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PLATFORMS AS DRIVERS FOR ONLINE EDUCATION IN UKRAINE

We can give as many examples as possible about the "time-tested system of education," but there are new trends, including personalization of learning, in particular online learning. People of the 21st century have a tight schedule of life, so they are determined to decide when and in what environment to learn. It is proved that a person is better at perceiving a personally adapted material.

On average, an adult in a developed digital world is watching a variety of digital media for 5.9 hours per day [1]. The activity of modern Internet users focuses on the visual content, its exchange, classification and the creation of its own in the format of repos, fan creations, memes, as well as reviews and ratings.

Online education in Ukraine was one of the few innovations that it had almost at the same time with similar Western initiatives. In 2011, the world saw the first massive online courses from Stanford University, and in 2013 there was a wave of online education in Ukraine. Trends in the US appear in Ukraine with a delay of several years. This is evidenced by an analysis of Ukraine's position on the level of ICT development by international indices, it has an average level of ICT development in comparison with other countries (Table 1).

Table 1

The Ukraine ranking according to the ICT development indices

	Rank/139		Rank /100		Rank/176
Networked Readiness Index 2016 (Environment subindex, Readiness subindex, Usage subindex, Impact subindex)	64 (94, 30, 88, 69)	Digitization Index 2016	88	ICT Development Index 2017	79

Note: Networked Readiness Index measures the performance of 139 economies in leveraging information and communications technologies to boost competitiveness, innovation and well-being.

The Digitization Index assesses the factors, agents' behavior and institutions that enable a country to fully leverage Information and Communication

Technologies (ICTs) for increased competitiveness and wellbeing. The Index is designed to be global and reflect changes taking place in countries at different levels of ICT development. It therefore relies on a limited set of data which can be established with reasonable confidence in countries at all levels of development.

Source: Compiled by the author according to [2-4].

Despite the low ratings of Ukraine, we believe that the underdevelopment of ICTs in Ukraine isn't an obstacle. The problem is that there is no effective tool for sharing and dissemination.

Platforms can help educators accomplish a variety of challenging tasks, such as powering and tracking personal learning plans, managing assignments and dynamic grouping, supporting the development of standards-aligned projects, combining formative assessment in a standards-based gradebook, and connecting students and teachers.

The importance of this process is recognized by the universities of the world. The Strategic Plan for the Open University of China 2010-2020 outlined expanding the university's learning platform. The new learning platform will use big data to trace students' learning pathways to support individual learners. It aims to become one of the main online platforms in a national lifelong learning system with the idea of a national learning "supermarket". The idea of the Creative Commons Open Education Platform was discussed at the OE Global Conference [5].

Educational platform is an intellectual campus with a unique ecosystem. The ecosystem is a complex self-organizing, self-regulating and self-developing system. In any ecosystem, living organisms interact with any other object in their common environment. According to this, the ecosystem of learning refers to an integrated environment where all objects (biocenosis) interact with each other, as well as with many innovative products, technologies, teaching methods and other elements of the ecosystem of learning that determine the conditions of learning (biotope). In addition, instead of exchanging energy between the components of the natural ecosystem there is the exchange of information in the learning ecosystem.

In our opinion, the use of electronic platforms in education can have a synergistic effect due to the attraction of millions of people to the network that creates conditions for using their creative potential and solve scientific, socially significant problems. Unlike traditional social structures, platforms allow to create new communicative configurations that are inaccessible to traditional institutions.

In the Ukrainian education there are some steps towards change. In particular, Prometheus, EdEra, a free video lectures WiseCow, «Є-Мова», or the first

distance education platform for civic education from the Open University of Maidan (training courses from leading business school, public sector, business and social business practitioners. Tags: advocacy / lobbying, active goal-setting, responsible parenthood, community economic development, non-violent resistance, understanding of the world context, school of a conscious citizen). Although these free online portals change the approach to education in Ukraine, they are rather Massive open online courses (MOOCs) than open educational platforms.

The platforms provide for two-way communication, moreover omnicanal communication. The ability to influence the content on the platform and the content of the platform creates opportunities for sharing.

Accept of MOCCs, the step towards open education is the concept of reforming the secondary education in Ukraine that involves the implementation of the National Educational Electronic Platform [6]. State Enterprise "Inforesurs" that belongs to Ministry of Education and Science of Ukraine ordered equipment and software for 47.77 million UAH in LLC BMS Techno according to the results of the tender. This is reported in the system "Prozorro".

But it is not necessarily to spend huge financial resources for the platform. It is possible use of available ICT. An example of such a platform is a page with projects from members of the IT KPI Community. The main idea is to introduce newcomers to the universe of open source projects and to help make the first steps. The subject is wide-ranging: from the emulator of the NES console to the SQL injection tester for Android. The revenue is:

- If you are just starting open-source projects, then this is just the perfect chance to start. You can stick with the author, ask for tips and fill in the code without fear that they will be rejected.
- Interviews are almost always asked to show Github-account. It will be very good if there are comets in the third-party repositories of other developers. This means that your code is appreciated.
- If you have been trying to finish your project for a long time, someone else can help you. If you have a project and would like to tell about it, you can send a description to: t.me/itkpi_suggest_bot in the format:

1. name of the project;
2. the link to the GitHub;
3. technological stack;
4. minimal description (optional);
5. at what stage is the project and what is to be completed (optional).

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