TWO MODERN TRENDS IN MANAGEMENT OF EDUCATIONAL SYSTEMS

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Abstract

The purpose of the study was to compare the efficiency of three educational technologies for the human resources development. This purpose is relevant because the human resource development related to training, education and development of each person. It was experimentally analyzed didactic and non-didactic efficiency of three basic educational technologies: the traditional educational technologies; the game educational technologies; and the research educational technologies. The results were proved experimentally: the didactic efficiency of the traditional educational technologies is between 3% and 5%; the didactic efficiency of the game educational technologies is 30 to 35%; the efficiency of the research educational technologies is more than 100%. Based on the results of the study, this is the need to refuse from the traditional educational technologies - they have the lowest efficiency. The game educational technologies and the research educational technologies provide a higher level of didactic and non-didactic results than the traditional educational technologies. These two educational technologies are recommended for human resources development. This will be the first trend in management of educational systems - the rejection of the use of the traditional educational technologies. This will be the second trend in management of educational systems – the wider application of the game educational technologies and the research educational technologies. It may be reasonable to assume that the results of the study must be applied in every School and in every University, which deals with the human resources development.

Keywords: human resource management (hrm), human resource development, efficiency, education systems, educational technology

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