

STATEMENT

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Dissertation for the award for awarding the educational and scientific degree PhD on professional direction: 1.3. Pedagogy of education in...(Methodology of Fine Art Education)

Author: Marina Lachezarova Aleksandrova

Theme: "Playing forms in the studies of visual arts in non-formal education"

Scientific supervisor: Prof. Stefan Altakov PhD

The peer-reviewed thesis consists of 187 pages. 148 pages are the main text structured in an introduction (problem statement), three chapters, a summary of the results of the experiment, conclusions and a conclusion, 5 pages of bibliography which contains 22 sources in Bulgarian, 22 sources in Latin, 14 are from the Internet, an Appendix of 33 pages is included, in which there are a total of 12 figures, 8 tables, 4 field protocols in the form of tables, 21 photographs of the process carried out with the working groups, 12 photographs of the narrative interview, 2 lists.

The title of the proposed work is formulated well and corresponds to the content of the dissertation, and the choice of the topic is original and rewarding for the research, because it deals with specific features of the play forms of visual arts education in the context of non-formal education. In the introduction the necessity of the development is motivated and logically here the scientific problem, the object and subject of the research, the aims, objectives and the hypothesis, the research contingent (preschool and early school age children) are defined. Emphasis is placed on the search for new forms to stimulate the creative search of the participants by increasing their interest in the educational process using work in a new visual environment. For this purpose, play approaches, platforms and applications are included in working with images and their perception.

Chapter 1 of the dissertation "Play - the process from organic activity to gamification" includes: *play in cultural, sociological and historical aspects*; the nature of play, the nature of the artwork, play as the structure of the artwork; gamification, the basic relationships between play, art and gamification, "visual turn", interactivity; informal education, workshop application in the field of visual arts, educational module with the expressive medium of water.

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This chapter reviews the literature on the theoretical issues of the topic. Interesting issues related to the visual environment, visual communication, virtual reality, interactive environment, also the possibilities of game forms as a teaching method in contemporary visual arts, an educational module based on different aggregate states of water as a material in visual works is discussed here.

Chapter Two, entitled "Play in an Educational Context. Play and Art. Play forms in non-formal visual arts education. Play, Art and Education, Non-formal Education and Play, Workshop as an Organizational Form and a Basic Tool in Non-formal Education, Play in an Educational Context; *Methodological Features of the Research*; Preliminary Studies, Play Forms with Hand Materials, Adaptation and Synchronization to Existing Works of Contemporary Visual Art, Workshop "Water" - Design. In this chapter the PhD student provides new creative possibilities for learning and creativity using games as a tool for art education in informal settings, here she reveals the features and possibilities of a pedagogical experiment realized through a suitably prepared workshop.

In **Chapter Three**, "Implementation of the developed game model. Analysis of the qualitative data obtained in the course of the research and the implementation of the experimental game model/system", the following are discussed: Derivation of a modular system, parameters of the main experiment, characteristics of the model, development of an experimental methodological model; First activity-Water workshop, summary and comparison also between experimental and control group, first part; Second activity-Water workshop, summary and comparison also between experimental and control group; Summary of results of the experiment; Proof of hypothesis.

In this chapter the methodological characteristics and parameters of the study are presented in detail: the contingent (with children aged between 6 and 10 years divided into control and experimental groups), the methods used, criteria and indicators for the analysis and evaluation of the results. The concept of organizing and implementing an experimental game model for visual arts education in non-formal education is derived; a model of a methodological system for visual arts education through the visual activity, implemented as a workshop "Water" is derived.

The qualitative analysis and evaluation of the results of the study is done by: analysis of the basic experimental game model; analysis of the results of the input and output diagnostics. Along with the qualitative data giving more clarity, some quantitative characteristics of the results are presented, based on which a verification of the hypothesis formulated at the beginning of the study is carried out. A diagnostic toolkit has been developed, a methodological experiment for visual arts education has been approved using game models, and its effectiveness has been verified. On the basis of the conducted

research the corresponding conclusions were drawn. The appendices include both textual and illustrative materials, as well as photo documentation. PhD student Marina Aleksandrova proves the possibilities provided by the system she created in the training process and its positive impact on the motivation of the participants.

As a result of the criterion qualitative and quantitative analysis of the children's creative activity using play-based learning models, it can be concluded that the experimental model approbated contributes to the development of the participants' knowledge and skills formulated in the dissertation.

Along with the undeniable merits of the dissertation, I have a specific recommendation: the contingent of subjects in the pedagogical experiment could be expanded, which would yield more conclusive final results.

The publications attached to the thesis are three in number and correspond to its content.

The presented dissertation has scientific merits and scientific contributions and I recommend to the members of the esteemed Scientific Jury that Marina Lachezarova Alexandrova be awarded the educational and scientific degree Phd in the professional field 1.3. In the scientific speciality Methodology of Teaching in Fine Arts.

12.10.2023 г.

Blagoevgrad Prof. Dr. Emil Kukov