

The Use of Multimedia Technologies in Modern Teaching Methods

D.A.Mamaeva

Tashkent Institute of Textile and Light Industry
Dotsent of the Department of Physics and Electrical Engineering

E-mail: dildoramamaeva80@mail.com

Phone: (97)446-28-25

D.D.Urazova

Fergana Polytechnic Institute, Magistrant

E-mail: durdonakhon.urozova@mail.ru

Phone: (91)396-49-83

Annotation. The article analyzes the scientific and theoretical foundations of the use of multimedia technologies in the modern educational process. The advantages of using multimedia technologies in the course process are also covered.

Keywords. Multimedia, multimedia tools, educational process, methodology, methods, text, table, graphics, speech, animation.

Human thought is so developed that the process of technification and computerization boldly penetrates not only into various branches of production, but also into the sphere of culture and education. The rapid development of computer technology has brought the educational process to a new level. This caused the need for further enrichment with new knowledge and skills to revise the content, methods and forms of training.

The level of professionalism of specialists working today in various spheres of our society is also determined by the fact that they own computer technologies. This case has become a requirement of the time. To meet this requirement, a sufficient base must be created in the process of training specialists, that is, in educational institutions.

Currently, educational institutions are working on such urgent problems as the creation of scientific foundations of new pedagogical technologies, their classification, and the establishment of methodological significance. New pedagogical technologies, along with traditional and non-traditional methods, are understood as computerization of education. In this sense, the increasingly emerging computer-information culture generates new relationships in the delivery and receipt of information, forms a new type of thinking. At the same time, a person interacts with the information world. The unification of telecommunication (telephone, television, radio) networks with computer networks forms a single global information space-multimedia. The most important part of this space is the Internet network, especially its hypermedia services (the World Wide Web), hypermail, video conferences.

Multimedia (means "multi-media") is a modern information technology, which is a complex concept. Multimedia performs the functions of collecting, storing, processing and transmitting information using various forms of information-text, tables, graphics, speech, animation, animation), video images, music. Multimedia "human-computer" is a new, improved stage of interactive (psychological) communication, in which the user receives very extensive and comprehensive information. Multimedia is used in areas such as leisure, education and advertising. Teaching students on the basis of multimedia means is one of the urgent problems of our time.

In order to introduce a multimedia tool into the educational sphere, there is a need to develop its electronic resources. Such educational resources include electronic textbooks, manuals, methodological developments, presentations, slides, Internet materials, information resource centers[1; 16].

There are several definitions of a multimedia tool, here are some of them. In particular, multimedia - (English-Greek. "multimedia" - medium means) is a technology covering various means of information transmission, in which certain programs and tools will be present [6; 33].

Multimedia technology is a technology in the intended form of delivery of educational material to students based on the effects of audio, video, text, graphics and animation (movement of objects in space) based on software and technical means of information [2;59].

Multimedia is a special technology that represents the possibility of simultaneous presentation of text, visual information in sound and moving form on a computer based on software and technical material support [3; 70].

Multimedia is a modern information technology that allows you to embody text, sound, video and various animations in a computer system[4; 22].

Multimedia tools include equipment, software and materials for practical use, such as an audio speaker, microphone, video projector, webcam, TV tuner, which you use to create multimedia tools.

Multimedia tools from a pedagogical point of view represent a new computer approach to their implementation in the educational process of students. Computer technologies are implemented as an important tool to increase the activity of students, increase the volume of the studied educational material, increase the level of efficiency of the educational process. It serves to gain knowledge with the help of materials displayed on the screen depending on the computer monitor, the formation of computer literacy, improving the effectiveness of training [5; 189].

In computer technology, multimedia is considered as an educational resource that goes beyond the visual aid. Because the material being studied will be stored in the computer's memory in advance. Whatever topic the teacher wants to teach the students, he calls up the necessary information on the monitor screen and introduces the students to the displayed material. On this basis, they study the materials presented on the topic. At the same time, students acquire sufficient computer skills. At the same time, students develop thinking in the process of using a computer, their interest in acquiring knowledge increases, and their horizons expand.

The text in Multimedia will be concise, clear and distinct. Students will be able not only to read it, but also to memorize it. Voice reading or various instruments will consist of sound. Of great importance in this case is the attractive nature of the voice, that is, intonation, musical or exciting. Live action consists of the behavior of a person, objects or objects. The only requirement in it is that live actions have an educational and aesthetic character. Graphic images are created to visualize a specific subject. This case also serves to strengthen memory. Despite the fact that the use of multimedia in the learning process is one of the most convenient ways to improve the quality and effectiveness of learning, it does not give the expected effect in the absence or use of suitable programs for it. Therefore, based on the specifics of each academic subject, it assumes that the main and essential elements of the educational material correspond to the process of assimilation of students, software tools to the color of images displayed on the screen, to the structure of information, to the appearance of objects, to the convenience of sound.

In the field of education, the advantages of providing students with knowledge through multimedia are as follows:

- The possibility of a deeper and more perfect assimilation of the material provided in the learning process;

- Further growth of passion for close contact with new areas of education;

- The possibility of saving time is achieved by reducing the time of acquiring knowledge during the lesson;

- The fact that the acquired knowledge is stored in a person's memory for a long time and can be applied in practice.

There are also some problems with the use of multimedia in the educational process, including:

- Development of educational materials necessary for training, as well as other necessary instructions in the form of educational computer programs in the form of manuals;

- Application of multimedia elements to the developed educational computer programs.

Currently, certain work is being carried out in our republic to develop multimedia educational materials. Leading specialists are involved in this, and educational materials are being created in educational areas.

Summing up, we can say that the use of multimedia in the educational process is of great importance from a pedagogical and psychological point of view. In it, the transmitted material is absorbed more deeply, the possibility of saving time is achieved, the information received is stored in a person's memory for a long time, artistry is introduced into the educational process.

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