USE OF THE OPPORTUNITIES OF COMPUTER GRAPHICS IN THE EDUCATION AND TRAINING OF CADETS IN NATIONAL MILITARY UNIVERSITY “VASIL LEVSKI”

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Abstract: This article presents the peculiarities of computer graphics introduction of innovative methods, and the susceptibility of students to the application to the teaching method. Teaching enjoys high status, depending in part on the amount of study required to prepare for employment. The organizational complex is stable in some sides and changing in others.

Keywords: EDUCATION, COMPUTER GRAPHICS, IMAGE

1. Introduction.

The dependence on human participation and human behavior with regard to the surrounding world and the continuous visualization of reality, continuous training of students in the methods of Computer graphics and the adoption of information security methodology should be carried out and the question of the development of the students of the National School Vasil Levski of Medicine answered Computer graphic training is necessary, even for elementary school students, not only for secondary school students and students. Nowadays, it becomes a serious social problem that anyone can manipulate graphical information for a different purpose. It is increasingly important to ensure the security of data, its protection against intrusion and the ability of users to recognize such graphic data. A large number of imaging applications are available on the market, many of which are free and offer tools and effects sufficient to have an amateur impact on a graphic product.

This report makes a study of the preparedness and satisfaction of the subject “Computer Graphics” of the students in the field of Electrical Engineering. The first goal of this report is to create and test a questionnaire, which should rate the students’ awareness of the opportunities offered for self-improvement and development of skills in the field of computer graphics. The second goal is to obtain awareness-raising factors for computer graphics, defined by the level of awareness of the huge influence of it that has in our daily lives. [2], [3] and [4], peculiarities and innovations in the traditional and e-learning of cadets are considered.

Education and computer graphics

Computer graphics training is constantly evolving. Research on the content of educational information on graphic capabilities has been summed up in various sources. In many studies, there is a variety of content quality in different graphical software environments through researches on existing projects and computer learning education measurements which are based on three dimensions that relate to ethics when working with graphical information and the practice of protecting the intellectual property in the form of graphical, final product.

Cognitive Behavioral Theory

Cognitive Behavioral Theory, which includes student theory and behavior, according to [1], stands out as an easy-to-remember model that explains the relationship between thinking and emotion. It is called model A-B-C: A = Activating Event, B = Beliefs, Thoughts, C = Emotional and Behavioral Effects (see Figure 1). This study suggests that computer graphics education as an activation event will improve awareness of the potential for career development and development.

1. Study among learners.

An analysis is carried out using the questionary, which consists of fourteen elective answer questions and the results are presented in diagrams representing the satisfaction rate of the computer graphics training.

The poll has been completed by 20 students, all of whom are students at the "A, VBA and CIS" faculty at NVU “Vassil Levski”. After the analyzes are made, it can be seen in figure 2 that satisfaction with the possibility of preparation for the subject “Computer Graphics”. It is seen that over 75% of learners are pleased to be able to access the learning materials from anywhere.

The questionnaires examine the way the information is presented and the number of exercises. The analysis of the results presented in Fig. 3 shows that:

- About 80% of learners are very pleased with the organization and the number of exercises-18;
- 2 responded with "good".
Students’ attitude towards their type of training is also interesting, with a selection of the most popular types: traditional, electronic or distance learning. As can be seen in Figure 4, modern generation prefers e-learning.

The poll allows us to see if students would like to introduce e-learning. This would help to develop different electronic systems for the needs of faculty education. This type of training will allow flexible updating of the learning content and learners easily reach it, given that they are continuously online. Figure 5 shows that not all of them prefer e-learning, it is clear that about 20% would like to have another source of information as it is noticed that they can not define exactly what.

The poll was realized among 20 students, eight men and 12 women. The gender breakdown is presented in Figure 6b, and Figure 6a shows the age range of the subjects studied. These demographic data are of a confidential nature and allow us to conclude that a division under this sign should not be made.

4. Conclusion

This study is aimed at the computer graphics training of students and cadets in the NVU "Vasil Levski". The purpose of this report is to research whether computer graphics and information awareness affect the interests of learners. The results show that learners have an excellent motivation, interest and desire to use different learning sources. It is a fact that 75% of them would like to have e-learning through different platforms, which does not mean that traditional teaching does not have a place in learning. The results of the analysis confirm that their satisfaction is over 75% and it is indicative that the same satisfaction is also with the practical part of the training. There are some limitations in the study. In future studies, the research sample should be designed on a wider range of students to track the development of interests and technology over time.

Reference: