

HONORS COLLEGE

**SIBERIAN FEDERAL
UNIVERSITY**

**SibFU
HONORS
COLLEGE**

**ONE OF THE PIONEERS IN THE
HONORS COLLEGE MOVEMENT IN
RUSSIA**

**HEAD OF SIBFU HONORS COLLEGE –
MARIA V. TARASOVA**

THE MISSION OF THE SibFU HONORS COLLEGE

The logo consists of an orange circle with a thin blue border. Inside the circle, the text "SibFU HONORS COLLEGE" is written in a bold, black, sans-serif font. "SibFU" is on the top line, "HONORS" is on the second line, and "COLLEGE" is on the third line.

**SibFU
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- To contribute to the development of the creative personalities of students who are ready for an active realization of their own potential.
- **SibFU Honors College** provides students with a new, alternative learning experience.

THE OBJECTIVES OF THE SibFU HONORS COLLEGE

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- To attract and bring together able and ambitious students;
- To offer a richer educational experience to the best students in the university;
- Provide support for each individual's full actualization of her potential;
- To help students understand they are pursuing education for life, citizenship, career;
- To create a set of curricular and co-curricular opportunities that can provide such an education;
- To organize the resources of the university for those students to benefit.

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- To make the Siberian Federal University more competitive in attracting and retaining high-performing students.
- To enhance the institution's reputation for academic excellence.

WHO ARE THE STUDENTS OF THE SibFU HONORS COLLEGE?

- Talented students with the high level of academic achievements;
- The second and the third year undergraduates of all Institutes and Schools of the Siberian Federal University with 'good' and 'excellent' marks in two previous semesters.
- Gifted, ambitious individuals, open for new knowledge, self-motivated and ready to realize their true potential.

THE COMPETENCES AND SKILLS

SibFU HONORS COLLEGE PROGRAM DEVELOPS:

- communication skills;
- cooperation;
- leadership;
- critical thinking;
- ability to create new ideas;
- ability to find positive solutions in conflicts;
- creative visual thinking;
- capacity for self-learning and self-improvement.

CHARACTERISTICS OF FACULTY WORKING WITH STUDENTS OF THE SibFU HONORS COLLEGE

- Intention of self-improvement and self-learning;
- Commitment to educational innovations;
- Potential for pedagogical creativity: producing new learning techniques, experimental academic programs, innovative assignments;
- Ability to take differential teaching responsibilities, to apply individual approach to working with students;
- Capacity for teaching well-prepared, able, gifted, ambitious individuals, open for new knowledge;
- Aptitude for providing support for each individual's full actualization of her potential.

THE DIRECTIONS OF LEARNING ACTIVITY at the SibFU Honors College

- ✓ Effective communication: negotiating and debates;
- ✓ Public speaking;
- ✓ Visual thinking: theory and practice*;
- ✓ Individual psychology in organizational settings;
- ✓ Academic networking in the international community*;
- ✓ Self-learning techniques;
- ✓ Theory and practice of leadership;
- ✓ Positive solutions in conflicts;
- ✓ Critical thinking*;
- ✓ Theory of knowledge*;
- ✓ Homo Ludens*;
- ✓ Creative thinking;
- ✓ Global issues*;
- ✓ Digital literacy*.

** Courses provided both in Russian and in English language*

VISUAL THINKING: THEORY AND PRACTICE

- **COURSE DESCRIPTION:**

- ✓ This course introduces the students to the strategies and tactics of the development of their visual thinking.
- ✓ By studying works of visual art and other products of visual thinking the students learn to enhance their own visual thinking abilities.
- ✓ The course aims at the improvement of students' creativity, projecting skills, spatial intelligence, modeling and operating visual images.

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VISUAL THINKING: THEORY AND PRACTICE

- **COURSE OBJECTIVES**

- ✓ to master the technologies of improvement individual's visual thinking skills;
- ✓ to obtain the skills of idea-expression and idea- implementation;
- ✓ to gain insight into the works of visual art as gnoseological and onthological acting models;
- ✓ to learn the theory and practice of creating products of visual thinking – models of scientific, professional and philosophic concepts.

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THE METHODOLOGY OF THE SibFU HONORS COLLEGE

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The classes at SibFU Honors College will be conducted in the format of:

- ✓ organizational activity games,
- ✓ business games,
- ✓ learning games,
- ✓ discussions,
- ✓ debates;
- ✓ project-making;
- ✓ and other forms of edutainment.

The form and the content of the learning game will make every class an unforgettable event!

THE CONCEPT OF THE ORGANIZATIONAL ACTIVITY GAME

- The concept of **Organizational Activity Games (OAG)** was introduced in Russia by GEORGIY P. SHCHEDROVITSKIY.
- The organizational activity game is a special form and method for the organization of collective thinking and thinking activity.
- Games deal with complex problems (solution of industrial and scientific problems, programming radical innovations, etc.).
- ***IN EDUCATION*** the purpose of the Game is the ***development and study*** of new forms of instruction and learning in universities.

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THE FUNCTIONS OF THE ORGANIZATIONAL ACTIVITY GAME

- The specific functions of the GAME depend on the type and nature of the thinking activity systems that adopt an ORGANIZATIONAL ACTIVITY GAME and use it for their own purposes.
- Varying content may be embodied (represented, formalized, simulated) in a GAME because of its flexible universal form.
- EX.: Within the **sphere of education**, the game may serve as a means and method for instructing and educating students.

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OTHER EXAMPLES OF PURPOSES OF THE ORGANIZATIONAL ACTIVITY GAME

- Within the **sphere of culturotechnology**, organizational activity games may be used to obtain new examples, models, standards, and norms, and to develop systems of culture that integrate them
- within the organizational and **managerial sphere**, they may be used to create new organizations;
- within the **sphere of national research** institutes, they may be used to create new projects and new research programs, to pose and resolve scientific problems.

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THE ORGANIZATIONAL ACTIVITY GAMES AT THE SibFU HONORS COLLEGE

- Series of organizational activity games structure the learning process at the SibFU Honors College as landmarks of its development.
- ✓ INAUGURAL GAME. The purpose of the introductory macro-OAG is the ***development*** of new forms of instruction and learning at the SibFU Honors College.
- The function of OAG I: to involve students and faculty into the process of collective learning in the new institution of the Honors College.

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THE ORGANIZATIONAL ACTIVITY GAMES AT THE SibFU HONORS COLLEGE

- ✓ SERIES OF HC SUBJECT-ORIENTED GAMES. The games organized by the instructor in each learning direction. The purposes of the micro-OAG are to develop new forms of knowledge in every sphere of learning.

E.g., Games of Negotiations, Games of Visualization, Games of Self-determination.

- ✓ HC SUMMARY GAMES. The purpose of the final OAG in each semester is the study the results of learning and to develop new forms of instruction and learning at the SibFU Honors College in the next semester.

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ADMISSION TO THE SibFU HONORS COLLEGE

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To enroll to SibFU Honors College a student has to submit the following documents:

- ✓ *application;*
- ✓ *Curriculum Vitae;*
- ✓ *a scanned copy of his/her grade book;*
- ✓ *letter of verification from the Institute's academic office;*
- ✓ *motivation letter.*

The documents should be submitted via email to: honorscollege@sfu-kras.ru

The logo consists of a large orange circle with a thin blue border, centered on a white square background. Inside the circle, the text "SibFU" is written in a bold, black, serif font and is underlined with a red dashed line. Below "SibFU", the words "HONORS" and "COLLEGE" are stacked vertically in the same bold, black, serif font.

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