УДК 37.016:7

INTEGRATION OF DIGITAL TECHNOLOGIES IN THE FINE ARTS EDUCATION CURRICULUM

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This paper explores the integration of digital technologies in the educational process. It is not only a current trend, but also an imperative necessity to adapt to the requirements of an increasingly digitized society. Digital skills are important for success in various professional fields. At the same time, the use of digital technologies in education opens new perspectives on teaching methodologies, offering unique opportunities for personalizing and streamlining the educational process. The integration of digital technologies in the curriculum of Fine Arts Education modernizes educational methods, but also facilitates access to various and innovative resources, which can stimulate the interest and involvement of students. The scientific argumentation of this problem is based on studies that highlight the benefits of using digital technologies in education, including improving academic performances, increasing motivation and developing digital skills.

Keywords: *digital technologies, curriculum, art, fine arts/ artistic education, teaching-learning process.*

INTRODUCTION

In the context of the rapid development of digital technologies, today's education is undergoing a significant transformation. The strategic priorities for the digitalization of education in the Republic of Moldova cover four aspects, stipulated in the Action Plan for Digitalization in Education for the period 2024-2027: development of digital skills, digital equipment, digital systems and resources, digital content [1]. This plan is aligned with the National Digital Transformation Strategy 2023-2030 [2] and other relevant policies. In this context, the integration of digital technologies into the Curriculum of Fine Arts Education (Republic of Moldova) [3] represents a target value, but also a complex and important process, which aims to improve the teaching and learning process within this discipline.

PURPOSE

Before integrating digital technologies into the curriculum, it is important to clearly establish the learning objectives for the subject in question. These objectives should be aligned with educational standards and highlight the competences (artistic, digital and others) that students should acquire.

After establishing the objectives, the next step is to identify and select digital tools and resources that support these objectives. These can include graphics

software, 3D modeling applications, virtual and augmented reality platforms, online resources for sharing and analyzing artwork, etc.

Digital technologies should be actively but carefully integrated into the teaching approach of the Fine Arts Education subject. They can be used in various activities and projects, such as creating digital artistic compositions, 3D modeling, exploring virtual reality for visualizing works of art, etc.

The integration of digital technologies should encourage creativity and exploration among students. They should provide opportunities for artistic expression in a digital environment and facilitate experimentation and discovery within the learning process.

To ensure the effective integration of digital technologies into the Fine Arts Education curriculum, teachers should receive ongoing training in the use of these technologies in education. This should include both practical aspects related to the use of digital tools and pedagogical strategies for their integration into the teaching-learning-assessment process.

It is important to periodically evaluate the effectiveness of the integration of digital technologies into the Fine Arts Education curriculum and make adjustments based on the feedback received and the results obtained. This should be an ongoing practice to ensure constant improvement of the learning-teaching-assessment process.

Therefore, the integration of digital technologies into the Fine Arts Education curriculum can contribute to improving the quality of art education and preparing students for the demands of the modern digital society.

RESULTS AND DISCUSSION

The use of digital technologies in the learning process of fine arts can bring numerous benefits, but also challenges that require appropriate approaches and solutions to maximize their potential in art education.

Digital technologies provide access to an impressive variety of educational resources, such as video tutorials, interactive lessons, online art galleries and virtual collections, which allow students to explore famous works of art and learn from the experiences of other artists. These resources expand students' knowledge and inspiration, opening up new horizons in the field of fine arts.

Digital platforms provide a safe and interactive environment for students to experiment and develop their artistic skills. Through graphics programs and 3D modeling applications, students can explore different artistic techniques, create digital artwork, and experiment with colors, textures, and shapes intuitively and engagingly.

Digital technologies allow for the personalization of learning experiences according to the individual needs and interests of each student. Teachers can use tools and applications adapted to the level of proficiency and learning style of students to provide them with a more effective and satisfying learning experience.

The use of digital tools facilitates the provision of fast and accurate feedback to students in real time. Teachers can provide detailed comments and guidance through online platforms, which helps students better understand their strengths

and areas for improvement, contributing to their continuous growth and improving the quality of their artwork.

Digital technologies offer interactive learning opportunities that stimulate student engagement and motivation in the learning process of fine arts. Drawing applications, 3D modeling tools and educational games are just a few examples of tools that can transform the learning process into an engaging and fun experience for students.

By integrating these benefits into the learning process of fine arts, digital technologies can significantly contribute to improving the quality of arts education and developing students' creative and technical skills.

However, it is important to be aware of the associated challenges, such as accessibility and infrastructure, technological and digital skills, technology dependency and data protection, in order to ensure an effective and responsible integration of technology into the learning process of fine arts.

Some schools, especially those in disadvantaged areas, may face difficulties in ensuring access to digital technologies due to the lack of adequate infrastructure or limited financial resources. Lack of internet connectivity or the necessary equipment can prevent students from benefiting from the benefits of digital technologies in their learning.

The effective use of digital technologies in education requires developing appropriate technical and digital skills for both students and teachers. Learning and mastering these skills can be difficult for some learners and may require additional time and resources.

Excessive use of technology in learning can lead to over-reliance on digital devices and reduced interaction and physical experience in the process of artistic creation. It is important that the use of technology is balanced and that a holistic approach to arts education is promoted.

Not all available digital resources are of high quality or appropriate for the learning process of fine arts. Some digital materials may be superficial or provide inaccurate or incomplete information. It is important that teachers select and use digital resources that support learning objectives and encourage creativity and exploration.

The use of digital technologies in the learning process involves risks related to the protection of personal data and online security of students. It is essential that schools and educational institutions comply with security rules and policies to protect the confidentiality and integrity of students' data and prevent their exposure to risks. This may include implementing security measures such as secure passwords, data encryption and protection against cyber threats.

With all of the above, we also come up with several arguments that support the importance of traditional fine arts in the context of the digitalization of fine arts education, namely: the development of fine motor skills, direct sensory experience, stimulation of creativity and divergent thinking, connection with tradition, history and cultural heritage, social interaction and collaboration, reducing dependence on

technology (dependence excludes freedom), therapeutic value (the process of artistic creation offers a way of emotional expression and relaxation, reducing stress, anxiety and improving mood), appreciation of beauty in various forms.

CONCLUSIONS

In the digital era, art education faces a major challenge: how to integrate digital technologies into the creative process, without losing the essence of art.

Namely, a holistic approach to art education will allow new generations to benefit from all the possibilities they have, but also to keep the fire of creation alive through traditional means. The integration of digital technology into art education must be guided by pedagogical principles, which emphasize the development of creativity, critical thinking and aesthetic sensitivity of students.

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МОКАН-ВОЗЯН Л.

ІНТЕГРАЦІЯ ЦИФРОВИХ ТЕХНОЛОГІЙ У НАВЧАЛЬНІ ПРОГРАМИ ОБРАЗОТВОРЧОГО МИСТЕЦТВА

У цій статті досліджується інтеграція цифрових технологій у навчальний процес. Це не лише сучасний тренд, а й нагальна необхідність адаптації до вимог суспільства, яке все більше цифровізується. Цифрові навички важливі для успіху в різних професійних сферах. Водночас використання цифрових технологій в освіті відкриває нові перспективи методики навчання, пропонуючи унікальні можливості для персоналізації та оптимізації навчального процесу. Інтеграція цифрових технологій у навчальну програму образотворчого мистецтва модернізує методи навчання, а також полегшує доступ до різноманітних та інноваційних ресурсів, які можуть стимулювати інтерес та залучення студентів. Наукова аргументація цієї проблеми ґрунтується на дослідженнях, які підкреслюють переваги використання цифрових технологій в освіті, зокрема підвищення академічної успішності, підвищення мотивації та розвиток цифрових навичок.

Ключові слова: *цифрові технології, навчальний план, мистецтво, образотворче мистецтво/художня освіта, навчальний процес.*