

powerful, became lighter and most important that became faster.

Electric vehicles displace vehicles with standard internal combustion engine. Because the demand for oil in the world is falling.

The most interesting that the first working electric engine was created in 1834. But demand for them increase only in nowadays and will be even more in future.

Also we should bethink about symbiosis of ICE and electric engine. Because with this option for a normal man we have practicality of ICE (easy to refill car) and economy of electric engine.

We can say that ICE already in the past, symbiosis it is nowadays and future for electric cars.

The growing popularity of electric vehicles leads to a drop in demand for oil in the world. This was reported by the international rating agency Fitch.

As the agency reports, this is not the main, but only one of the supposed scenarios for the development of the automotive market.

"This is not our main scenario, but the events of 2017 show how technological changes and higher awareness can lead to annual sales of electric vehicles to 10 million by 2025," – reads the message.

During the all 2017, there were regular reports of new technological solutions that would reduce the cost of production and exploitation of electric cars. Also, many large automakers and governments of the countries that are the largest markets for auto industry have announced about taking a course for electromobilitization.

Based on this, OPEC increased the forecast for the size of the park of electric vehicles by 2040 from 140 to 250 million units. After that, Fitch revised their forecasts, and having painted two possible scenarios: conservative and aggressive.

Even if everything goes according to the conservative scenario, the demand for oil will at least stop growing, which will inevitably lead to lower prices and lesser leaps. The extreme scenario states that by 2040 the number of electric vehicles on the roads will reach 1 billion units – more than half of the world's car park. The probability of such development of events is much smaller, but it has increased significantly during the past year:

"But we believe that the new extreme scenario has become more believable over the past year," the survey said. "If we apply it to the demand for oil with the forecasts of the International Energy Agency, evidently that the demand for oil will reach a peak in 2029."

Already, oil traders are preparing for the worst and trying to diversify their activities. The main areas are natural gas, alternative energy and petrochemicals.

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UDC 37.01: 378 (043.2)

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CHALLENGES FOR EDUCATION IN FUTURE

There are fundamental changes in the sphere of labor economy nowadays. Due to the rapid development of scientific and technological progress, more than 800 jobs that are now in demand will be automated and roboticized until 2035. This will lead to an increase in unemployment among the economically active population, if we do not start to study new areas of activity now. Here's what Jack Ma, the founder of Alibaba

Group, China's e-commerce giant, thinks about that: "If we do not change the way we teach, 30 years from now, we're going to be in trouble". [1]

Modern approach to education became outdated a long time ago and for current students to be able to compete in the future with machines, they should be taught not to do routine work, but the so-called 'soft-skills'. 'Soft-skills' is a collective term referring to a variety of behaviors that help people in their work and also to socialize successfully. These skills include good oral and written communication skills, the ability to empathize, cooperate and negotiate; willingness to solve problems and skills to resolve conflicts. Minouch Shafic, Director of the London School of economics, also spoke of the importance of the 'soft-skills', creative skills. "Research skills, the ability to find information, synthesize it, make something of it". [1]

So, there are several steps which should be done for modernizing education system:

1) Distance education, recently associated with suspicious ads in the subway and marginal courses of learning foreign languages through Skype, is becoming more and more useful. Most famous teachers and professors upload their lectures on YouTube or iTunes. The goal is to collect the best knowledge and make it available to everybody on the Internet.

2) Personalization. Schools and universities see in their students classical 'black boxes': they upload the same information and expect the same response, not taking into account individual characteristics. Such an approach is seen by many experts as an anachronism of the industrial era. In the future, computers will make personal programs for each student, adjusting to his intellectual and emotional characteristics.

3) Gaming. Supporters of gaming offer to maximize integration of game elements in everyday life in order to increase human involvement. Formally, education is already gamed. If the student correctly does his task, he is encouraged by a good grade, if he is wrong – he gets bad grade. However, something in this mechanism works incorrectly, because at the lessons students play the 'Happy Farmer' and do not listen to the teacher. What is the outcome? Gamification must be different and it should be even more.

4) Interactive textbooks. If you open the version of Wired for iPad, it will immediately become clear at what prehistoric level of development textbooks are. Pages of modern magazines have recently turned into a real entertainment: color photographs blow up, music sounds, videos are played and interactive infographics sensitively responds to the touch of fingers. Why textbooks on economics cannot be exactly the same?

5) Learning through video games. According to experts, computer games have a unique ability for other types of media to share knowledge through an interactive immersion in the virtual world. Studies of the Australian Foreign Institute have shown that the model of the game world of the 3^d Civilization strategy gives a fairly clear idea of the logic of the historical process and explains how and why the same terrestrial civilizations disappear from the planet, while others thrive. Despite the obvious potential, learning through video games in modern society is extremely rare. The reason for this is not only the prejudice of people, but also the huge funds that are required to create beautiful and complex gaming world.

Summing up, modern education should stop feeding students with outdated theoretical knowledge, and give them practical lessons that will be useful to them today.

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