THE ROLE OF INFORMATION TECHNOLOGY IN EDUCATION OF ART STUDENTS

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Information technologies are widely used in the process of teaching art students. The use of modern information technology tools in teaching allows teachers to plan their work more effectively, demonstrate visual material, thereby facilitating the perception and assimilation of information. Informatization of education has made it possible to master computer graphics, animation, and 3D modeling everywhere, not only in the University environment, but also independently using personal computers.

Art students learn the basics of computer graphics, complete interactive lectures, create presentations and visual projects, and generally use a wide range of information technologies.

The purpose of the research is to determine the attitude of students towards the use of information technologies in the process of teaching special disciplines.

Material and methods. The research is based on the results of a survey taken by students of the art and graphic faculty of the VSU named after P. M. Masherov. 43 students took part in the survey. The survey "Use of information technologies in teaching students of the art and graphic faculty" was developed. The following methods were used: system-structural analysis, description, generalization.

Findings and their discussion. When studying at the art and graphics faculty, the use of information technologies varies quantitatively depending on the student's specialty – "Design" or "Fine arts" [1]. The specialty "Design" is given more time for both self-study and classroom study with the use of computer technologies. In particular, we can note the use of a wide range of specialized programs – CorelDraw, Autodesk 3d Max, Adobe Photoshop, Adobe Illustrator, Sketch Up, etc.

The results of a survey conducted among students of the faculty of art and graphics majors "Design" and "Fine arts" showed that the most preferred information technologies in the learning process are: the Internet (69.8%) and specialized computer programs (41.9%) (Fig.1). Less popular is the use of graphic editors (27.9%), Moodle system (25.6%), word processors (20.9%), video and audio information (16.3%).

The frequent use of specialized computer programs and graphic editors is due to special disciplines related to the learning the basics of computer graphics, 3D modeling and animation. Among art and graphics students, the most common programs to use are Adobe Photoshop (83.7%), CorelDraw (74.4%),

Microsoft Word (62.8%), Autodesk 3d Max and Microsoft Power Point (46.5%).

The research also showed that students of the faculty of art and graphics use information technology in self-study with different frequency: 79.1% daily, 14% – several times a week, 7% – several times a month.

Regarding the ease of perception of material in classes with information technology, 88.4% of students indicated that the process of perception of information is facilitated, while 11.6% answered negatively.

Complexity in the perception of information refers to one of the disadvantages of training sessions with the use of information technologies, highlighted by students (Fig. 2).
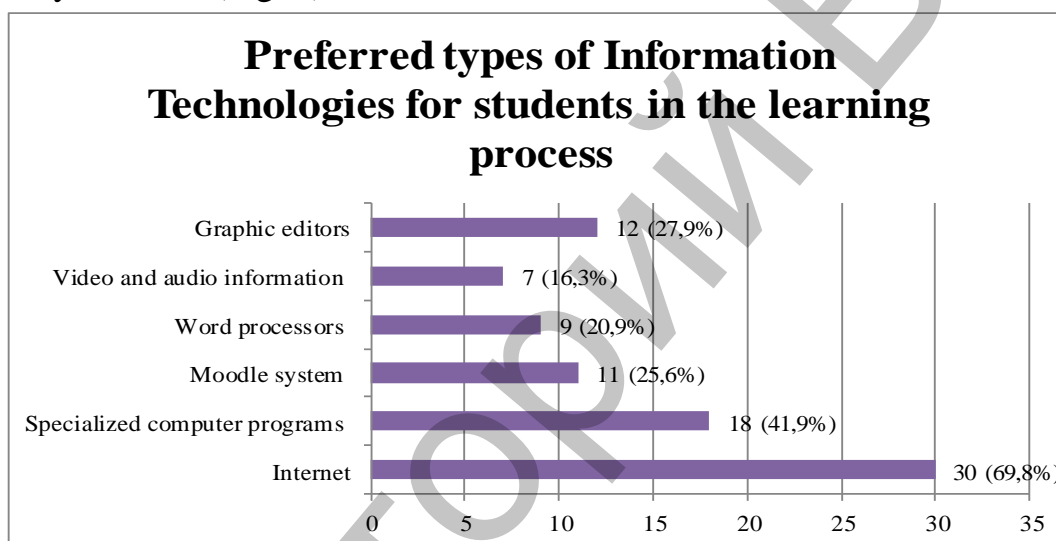

Fig. 1 – Preferred types of information technologies for students of the art and graphic faculty.
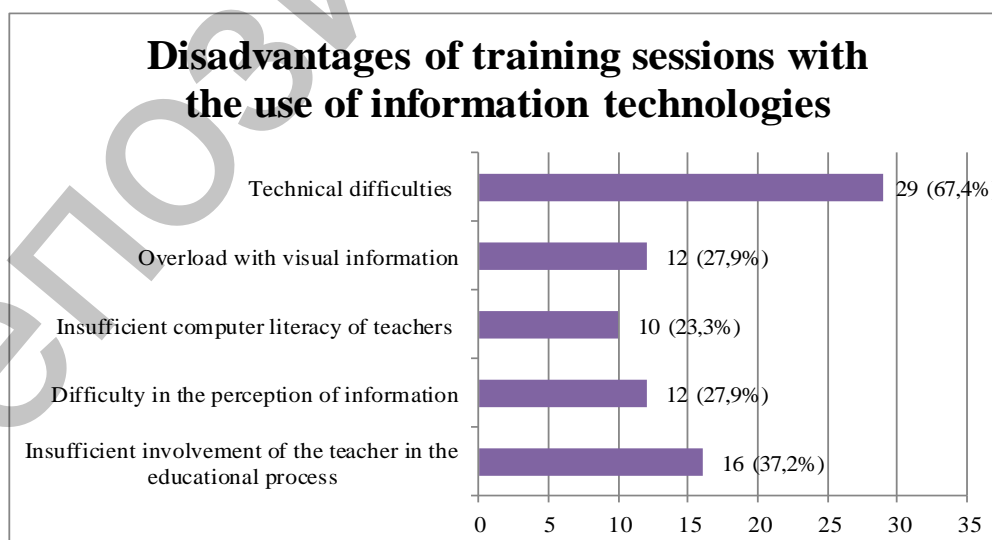

Fig.2 – Disadvantages of training sessions using information technology, highlighted by students.

Thus, the main disadvantage of training sessions with the use of information technologies, students identify technical difficulties – 67.4%. This problem is quite common at the art and graphics faculty, since students do not always have the opportunity to use information technologies when necessary in classroom settings. Students of the design specialty need Internet access when working in specialized programs, to search for and select textures, samples for modeling, etc.

The problem of insufficient involvement of the teacher in the educational process (37.2%) may arise due to the lack of explanatory comments accompanying the visual material. Overload with visual information and difficulty in its perception (27.9%) occur when demonstrating a poorly composed presentation that contains an overabundance of text or visual information. The problem of insufficient computer literacy of teachers (23.3%) is typical for older teachers.

Conclusion. In general, the impact of information technology on the learning process has positive and negative sides. The research showed that the use of information technologies plays an important role in both classroom study and self-study of students of the art and graphic faculty. In particular, this is due to the specifics of subjects and the need to use computer technologies and specialized programs.

1. Zabrodina, N. A. The role of computer graphics in teaching students in the field of art specialties / N. A. Zabrodina. – Text: direct // Young scientist. – 2017. – № 5 (139). – P. 489-492 [Electronic resource]. – Mode of access: https://moluch.ru/archive/139/38130/. – Date of access: 26.10.2020.

LEGAL STATUS OF FOREIGN LEGAL ENTITIES IN THE REPUBLIC OF BELARUS

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According to Art. 1113 of the Civil Code of the Republic of Belarus, foreign legal entities carry out entrepreneurial and other activities in the Republic of Belarus regulated by civil legislation in accordance with the rules established by this legislation for such activities of legal entities in the Republic of Belarus, if the legislation of the Republic of Belarus does not provide for foreign legal entities other [1].

Foreign legal entities in the Republic of Belarus are legal entities organized in accordance with foreign legislation and having their location on the territory of a foreign state.

The relevance of the study is due to the presence of a wide range of organizational and legal forms of foreign legal entities and the personal law of