

privacy measures and adherence to data protection regulations are imperative. AI developers and organizations must accord high priority to safeguarding user privacy and data security.

Ethical Frameworks and Guidelines: To navigate these ethical challenges, a multitude of frameworks and guidelines have been devised. Existing approaches, such as the Fairness, Accountability, and Transparency in Machine Learning (FAT/ML) principles and the European Commission's AI Ethics Guidelines, offer valuable insights into the ethical development and application of AI systems. This section delves into these frameworks and their relevance in addressing ethical AI concerns.

Impact on Employment and Society: AI technologies possess the potential to reshape labor markets and societal structures, giving rise to concerns regarding job displacement and economic inequality. A thorough exploration of the broader societal implications of AI is necessary, along with strategies to ameliorate any detrimental consequences.

Ethical AI in Specific Applications: This section delves into the ethical considerations associated with AI applications such as autonomous vehicles, healthcare diagnostics, and social media algorithms. It is imperative to comprehend the unique challenges and potential pitfalls in each domain to facilitate the responsible deployment of AI systems.

It is necessary to say that ethical dimensions of AI are multifaceted, encompassing fairness, transparency, accountability, privacy, and societal impact. Addressing these concerns is pivotal to ensure that AI technologies serve humanity's best interests while minimizing harm. Ethical AI development, guided by established frameworks and guidelines, can pave the way for a more responsible and inclusive AI ecosystem.

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INNOVATIVE TEACHING OF STUDENTS IN A PLAYFUL WAY BY COMBINING TWO TEACHING METHODS

Инновационное обучение студентов в игровой форме путем сочетания двух методов обучения

Currently, there is an active development and promotion of various methods and methods of teaching people. There are 3 main methods of teaching: visual, verbal,

and practical. The essence of each of the methods is the assimilation of the material in the most accessible way.

The visual method includes eye contact of the learner. Its essence is to give a comprehensive imaginative perception, for further reflection. This method is characterized by a demonstration of the knowledge provided, in most cases using various kinds of equipment: a projector, a blackboard, etc.

The practical method is based on the interaction and practical activities of the trainees. Its essence includes the direct contact of the student with the subject of knowledge, for his independent work and reflection in this area. This method of teaching includes: practical work, training, educational games, etc.

In this paper, an attempt was made to combine two methods, practical and visual, to achieve the effective work of students. The developed application will combine elements of both visual and practical teaching methods by creating 3D models.

Purpose: to create a model of a detailed personal computer using the Blender application, as well as import models into the Unity development environment to create a full-fledged training application.

The application “My PC” provides an opportunity, both for the teacher to visually show students the main components of the PC, and for students, in the form of a game, to learn how to assemble and disassemble a personal computer. Its focus is on schoolchildren and first-year students who are just beginning to understand the components of a personal computer.



A person controls an in-game character. He can interact with the computer and view it in detail from different angles. Also, when you hover over each component of the PC, a hint with a brief description will be displayed. A person can start disassembling a PC by pressing a special key, stop disassembling a PC or start assembling it in stages. It is possible, using the keyboard, to move around the scene filled with objects of the environment. The user interface is intuitive, it is possible to take a pause and exit the application.

Conclusion: As a result, we got an application that has the main functionality for training.

This application will combine 2 teaching methods: visual and practical. Thus, it will be easier to present information in the form of a game, which means that students or schoolchildren will be carried away in the process of delivering information.

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PROBLEM OF STUDENTS' MOTIVATION

Проблема мотивации студентов

The aim: determining the reasons for students' mediocre attitudes towards learning.

The relevance of the research lies in the fact that mediocre attitude to education affects the number of highly qualified personnel. Especially in the situation of staff starvation in the country.

Tasks:

1. Identify the main reasons for studying in higher education;
2. Determine the main reasons for student disinterest.
3. Make a conclusion about the survey results.

The problems:

The problem is that the student has the wrong motivation to study in the first place. On the basis of the conducted questionnaire among the students of BSEU we can point out the following results:

- The majority of students consider the main goal to obtain a degree (52.2%);
- 6.5% of men do not want to join the army;
- 15.2% of students want to have a good time;
- 8.7% of students study because their parents forced them to.

The remaining 17.4% of students really want to gain knowledge.