VIRTUAL MODELLING AS EDUCATIONAL PROCESS TECHNOLOGY
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The report includes the experience of virtual visual modeling technology development and usage for teaching basic principles of digital information processing. Using the technology created pedagogic environment for increasing motivation for deeper studying of basic principles of computing processes in computer systems. Methodological base for the technology is digital processing gradual desabstraction scenario, which is essentially a consecutive creation of the following models inside the virtual environment:

• Computing - mathematical processing of digital data;
• Visual - logical processes in electronic devices;
• Logical - micro command control of computing device;
• Visual-computing - physical level digital signal processing.

Model groups form module structure of educational process built in compliance with education process logic - from basic knowledge to difficult-to-understand fundamental bases.

The described technology is intended to be used form continuing specialist education scheme (pre-professional education of junior high students to higher education).