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TEACHING EMERGING TECHNOLOGIES AT THE INTERNATIONAL LEVEL VIA THE INTERACTIVE METHODS

This research focused on the experience of teaching emerging technologies to students of different specialties via the use of interactive methods. In particular, the learners were presented to the topic of the blockchain technologies through the deliberately designed role game "The Blockchain Game," a hands-on exercise that explains blockchain's core principals and serves as a launching pad for the discussion of blockchain's real-world applications. This inexpensive, no-computer, exercise has been used in higher education and professional organizations in the US, Germany and Ukraine. This data will be used to improve the current exercise and to develop additional low-cost teaching aids that can be used globally to help prepare students of all ages adapt to the technology of the 4th industrial revolution.

The research goal was to analyse the experiences of introducing emerging technologies via interactive methods using the feedback of the students from two countries. Blockchain technology can be a game-changer for accounting, supply chain, banking, contract law, and many other fields. But it will only be useful if lots of people trust and adopt it. The conclusions were delivered under the context of the student's feedback and analysis of their performance during the game. The paper highlights the importance of identifying good practices in the presenting of the emerging digital technologies to a wider audience under the context of the quality assurance standards for modern education.

In addition, the authors are assessing the effectiveness of this exercise and trying to identify any cross-cultural differences that might affect the efficacy of such a simulation. The low computer literacy, absence of skills in personally adopting the newest technologies, combined with low availability in the educational process can result in challenges for teaching about these technologies and their application.

Key words: blockchain technology, gamification, interactive teaching, emerging technologies.