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Use of gamified educational solutions and technologies in the implementation of master's degree programs focused on the introduction of “green” technologies

Abstract: Increasing the attractiveness of educational activities through gamification and quest-orientation is one of the trends in the development of educational technologies. An approach is proposed, organized according to a quest algorithm, which allows one to master interdisciplinary competencies in the field of development of microprocessor-based automatic control systems, with elements of IoT and data processing. The development was carried out with the support of the Vladimir Potanin Foundation.