Modern pedagogical technologies require a well-grounded target, content-informational, educational, intellectual component and an appropriate educational environment. This is due to the fact that pedagogical processes acquire an informational character and there is a shift of emphasis in education from the process of accumulating subject knowledge to the development of skills to autonomously apply them in a multitasking situation. Innovative activity is an integral part of the educational activity of higher education institutions.

Human potential is necessary for the successful implementation of the implementation and obtaining of an innovative product. In the broadest sense, any work can be recognized as innovative, in the implementation of which new or improved ideas, methods, techniques, technological solutions are used or other creative moments that facilitate work and increase the efficiency of the enterprise take place. To understand the essence of innovative work, some signs of innovative work are defined: creative nature, innovative activity, subjective, individual nature, risky and poorly predicted nature of the final result.

**Interactivity** is one of the conditions of learning in the era of digitalization. According to research by psychologists, people remember only 20% of what they see, 30% of what they hear, 50% of what they see and hear, and 80% of what they see, hear and do at the same time. Based on these data, it can be said that the use of interactive technologies can improve the quality of students' knowledge several times.

**The project method** is an educational technology aimed at students' acquisition of knowledge in close connection with real life practice, the formation of specific abilities and skills in them, thanks to the systematic organization of problem-oriented
educational research. Recently, this method has been receiving a lot of attention in many countries of the world.

The case method is a method of interactive learning, based on the consideration of specific business situations, cases, cases and aimed at the formation of the necessary professional and personal abilities and skills. A case is a technology as an educational method, used to engage the communicative and creative abilities of students, to teach them to acquire knowledge. This method focuses not on the learning process itself, but on participation in the discussion, where the teacher acts as a moderator. He directs student discussions with appropriate questions and evaluates ideas generated in the student audience.

The modern educational process is a complex self-organized system that combines the processes of learning, education, development and self-development of a teacher and a future doctor. The systemic approach makes it possible to structure the educational process, provides an opportunity to distinguish its components, forms a system of ideas about the pedagogical process based on one or more scientific paradigms.