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TOURIST QUESTS AS AN INTERACTIVE FORM OF WORK WITH STUDENT YOUTH

Скрипченко І. Т., Счастливец В. І., Бадіку Д. Туристські квести як інтерактивна форма роботи зі студентською молоддю.

Ключові слова: квести, методологія, організація, туризм, віртуальна екскурсія.

The quest came into our lives from the virtual world. The first quest «in reality» is called the Original Piece of 2006, which was invented in Silicon Valley. In 2007-2008, Takao Kato came up with the quest «Real Escape Game». The game became very popular in Japan, China, and Singapore.

The quest, as an innovative form, entered not only the entertainment industry, tourism, but also the educational process of educational institutions [1].

A quest in tourism is a team game that is combined with a tourist excursion and is aimed at endurance, erudition, cleverness and creativity, non-standard thinking, in which the impression of visiting new places is enhanced by the excitement of the game and the pleasant feeling of victory. The idea of the game is to move the team along the points indicated on the route sheet and to perform various interesting tasks united by a common scenario. It is supposed to find various clues and use them to achieve the goal of the quest.

Tourist quests, as an innovation in tourism, can be interesting for people of different age groups and different professions. However, the main consumers of tourist quests are still students and schoolchildren.

The purpose of the quest is patriotic education, the involvement of student youth in active tourist activities for the study of the history of Ukraine, ethnographic, historical objects, traditions, cultural customs of the Ukrainian

people, meaningful leisure time. That is why routes are developed considering local cultural monuments and nature reserves. During the work, close cooperation is being established with existing objects of tourist activity [2].

Mandatory features of the quest are:

- the presence of a certain plot of the game;
- the presence of a task / obstacle;
- the presence of a goal that must be reached by overcoming obstacles.

The methodology of developing a quest involves several consecutive stages: analytical, quest formation, planning, organizational, operational stage, and the stage of summing up the results, the content of which is shown in pic.)

According to the form of organization, tourist quests can be linear (the solution of one task makes it possible to solve the next one); storming (with the help of control prompts, the participant himself chooses the method of solving the task); circular (in fact, the same linear quest only for several teams starting from different points).

Educators emphasize that the use of quests in educational activities allows the implementation of personal-activity and personal-oriented approaches to personality education.

Today, the selfie quest is gaining popularity, the task of which is to find the right places according to the itinerary of the participant or team, take a selfie near the specified object and send it to a page in a social network.

A quest tour is a journey based on an individually written script, where everyone fulfills their role according to the plot. Experienced screenwriters create a plot, and a team of professionals implements its implementation.

The essence of quest tours is both travel to the most remote corners of the planet with elements of an expedition, and real adventures (treasure hunting or solving a detective story), and the opportunity to test yourself, look at your life in a new way, and gain invaluable experience. In addition, story games are a real opportunity to try yourself in a new role, which is significantly different from the social role that the participant usually performs.

With the use of modern information technologies, the following quests can be distinguished: geocaching, geotagging, and web quests [3-4].

Geotagging – adding geographic metadata to various information resources (websites, RSS feeds, or images).

A web quest (from the English WebQuest) is a purposeful search on the Internet, which helps to turn information technologies into a universal tool capable of helping in solving various problems of modern person. Can be used in gaming or educational activities.

Online travel will be facilitated by such services as Google Street View - a function of panoramic street viewing provided by the extension of Google Maps and Google Earth. Since 2016, the Street View Trusted service has been operating in Ukraine, which allows you to add panoramas of premises and business establishments using Street View technology from Google.

Quest as an interactive form of work promotes the development of research activity, activates search, organizational and creative work, exchange of experience in matters of popularization of tourism and local history, increases professional skills, stimulates the development of creative initiatives and the realization of the creative potential of future specialists in the tourism industry.

An element of the quest can be a modern interactive excursion that combines the techniques of showing and telling with a complex of interactive methods. The affinity of an interactive excursion with learning gives it a wide field of use of the entire complex of educational methods.

The use of an interactive excursion in the educational process in secondary, higher, and extracurricular educational institutions is gaining great popularity. In the methodical literature, there are various classifications of excursions that can be created or used ready-made during a lesson (in-class or out-of-class form). According to the content, the following types of virtual tours can be distinguished:

- 1) sightseeing, where elements of several excursions united by a common theme are collected;
- 2) thematic, i.e. excursions that reveal certain topics;
- 3) biographical excursions related to the life and biography of prominent people.

Independent creation of interactive excursions by a teacher is a time-consuming process. However, the Internet has already created many educational resources that can be used for conducting virtual tours. The most popular project is the «Google Arts & Culture», on the resource of which materials are presented in several areas: art, history, wonders of the world. Another site is «Catalog of Museums», which presents an extensive list of various museums from around the world with brief information about each.

So, in the educational process, a virtual excursion is an innovative form of educational activity aimed not only at obtaining subject knowledge, but also at forming communicative, cognitive, regulatory educational actions, which contributes to increasing interest not only in the subject but also in cultural heritage.

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