than 10 years many things have changed. Today's young generation tends to express themselves in different ways. For instance, nowadays various youth movements in Russia and Kazakhstan those put forward different interests, such as peace, freedom, and

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