









**Appendix**

**Table 1. E- trends and their influence on high education system.**

<b>Global trends, influencing all human sphere [2, 3]</b>	<b>Trends, influencing education system</b>	<b>First level reaction (the result, which is the output of trend influence on education system)</b>	<b>Second level reaction (the reaction on the first level result)</b>
<b>1. Information technologies development</b>	Education virtualization	-Emergence and development of new forms and approaches to education based on modern technologies usage -Competition growth in the sphere of virtual (distance) education.	- New approaches to distance education implementation  - Education quality decrease;
	Personification , individualization	- E-learning education technology popularization, teaching on-line.	- Growth in the gap in the quality of students education;
	Gamification	Growth of education projects based on gamification elements.	Emergence of new education programs based on gamification.
	Diversification	- New competences development among the students  - Emergence of new courses	