

IT-culture and innovations in the informatization of a university

The article considers the main directions in the sphere of the innovative in informatization of the scientific and educational process of a modern university. It describes some innovations in the sphere of the informatization of the teaching and scientific processes, extracurricular and distant learning and project work. Special attention is paid to the technologies of 3D virtual reality creation and their application in the educational process of the university.

Key words: It-culture, informatization, project activity, virtual reality, educational process, information technology.