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## Implementation of Tutorials with Interactive Elements for the Study of General Technical and Electrical Engineering Disciplines in the E-environment

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### Краткое описание

#### Ключевые слова автора

Включенные в указатель  
ключевые слова

#### Темы SciVal

#### Параметры

### Краткое описание

The article presents the technology of implementation of tutorials with interactive elements for the study of general technical and electrical engineering disciplines in the e-environment. The levels of study of these disciplines are described. The types of interactive audiovisual online tools according to the types of classes are presented: lectures, laboratory and practical works and independent tasks. At the initial level, it is proposed to use multimedia online lectures, video instructions for practical and laboratory work in general technical and electrical engineering disciplines, test simulators. Audiovisual lectures, online calculators for practical works, online laboratory works, graphic training simulators are used at a sufficient level. The average level involves the use of interactive lectures, video tutorials for studying engineering programs, online laboratory work with the presentation of results in an e-environment, gamified training simulators. At a high level it is proposed to use interactive lectures with a task for reflection, an engineering project in general technical and electrical engineering disciplines in an e-environment, online laboratory work with discussion in a thematic forum, report on a webinar with the presentation of engineering developments. Tutorials for future electrical engineers in general technical disciplines "Mechanics of Materials and Constructions", "Theory of Mechanisms and Machines", "Engineering and Computer Graphics" and electrical engineering disciplines "Theoretical Foundations of Electrical Engineering", "Electrical Technologies" for studying in the e-environment were created and tested. Such tutorials contain interactive audiovisual online tools for performing tasks in an e-environment that are presented with the help of QR-codes. The obtained results were checked according to the Kolmogorov-Smirnov criterion. © 2021 IEEE.

### Ключевые слова автора

e-environment; electrical engineering disciplines; electrical engineers; general technical disciplines; higher educational institutions; tutorials with interactive elements

### Включенные в указатель ключевые слова

#### Engineering controlled terms

Computer graphics; Laboratories; Simulators

#### Engineering uncontrolled terms

E-environment; Educational institutions; Electrical engineer; Electrical engineering discipline; Engineering disciplines; General technical discipline; High educational institution; Interactive elements; Laboratory work; Tutorial with interactive element

#### Engineering main heading

Computational complexity

### Темы SciVal

#### Название темы

Problem-Based Learning; Curricula; Engineering Education

#### Процентиль актуальности

### Параметры

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