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APPLICATION OF VIRTUAL COMMUNICATION ENVIRONMENT IN ENGINEERING GRAPHICS TEACHING.

The main target of the lecturer in the process of teaching the students of engineering and computer graphics is to pass the knowledge and skills. It is well known though, that less auditorium hours are being dedicated for this aim. Therefore it was started to look for new means of passing the knowledge.

The new modern information technologies and develop systems of television communications have changed not only the essence of studying, but the communication between the student and the lecturer. Variety of distance teaching methodologies and virtual studying environment is becoming more popular. The material of the lectures being presented in the internet is a common appearance nowadays. But as far as internet is overcrowded with the information, for number of students and other users it is complicated to find needed information. It must be taken into account, that the course of engineering and computer graphics is being teached in the first year of studies, when for most of the students it is quite complicated to get oriented and adapted in the new University surroundings (in the internet they might feel "like the fish in the sea", though). Moreover, it would be appreciated, if the students would dedicate more of their time for creation and learning, instead of routine searching operations. This routine work could be overtaken by content management system – virtual communication environment, developed by Vilnius Gediminas Technical University lecturers and students.

In the article the aim of the content management system (CMS) for the lecturer, who is holding the course of engineering and computer graphics, and the use for a student, who is having this course, is being discussed. Possible systematic navigation, implemented according to the needs of the students and the didactic, is being described (Fig.1).
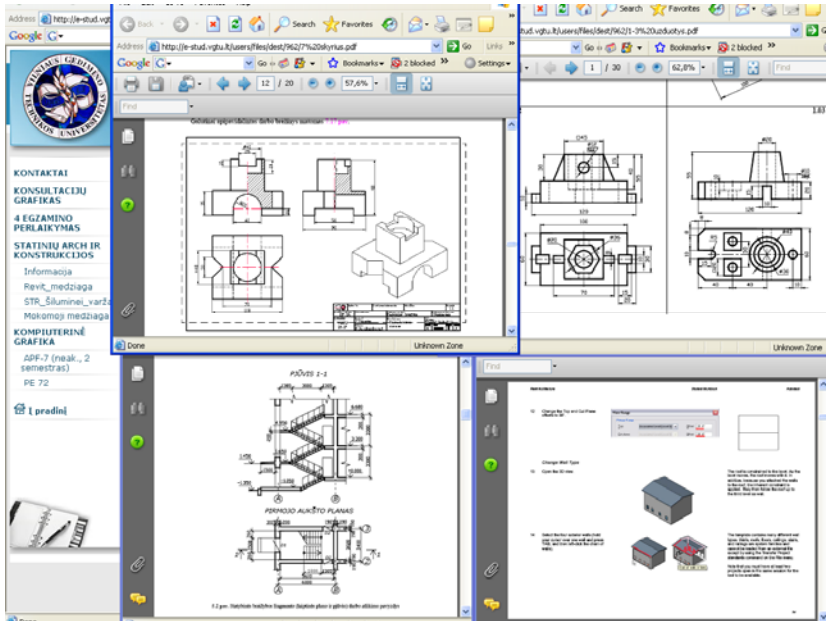
Fig.1. The virtual environment for communication in the internet site