Aspects of undergraduate students' education for computers at laboratory sessions

© A.D. Pravdina

Bauman Moscow State Technical University, Moscow, 105005, Russia

The article considers basic ways of development of the students' skills to study via active educational methods. Laboratory sessions are shown to be the most effective form of practice-based learning. The experience of programming laboratory sessions has been analyzed. The paper defines the goals, objectives and challenges faced by the teacher during the laboratory sessions. Particular attention is paid to the problem of copying during self-guided programming and possible solutions to this problem.

Keywords: active learning methods, laboratory sessions, educational process, self-guided work

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Pravdina A.D., assistant lecturer at the Department of Information and Control Systems, specialist in teaching and guiding at the Office of Educational Technologies at Bauman Moscow State Technical University. Research interests: techniques of information processing, software engineering. e-mail: ann.pravdin@yandex.ru