

fining the boundaries of exploration, robots are poised to play an increasingly central role in shaping the future of humanity.

However, realizing the full potential of robotics requires a concerted effort to address ethical, social, and regulatory challenges. By working together to harness the benefits of robotics while mitigating its risks, we can create a future where technology serves to enhance the human experience rather than detract from it.

## REFERENCES

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## ENHANCING LEARNING EFFICIENCY VIA IT

Project development started as a semester final project in the field of one of our specialty disciplines. We were completely obsessed with our first exam session and could simply imagine how other students are. Here is a milestone, where an idea of this application was born.

It all came through a long projecting stage and a realization process. After almost a month of a team work a proto version of application was ready to be presented. As soon as our project was nominated to the student's conference an idea to provide it with a Graphical User Interface came to our mind. After a short overthinking period we have chosen a QT Framework as the only one highly effective in C++ applications development. Almost everything except a backbone of the application (main functions, algorithms, etc.) was reworked and retransformed into a complete application ready for distribution.

After all we have devised a completed and tested application that can prove its effectiveness in use. Basically, this application has two usage options/variants which represent two most effective preparation techniques.

“Direct preparation” regime is designed to conditions, that are almost similar to a real exam. A single random ticket with 3-4 questions with various tricky answer variants is given to a user and there is only one try to solve everything. When all the answers are given, program sums up all the results and either says that a user is ready to pass a real exam, or that a user should train more and try again later. It also depicts a percentage of right and wrong answers graphically for obviousness.

“Knowledge drill” regime realizes a preparation process, where a user can solve different random questions from different random tickets. It’s worth mentioning that all the questions are as much as possible close to a real exam’ ones. During a preparation process a program analyses all the answers and mistakes and tells a user which knowledge areas should a special attention should be paid to.

Firstly, all the possible questions are collected and systemized in the application and all the given answers are designed to make a user think and understand the question he’s answering. Moreover, all the information, that is given as a constant stream in the university, is divided into small parts to avoid the “information overdose” and melting of all the memorized information in one a one single thing without any useful parts.

Secondly, the whole app and the way it works are made not to distract but to help a user concentrate on the information he/she learns and memorizes. Furthermore, the way to learn which a user is provided with by an application is interactive, and, in our opinion, it is one of the main advantages in comparison with a classical way of learning.

To conclude, it is worth mentioning that it is extremely hard for a first year student to catch a right preparation rhythm and techniques and sometimes mistakes made during a preparation process cost a lot. But IT provides us with really useful and helpful methods. This app is one of them to solve this problem.

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