

Khoroshevska I.
Zhovta O.
Khoroshevskiy O.

Khoroshevska I. Development of a multimedia educational resource «The World of Pysanka» / I. Khoroshevska, O. Zhovta, O. Khoroshevskiy // Information Technologies and Learning Tools. – 2026. – Vol. 112, № 2. – P. 154-173.

Abstract. The article substantiates the expediency of creating a multimedia resource for teaching/self-learning novice users the art of pysanka making as an essential carrier of the cultural traditions of the Ukrainian people. The logic of building access to the sections of the multimedia educational resource «The World of Pysanka» is determined. It is noted that the results of performing interactive tasks at the end of each section are the starting point for opening access to the next section and changing the appearance of the pysanka in the menu to reflect the material learned. A design solution for the appearance of the interface of the multimedia resource (style, decoration, sketches, etc.) has been formed. Examples of pages with theoretical material, video tutorials, interactive tasks, etc., are given. Attention is focused on the author's video tutorials (master classes) with editing areas that allow you to train the user's eye and physically work out the precision of the hand action when applying ornaments. Particular attention is paid to implementing various interactive components (exercises, tasks, video simulations, educational games, tests) that activate and support user interaction with the academic material. Various game activities are shown (matching, simulation game). The testing system contains interactive questions of varying complexity and helps to determine how well the learning material has been mastered. The implementation of the multimedia educational resource «The World of Pysanka» and its interactive component is carried out by Adobe Captivate. The developed multimedia resource is used within the discipline «Technologies of Electronic Publishing» for 4th-year students majoring in «Publishing and Printing» of the educational programme «Technologies of Electronic Multimedia Publishing» as a practical example of building logic, structure, design, and implementing a variety of interactive features within the integral educational space of a multimedia resource. The article's material can be used as a source of information when creating interactive multimedia resources for educational purposes.

Keywords: multimedia educational resource; pysanka making; interactive tasks; training video simulations; digital training games; interactive tests.