

Informačné technológie v pregraduálnej výučbe humánnej anatómie na Lekárskej fakulte UPJŠ v Košiciach

Information technologies in undergraduate education of human anatomy at Medical faculty of P.J.S. University in Kosice

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Seeing that the computer based learning and interactive software applications are the available enhancement in learning methodology, also our Anatomy department focused on innovative technologies in teaching process and education. The imagination is one of the most difficult aspects in education of anatomy. However, the today's tools and methods that use a variety of sophisticated applications enable interestedly and easily understand the space relationships and synopsis of anatomical structures without the necessity of memorization, increase self-reliance of students on practical lessons as well as reduce the burden of the teachers. Substantial attention is focussed in anatomy lectures. These can be significantly improved by presentation of 3D virtual models and animations prepared according to the requirements of the teacher. Using the 3D projection we are allowed to show detailed visualization of particular systems, organs and body structures to the students. Furthermore, the virtual materials can be easily transformed into the 2D pictures and/or movies, so these outputs can be used also in education in our new computerized classroom for practical self-study and knowledge assessment as well. Education of anatomy was also improved by installation of cameras in dissector rooms and this helped us to prepare students for practical courses in a better way. Visual perception equipped with the comments of teachers brings a big didactic benefit. The main aim of information technologies implementation is to get increased retention of knowledge from anatomy, which is a prerequisite for the study of clinical subjects. Supported by the grant KEGA 186-003-UPJŠ-4/2010.