SIMULATION TECHNOLOGIES IN HIGHER EDUCATION

Robert Kodra

Simulation Center, Training and Doctrine Command, KDS, Rruga e Dibrës, Albania
E-mail:kodrarobert@yahoo.com

Abstract

The purpose of this research is to identify values and priorities of simulation in higher education.Simulation is "The act of imitating the behavior of a situation, problem, or process by means of something suitably analogous. The technique of representing the real world."Simulation is an advanced technology training tool widely used by universities in most advanced countries.Some of simulation priorities are as follows: enhances the quality of education and training; decreases education process costs; develops new capabilities before applying them in a real environment; eliminates hazard issues; enables continuous process rehearsals; builds team work; simplifies development of lessons learned, etc.Simulation may support the entire spectrum of high education learning.The training system using simulation technology is accomplished by combining three important elements: hardware, software, and equipment; programs and personnel; and facilities.

Keywords: *Simulation, Higher Education, TrainingQuality*