Компютърните игри и технологии за развитие на креативните умения при децата в предучилищна възраст

Engl. transl.: Computer games and technologies for the development of creative skills in preschool children

# Details

## Year

Not reported

## Scope

National

## Countries

Bulgaria

## Type

Empirical research – Qualitative

## Methodologies

* Interview
* Focus group
* Other

## Other Methodology

exploratory research

## Researched Groups

* Children
* Parents
* Other practitioners working with children

## Children Ages

## Informed Consent

Consent not mentioned

## Ethics

Ethical considerations not mentioned

## URL

http://hdl.handle.net/20.500.12641/12759

# Goals

The dissertation analyzes the part of the media that can engage the children's audience in the modern information world directly related to computer games and technology. The role of the media in the process of socialization of preschool children is analyzed, considering the new educational technologies in the age of the Internet, television, video and cinema and the problems they cause. The results of the study show the systematization of creative skills by structuring the elements of computer games and technologies in media literacy. The analysis shows that it is necessary to know computer games, children's sites and technologies, tools, criteria and approaches used in searching, finding and using media information for the effectiveness of the educational process and checking the degree of understanding of the used media information.