

Methodology Of Communication Culture Development In Primary Education Students

Khayrullayeva is Nilufarkhan Azamjon's Qizi
Andijan State Pedagogical Institute basic doctoral student

Abstract. This article presents ideas on the development of communication culture in English among students of primary education.

Keywords. Pedagogy, innovation, communication, culture, skills, conversation, competence.

Along with the large-scale reforms being carried out in our country, the ongoing reforms in the education system are designed to lay the foundation for the future of Uzbekistan, youth, the foundation of the third revival, which our President Mirziyayev Sh.M. mentioned about. There are many factors that increase the efficiency of the education system, but as a result of scientific studies, information and communication technologies are recognized as the most effective among them. Today, all conditions have been created for the use of electronic educational resources in the educational process. One of the urgent tasks before us is the creation of his various teaching methods and the interpretation of the most effective in the educational process. Information technology is one of the important factors in the development of a child's personality. Seriously attention should be paid to the creation and use of multimedia tools in the educational process. Each teacher should use multimedia tools taking into account the age, interests and worldview of the student in order to achieve effective learning [4].

Before using multimedia tools, it is important to understand what multimedia is. The term "multimedia" is a Latin word formed from a combination of the words "multime" (a lot) and "media" (focus, means, method). The term is widely used in scientific and academic literature and means "media", "multimedia environment", "product carrier", "information carrier". Some literature states that "there is still no clear definition of multimedia". In addition, the concept of "multimedia" is interpreted in the following senses: "Multimedia is a set of tools for processing various forms of data", [6]"Multimedia is a simultaneous animation of the user interface." visual information: text, graphics, sound, etc." "Multimedia is a complex type of teaching students on the basis of traditional and original types of information using computer software and hardware" [6], "Multimedia is a rapidly developing modern information technology" [5]. "Multimedia is a tool that can work with visual information."

A computer is a device that is actively used in the educational process, it is an important tool for creating multimedia developments. Multimedia created by a specialist teacher includes various information on the topic, in this sense it can be called an encyclopedic source.

In the process of creating multimedia, a computer can enter text, pictures, animation, excerpts from feature films or documentaries, digital information, logic games. Recipients can use it to edit, save, or share this information with others. Because multimedia is a complex tool created by software, technology, and computer, its features are also referred to as independent terms. It contains all the information which makes it user friendly in every way.

Since "Multimedia" is an ICT concept, it includes information in all areas. Differences between media sources and other sources:

- 1) digital storage and processing of data using a computer;
- 2) they contain different types of information (text, sound, graphics, animation, video, etc.);

3) speed - their important feature is that the concepts of source, program, service and person are compatible. In the process, the user can get the desired resource from the Internet and add their own materials to it, thereby acting as a co-author;

4) When there is a large text [5].

As a result of the development of society, the need for the use of information technology has increased, and in the 80-90s of the twentieth century, the production of information technology began. Like all other areas, information technology has entered the field of education. One of the important factors in achieving the quality and efficiency of education is the use of multimedia technologies in the process. The use of multimedia in the classroom is convenient and easy for the teacher, increases the interest of students. With the advent of the Windows programming system in education, many opportunities have opened up. It becomes possible to effectively use interactive tools in the classroom. Educational computer tools are created through educational programming. Today, along with educational materials, the resources used in the educational process include computer programs.

The use of diagrams and information in the lesson allows the student to convey information in new ways and improve understanding. Multimedia is a tool that demonstrates the huge potential of information technology in the full mastery of the subject. In addition, increased productivity at the expense of the user's personal computer will lead to greater use of multimedia technologies.

Russian scientist and researcher M.N. Morozov has developed an interesting way to create and present multimedia and hypermedia environments. He created a perfect textbook based on modern methods, which, unlike the traditional electronic textbook, leads to a developed society[3].

The role of multimedia in the harmony of education and upbringing is important. The personal maturity of the student requires speed and ingenuity in order to easily find a way out of difficult situations. These qualities are formed in the process of effective use of direct multimedia samples. This, in turn, will open the way to solving existing problems in the system of work on the study of compulsory subjects[9].

Multimedia reflects all the tools available in the process of presenting information. The systematic use of information technology is an important factor in the development of students. The development of attention in the classroom using multimedia tools increases the student's activity, curiosity and curiosity, the ability to introspection.

German researcher M. Kirmeyer emphasizes the features of multimedia as a marketing tool and business subject, noting that it is a tool created by the interaction of visual and sound effects in the field of electronic or computer industry and interactive software. He noted, "Managers of well-known companies have almost always wanted to link their advertising to multimedia for each product. For example, when an audio adapter is sold, it is accompanied by a flyer with the words "Global Multimedia Achievements" or a simple presentation from a series of images in the form of a database in multimedia form. This resource is advertised as a "database for media", which is enough to manage multiple images. One popular American magazine wrote: "Don't you know what multimedia is? If you hear and see it, you will know." From this statement it is clear that multimedia is "... to some extent the concept of various technologies integrated in a common sense into an existing program"[2].

American researchers L. J. Skibb, Susan Heifmeister, Angela M. Chesnut call multimedia technologies "developing evolution" and explain their thesis with the following arguments. Information technology reforms today can only be understood with quick and creative thinking. Although changes in this area are typical of the personal computer industry, computers and software will be immediately replaced by new, cheaper and faster technologies. The authors emphasize that multimedia is not just a combination of computer and software systems, but a mixed technical process, interpreting it as "a combination of platforms, means of communication, people and cultural influences" However, sometimes the nature of this system may be different. Multimedia is user-friendly, constantly changing the order of uniformity. J. Baudrillard says: "A person works in close cooperation with a very

functional interaction: if the world of people is imbued with a technical purpose, then technology itself will be watered with a human purpose for good and evil.

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