The Development of Cyber Pedagogy in the Digital Age

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ABSTRACT

In this article, cyber pedagogy, which teaches pedagogy through digital technologies, and its development stages and features, which is a requirement of the digital age, is studied.

Keywords:	digital age, digital technology, cyberpedagogy, pedagogy, education, pedagogue

Cyberpedagogy is a relatively new direction in education, which began to develop in the 1990s with the development of information technology. V SShA cyberpedagogical nachala razvivatsya v several stages.

The first stage is related to the creation of an educational program and basic computer technology. And this period is a computer use and instrument for learning, as well as for the creation and distribution of electronic educational materials.

The second stage is related to active computer use and education. In this period, computer steel is used for industrial production, as well as for the creation and distribution of electronic educational materials[1].

The third stage is related to the development of internet technology and the creation of an educational platform that allows the creation and implementation of online courses and distance learning. In this period, cyber-pedagogy became widely used in education, and there appeared many different technologies and methods of training, which allow effective use of information technology in education.

Today's cyber pedagogy continues to develop, and new technologies and training methods appear, which allow effective use of information technology in education[2].

Currently, cyberpedagogy is one of the most relevant areas in education, as it allows the use of modern technologies to optimize the learning process and improve the quality of education. With the development of the Internet and cloud technologies, cyber pedagogy has become even more accessible and popular, as it allows students to receive education anywhere and anytime using various technologies such as online courses, web conferences and educational platforms. Currently, many educational institutions and companies are actively using cyberpedagogy to train their employees and students, which allows them to improve their skills and develop in their

professional field. However, like any field, cyber education has its own problems and challenges, such as the need to adapt to new technologies and teaching methods, as well as the need to ensure the security and privacy of student data[3].

Cyber pedagogy in the digital age plays an important role in education, as it allows the use of modern technologies to optimize the learning process and improve the quality of education. With the development of the Internet and cloud technologies, cyber pedagogy has become even more accessible and popular, as it allows students to receive education anywhere and anytime using various technologies such as online courses, web conferences and educational platforms.

One of the main advantages of cyberpedagogy in the digital age is the ability to individualize learning. With the help of various technologies and methods, teachers can tailor learning to the individual needs and learning styles of students, allowing them to acquire knowledge and skills more effectively.

In addition, cyberpedagogy in the digital age allows the use of various forms of learning such as distance learning, interactive learning, collective learning and individual learning. This allows students to receive education anywhere and anytime using various technologies such as online courses, web conferences and educational platforms.

However, as in any field, cyber pedagogy in the digital age has its own problems and challenges, such as the need to adapt to new technologies and teaching methods, as well as the need to ensure the security and privacy of student data.

Cyber pedagogy uses various tools and technologies to help optimize the learning process and achieve educational goals. Some of them include[4]:

1. Educational platforms are software that allows you to create and deliver online courses and distance learning.

2. Web conferencing is a technology that allows online meetings and classes using video and audio communication.

3. Interactive whiteboards are devices that allow the teacher to create and display interactive lessons and assignments.

4. Multimedia materials are various types of materials such as video, audio, graphics and text that are used for teaching.

5. Cloud computing is a technology that allows you to store and process data in the cloud, which provides accessibility and flexibility in use.

6. IoT (Internet of Things) devices are devices that can connect to the Internet and exchange data, such as smartphones, tablets, smart watches and other devices.

7. Social networks are platforms that allow the creation of educational communities and the exchange of information and materials.

8. Online testing is a technology that allows testing and assessing students' knowledge online.

9. Interactive assignments are assignments that allow students to interact with materials and receive real-time feedback.

10. Video lessons are video materials that allow students to study materials at their own time and pace.

Full-fledged and high-quality training is possible only if you follow adequate know-how. Pedagogy in this pair is responsible for know, and Cyberpedagogy is responsible for how. If this pair is used in a true symbiosis, then any level of mastery of any academic subject can be guaranteed, and the well-known "charms" of traditional education - poor progress, pedagogical neglect, "cheat sheets" and dropout from educational institutions - are forgotten forever, like a bad dream.

Over the past almost 20 years, much has become more understandable in the specifics of the use of computers in education and training[5].

Unfortunately, the "proud" computerizers of learning did not pay the necessary attention to the book mentioned above, which set out a reasoned theory and methodology for the computerization of education and learning in conditions that are radically different from traditional learning. In traditional education, the teacher is at the center of the process, a living person endowed by nature with a pedagogical instinct and intuition, who

understands the natural language of communication in which generations of teachers formulated their advice to the teacher, from which science has grown.

Pedagogy on the basis of which the entire world educational practice is built. Computer specialists who tried to "embed" computers in the traditionally "manual" didactic process and thus create a new learning system (e-learning and online education), turning to Pedagogics for advice, did not find in it an adequate theory and methodology of computer programming for control learning process.

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