

## **ABSTRACT**

In his thesis, the author presents several computer programs, which can be used in music education. Ways of use are also suggested. The first part focuses on the development of digital technologies up to now. Author names current trends in education, such as Bring Your Own Device, Massive Open Online Courses and online education in general. Special attention is given to the near future of education according to the latest Horizon Report study. This is followed by the overview of the virtual reality technologies as they enter into mainstream adoption next year. A little attention is also given to the beginning era of cognitive computational systems, which will have essential impact on forming education in the future.

In the second part, the author deals with available software for Windows, as it is still the most widespread operation system on desktop and laptop computers. Only the software, which can be used in school environment, is included with special focus on music education. In the same way, applications for mobile devices on Android platform are examined, due to the predominant global market share of this operation system. Google announced that there are currently 1.4 billion active Android devices worldwide last year. This number has been growing at the pace of 1.5 million new activations every single day. There is a new generation of pupils fully equipped with smartphones coming to the school. This is the fact author aims to reflect.

## **KEYWORDS**

audio software, applications for Android, Windows, future of education, digital technologies