

## PEDAGOGICAL SCIENCES

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### THE STUDYING METHODS OF «INTERNAL MEDICINE» AMONG STUDENTS OF 5TH AND 6TH COURSES

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### МЕТОДИ ВИВЧЕННЯ ДИСЦИПЛІНИ «ВНУТРІШНЯ МЕДИЦИНА» ПРИ ПІДГОТОВЦІ СТУДЕНТІВ 5 ТА 6 КУРСУ

#### **Анотація.**

*У статті висвітлені сучасні методи викладання дисципліни «внутрішньої медицини» студентами 5 та 6 курсів курсу при кафедрі внутрішньої медицини клінічна фармакологія та професійні хвороби Буковинського державного медичного університету. Сучасна система вищої освіти спрямована на вдосконалення методики навчання, максимальне наближення її організації до сучасних вимог, що, в свою чергу, надає можливість кожному студенту якісно й ефективно здобути вищу освіту.*

#### **Summary.**

*The article covers modern methods of teaching the discipline of "internal medicine" by students of 5th and 6th year courses at the Department of Internal Medicine, Clinical Pharmacology and Occupational Diseases of Bukovynian State Medical University. The modern system of higher education is aimed at improving teaching methods, the maximum approximation of its organization to modern requirements, which, in turn, provides an opportunity for each student to qualitatively and effectively obtain higher education.*

**Ключові слова:** навчання, внутрішня медицина, студенти

**Keywords:** training, internal medicine, students

**Introduction.** Among the disciplines taught in modern domestic medical higher school, internal medicine has a special place. It involves the formation of a basic medical student understanding the basics of clinical therapy that requires the ability to find effective ways and means of solving problems and skills to navigate in certain situations, etc. [1,3]. Modern changes in the duration of the game for one group is 20 minutes, for the academic group - 1 hour. 5 students take part in the game, one of them assumes the role of patient, and the last four constitute a medical council to establish final diagnosis. Before the game the teacher shows the "patient" a card with a diagnosis that it will mimic (the nosological unit should correspond to previously studied topics). For other participants in the game, it remains unknown. The "patient" has 5 minutes

to reflect on possible complaints, the history of the development of "his illness", to prepare for clarifying issues of the council. Dialog the game begins with the "patient" presenting his complaints to the medical council without detailing. For the correct definition of "doctors" of the previous diagnosis details of complaints, anamnesis diseases that are possible only in the presence of a certain level of knowledge. The teacher performs controlling, directing, evaluating functions. After the first stage of the business game, each member of the council has an independent decide on a preliminary diagnosis, with the necessary additional methods of examination, records it on a sheet of paper.

In the second stage of the game, the teacher demonstrates to the council the results of additional survey methods "Patient", offers to determine the final diagnosis collegially through discussion. The result of a business game is not just a definition correct diagnosis, but also a detailed analysis of erroneous results. This allows not only to assess the completeness of the acquired knowledge, but also to determine the most vulnerable points that need to be emphasized attention. In the course of a business game, students appear motive for active search of diagnostic information according to the role performed by it, the skill of work with the received information is developed.

**Conclusions.** The organization of teaching internal medicine to 5- 6th year students at the Department of Internal Medicine, Clinical Pharmacology and Occupational Diseases tries to improve the quality of training of future specialists who will meet modern standards by actively involving students in game forms of education.

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### THE IMPORTANCE OF BUSINESS GAME IN THE EDUCATION OF STUDENTS OF HIGHER EDUCATIONAL INSTITUTIONS IN MODERN ECONOMIC CONDITIONS

#### **Abstract.**

*Business game - a method of finding solutions in a conditional problem situation. The aim of the article was to identify, theoretically and experimentally substantiate pedagogical conditions that increase the effectiveness of training future managers of marketing communications in higher education by means of business games. The object of research was the process of professional training of future marketing communications managers in high school. The subject of research in this article were the pedagogical conditions for the effective preparation of future managers of marketing communications for professional activities by means of business games.*

**Keywords:** *business game, communications, communicative competence, information and communication technology, game simulation, simulation game, methods of active learning, technological algorithm of business game, creative game, game technology.*