**The name of the academic discipline:**

**“Skillbox Media in Physical and Mathematical Education”**

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| **Specialty code and name** | 7-06-0113-04 Physical and Mathematical Education |
| **Year of study** | 1 |
| **Semester of study** | 1 |
| **Number of in-class academic hours:** | 16 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 6 |
| - |
| - |
| 10 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | exam |
| **Number of credit points** | 3 |
| **Competences** | To develop innovative receptivity and the ability to innovate. |
| **Summary of the academic discipline:**  Skillbox Media – educational platform.  Google Classroom – educational platform.  Theoretical foundations of distance learning technologies.  Case technology. Network technologies. Mobile learning. Gamification technologies.  Creation of electronic educational resources for the network.  Development of a distance learning course. | |