Important Aspects of Using Modern Technologies in Teaching Professional Psychology

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ABSTRACT

The article considers about modern technology as a set of tools, methods, processes and knowledge used to create, develop and improve products, services and systems. They cover areas such as information technology, biotechnology, energy, medicine, transport, manufacturing, education and much more. Important aspects of using modern technologies in teaching professional psychology are also discussed here.

KEYWORDS: *modern technologies, professional psychology, pedagogical technology, science of education, organization of knowledge, practical activities, experienced teacher*

The concept of "teaching technology" is not generally accepted in traditional pedagogy today. Educational technology is considered as a systematic method of creating, applying and defining the entire process of teaching and acquiring knowledge, taking into account technical mental resources and their interaction, which aims to optimize forms of education. Educational technology is a set of methods and means of processing, representing, changing and presenting educational information; on the other hand, it is the science of the ways in which a teacher influences students in the learning process using the necessary technical or information means. There are many interesting definitions of the essence of educational technologies.

The concept of "pedagogical technology" is broader than the concept of "teaching methodology". The technology answers the question of how to best achieve the goals of irradiation and control this process. The technology is aimed at consistently putting into practice a pre-planned learning process. Numerous studies have proven that the quality of education largely depends on the chosen pedagogical technology and the degree of its correctness and acceptability to the student population. The "fan" of technologies can unfold and develop in the hands of an experienced teacher, because the conditions for their applicability depend on many factors; Moreover, technologies are closely interconnected. And along with this, the term "active methods and forms of teaching" has long been used in pedagogical practice. It unites a group of pedagogical technologies that achieve a high level of activity in students' learning activities. Recently, another term has become widespread - "interactive learning".

Modern science of education has come closer to the need to create pedagogical technologies that provide the most important thing in the educational process - the development of the personality of each student and his activity. It is necessary to create such learning conditions that the student strives to obtain new results of his work and subsequently successfully apply them in practical activities. In general, the learning process is a management process, i.e. influencing the pedagogical system and the organization of knowledge. The difference between educational technologies and any other is that they contribute to more effective learning by increasing the interest and motivation of students. Currently, there are many psychological and pedagogical technologies that differ in goals, objectives, structure: accelerated learning methods: group training, educational games, etc. Many of them are used not only in the educational process, but also in other areas. The development of a game situation is the main condition for learning. Development means a change in the position of the players, a complication of the rules of the game, a change of environment, and the emotional saturation of game actions.

The participants in the game are socially active insofar as none of them fully knows all the ways and actions of performing their functional tasks in the game. This is the mechanism for ensuring interest and pleasure from the game. A game is a type of activity in situations aimed at recreating and assimilating social experience in which self-control of behavior is developed and improved. To increase the effectiveness of an educational game, the technology of its use must meet a certain set of requirements: the absence of coercion of any form when involving students in the game; principle of development of game dynamics; the principle of maintaining a gaming atmosphere (maintaining students' real feelings); the principle of the relationship between gaming and non-gaming activities; For teachers, it is important to transfer the meaning of game actions into the real life experience of the players; principles of transition from simple games to complex game forms; The logic of the transition from simple games to complex ones is associated with a gradual deepening of the varied content of game tasks and rules - from game states to game situations, from imitation - to game initiative, from local games - to complex games, from age-related games - to ageless, "eternal" games. " Confucius wrote: "Teacher and student grow together." Game forms of lessons allow both students and teachers to grow. During the game, you can widely use group and individual types of work, conduct a joint discussion of the situation, test and survey participants, create new non-standard role-playing situations. In other words, the game organically combines and allows the use of various teaching methods, including questioning, sociometry, " brainstorming" and others.

Distance learning has emerged relatively recently and it is thanks to this novelty that it is guided by the best

methodological experience. Distance learning is considered to be those forms of learning that provide the opportunity to exclude direct personal contact between the teacher and students (or significantly limit it), regardless of the nature of the use of technical and other means. In the distance education system, students are provided with all the necessary textbooks and teaching aids (sometimes in the form of videotapes). The level of training of specialists is quite high and gives the right to obtain bachelor's, master's, and doctoral qualifications in art history, social and natural sciences, technology, mathematics, and pedagogy. The main thing in distance learning is not just the use of computers and other technical teaching aids, but the development of clear and thoughtful training programs, textbooks and teaching aids. Since educational games and distance learning are currently of particular interest, we wanted to consider them in this work. The methodology distinguishes the following types of pedagogical games: educational, training, controlling and generalizing, cognitive, educational, developmental, reproductive, productive, creative, communicative, diagnostic, career guidance, psychotechnical, etc. Educational games occupy an important place among modern psychological and pedagogical learning technologies. Currently, depending on the scope of application, there are various models of educational games. Thus, in the learning process, lexical games are used, there are role-playing games for students, and special trainings for businessmen and managers. Educational games are used in the learning process. To increase the effectiveness of an educational game, its technology must meet certain requirements:

The game must correspond to the learning objectives; The imitation role-playing game should affect the practical pedagogical (psychological) situation; A certain psychological preparation of the game participants is necessary, which would correspond to the content of the game; The ability to use creative elements in the game; The teacher (psychologist) should act not only as a leader, but also as a proofreader and consultant during the game.

A psychologist examines the social and psychological characteristics of a person and helps to harmonize various areas of the client's life, resolve internal conflicts and correct the characteristics of his socialization and development.

It helps to establish interpersonal and intergroup relationships, increase self-control and professional efficiency, develop memory and attention, get rid of fears and anxiety, and also organize your time.

Knowledge of modern technologies in psychological practice is necessary to achieve positive changes in the personal development of the client and increase the effectiveness of the psychologist's work.

A competent specialist must have theoretical knowledge in the field of general psychology and psychological counseling, understand what technologies and methods of psychological and pedagogical research are based on, as well as understand social psychology and pedagogy.

Modern psychological technologies
A psychologist is contacted to assess the neuropsychological characteristics of the development of children and adults, comprehensive diagnosis of mental disorders, drawing up developmental correction programs, individual and group therapy, as well as coaching.

Depending on the client's request, the specialist can use various psychological practices. Modern psychological technologies include:
➢ Integrative psychotechnologies
➢ Metapsychotechnologies
➢ Projective techniques
➢ Method of introspection
➢ Simulation of psychological activity
➢ Art therapy

And so these modern educational technologies can be considered as a key condition for improving the quality of education, reducing student workload, and more efficient use of educational time. Currently, a variety of pedagogical innovations are used in school education.

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