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THE AUTOMATION FOR FORMATION OF FUTURE PROFESSIONALS COMPETENCE

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Капитон А. М. АВТОМАТИЗАЦІЯ ПРОЦЕСІВ ФОРМУВАННЯ ПРОФЕСІЙНИХ КОМПЕТЕНТНОСТЕЙ МАЙБУТНІХ ФАХІВЦІВ

Ключові слова: професійна компетентність, формування, готовність, фахівці, педагогічне моделювання.

The study is devoted to the current problem of the impact of modern automation tools and computer-integrated technologies on the process of forming the professional competence of future professionals in the field of physical culture and sports. Today, many scientists have analyzed the state of development of the problem of professional competence of specialists in modern Pedagogical theory and practice, characterized the features of automation and implementation of computer-integrated technologies for the formation of professional competence of future professionals, and substantiated the conditions of professional competence of future professionals. introduction of modern software. It is safe to say that the effectiveness of sports games can not be imagined without the introduction of modern information and communication technologies.



The modern approach to training is aimed at making innovations in the learning process, due to the peculiarities of the dynamics of modern sport; the specifics of different learning technologies and the needs of students. The use of computer technology in physical education provides high motivation, strength of knowledge, creativity and imagination, sociability; forms an active life position, team spirit, the value of individuality, freedom of expression; focuses on activities, mutual respect and democracy. It is impossible not to notice that the growing influence of information technology in the world stimulates the development of new areas of human activity and areas of knowledge designed to meet the needs of society in the accumulation, processing, storage, expansion of information and analytical services, information management systems and administration. Such tasks are realized in professional practice by the future specialist [1, 3, 5].

Today, the influence of computer programs with different purposes and applications is growing. It is difficult for a specialist in the field of physical education to imagine the role and place of the software product in this space, as well as to choose the best program to solve a problem. In this regard, of scientific and practical interest is the general classification of computer programs used in physical education and sports. At systematization of application of information technologies in the chosen branch it is possible to allocate such directions: educational process, sports training, sports competitions, improving physical culture, sports management and regulation of personnel potential of branch.

The choice of optimal ways to implement relevant analytical tools, other modern software development and information and communication technologies for search, storage, conversion, analysis of data and information, in order to provide access to them determines the introduction of modern automation of computer-integrated technologies for professional development. competence of future specialists in the field of physical culture and sports. It is advisable to pay attention to the use of such a powerful tool, widely represented in modern space, as CRM systems (Customer Relationship Management), used in the process of using intelligent management technologies. The system automates the main processes, as well as develops the capabilities of modern technical space, which supports the philosophy of simplicity and accessibility, where accurate technical support will quickly resolve issues arising in the management process.

Based on the idea that the priority of a modern company is the digitization of internal and external processes, where from the simplest tasks to complex, complex, integrated tasks, automation, CRM systems can be applied to almost any stage of maintenance of the selected process. So, today, as never before, the field of physical culture and sports cannot but use the achievements of modern research and development in the field of information and communication technologies, which is reflected in their demand. Solving a problem requires the accumulation and processing of large amounts of information. Therefore, in the information society it is quite natural to use modern information technologies, in particular the use of CRM systems to automate relationships with customers, both actual and potential [3, 5, 6, 7]. In particular, with the help of Bitrix24, one of the most popular CRM systems implemented in Ukraine, it is possible to visualize the set and solving tasks in the space of e-sports. The ready-made modules of the CRM system are designed to control tasks and working hours, with the help of which it is possible to set tasks, work together to solve tasks. The use of modern automated technologies, in our opinion, will increase the ergonomics of the learning process of higher education, because their implementation, systematic and dynamic application contributes to building a successful higher education institution, the effectiveness of which cannot be realized without a well-developed concept, strategy. the chosen approach is aimed at building mutually beneficial relations of the subjects of the educational process, and on the other hand, from a technical point of view it is a set of software that automates most processes of functioning and development of physical culture and sports.
