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KEY FEATURES IN DEVELOPING THE «C# QUICK LEARNING» MULTIMEDIA TRAINING COMPLEX

Abstract. The article deals with the analysis of research dedicated to creating multimedia training resources in the form of complexes, courses, etc. Reasonability of the creation of a multimedia training complex for learning the C# language is justified. For the purpose of determining the details and contents of the complex, an online meeting with the 2nd year students specialising in Publishing and Printing within the framework of the Programming of Multimedia Means subject has been held. This allowed us to identify the complex and incomprehensible aspects of C# syntax, code writing, creating visual interfaces, etc., that students face when learning the art of C# programming. As a result, the content presented in the training complex in the form of visualised audio and video hints and advice, interactive exercises, training video simulations and games has been determined. The structure and design of the C# Quick Learning multimedia training complex have been suggested. Examples of pages with theoretical work material have been provided. Appearance of interactive tasks and training video simulations has been shown. Attention has been paid to the organisation of the development of interactive tests with signature scripts. This has allowed separating undergoing testing in terms of every lesson, topic and final test and showing the results of each of them. Special features of the development of three training games of various genres as powerful structural and content elements of the multimedia complex have been demonstrated. The inclusion of game elements to the complex supports the increase of the degree of understanding and consolidation of the training material by the users. Implementation of the multimedia training complex and its interactive components (interactive exercises, tasks, training video simulations, games and tests) is conducted in the Adobe Captivate environment. The developed complex is used while studying the Programming of Multimedia Means in order to simplify mastering the art of programming for students specialising in Publishing and Printing. The materials provided in the article may be used as a source of information while developing multimedia interactive training resources.

Keywords: multimedia training complex; C# programming; interactive exercises; training video simulations; interactive tests; digital training games; Adobe Captivate.