

The Importance of the Use of Multimedia Technologies in the Educational Process in the Effectiveness of the Lesson

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ABSTRACT

This article provides information on the importance of the use of multimedia technologies in the educational process in the effectiveness of the lesson. E-learning, including text, graphics, sound, animated materials on a computer screen, allows you to study, edit and record. The use of information technology in lectures, workshops, laboratories and independent forms of training will be effective.

Keywords: education, resources, computer, software, interactive, projector, electronic board, multimedia, technology

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INTRODUCTION

Based on the goals and requirements of the Decree of the President of the Republic of Uzbekistan "On the Strategy of Action for the Further Development of the Republic of Uzbekistan" (February 7, 2017, PF-4947) Reforms in the continuous education system are aimed at the improvement of the national education system, the implementation of the "national model" in accordance with the world standards, and the enhancement of our spirituality. Special emphasis is also placed on eliminating serious shortcomings in the existing system of training through the development of close cooperation and mutually beneficial collaboration among the education system, science and industry [1].

Reforming the education system is aimed at building a new generation of educators with the highest professional culture, creative and social activity, and the ability to participate in public and political life independently. The significance of modern pedagogical technologies is very substantial in

accomplishing the current tasks. Studying and applying pedagogical and information technologies is based on the need to improve the quality of education and training. The essence of pedagogical technology is the pedagogical process, which aims at accelerating students' performance and the pace of its outcomes and securing positive results [2].

LITERATURE REVIEW

At present, the rise of scientific thinking, as well as scientific techniques, is taking place dramatically and intensively. Therefore, it is essential for teachers to keep up with modern knowledge. Problems of computerization of education in the Republic and introduction of information technologies in educational process M. M. Aripov, U. S. Begimkulov, N. I. Taylakov, U. Yuldashev and methods of organization of use of computers in professional training N. A. Muslimov, A. D. Askarov. On theoretical bases of designing the educational process and the development of interpersonal e-learning

resources. I. A. Bashmakov, F. M. Zakirova have done research work, the importance of using multimedia technologies and tools in the learning process and their use bases., Studied by M. Bekmuradov, B. Rajabov.

The use of a computer during the classroom provides new and unique opportunities for teachers and students to interact with interactive teaching materials. We need to be aware of modern programming languages for interactive tutorials created by the teacher, so that they can be readily accepted by students. The utilization of other computer training tools, such as projectors, electronic boards, increase the amount of information using visual applications, thus facilitating the efficient use of classroom time [3, 4].

Nowadays, creating modern electronic applications as well as electronic study programs by using the possibilities of modern programming languages - Delphi, Matlab, Matchad, Math, Maple, C - make the learning process qualitative. As a result, the effectiveness of the teaching will increase and students' interest and attitudes will change positively [4].

RESEARCH METHODOLOGY

Improving the quality of teaching depends on the use of new teaching methods. In the new teaching methods, a student should be constantly moving forward, to be more specific, a student should be able to acquire, process, and apply the knowledge gained to solve specific problems. The use of information technology in lectures, practice, labs, and independent forms of learning gives its fruitful outcomes quickly. For example, the use of virtual stands in the laboratory classroom is the basis for the good quality of the training.

The incredible development of computers and software products opens up great opportunities for the use of information technology in education. Training materials can be made in the form of multimedia systems and can be made available to the public through computer networks and transmission facilities. The widespread introduction of computer technology into the education system requires revision of all types of training materials. Multimedia e-learning materials should be developed for each form of teaching [5].

Usually, information and communication technologies are rarely used in practical and laboratory studies. However, research in the field of teaching technologies shows that it is in these forms of learning that the resources for improving the quality of teaching are hidden. The fact is that, in

traditional teaching methods, it is not always easy to engage the group and control their study performance. The availability of electronic learning of textbooks facilitates a deep learning, by editing and recording text, graphics, sound, and animated teaching material on your computer screen.

The electronic form of the training material is connected to an existing local network, which enables performing tasks in groups and information sharing. Computer-based computer and software tools allow students to take a personalized approach to the topic studied, to form their own ideas and to increase their activity [6].

The teacher is able to monitor and record each student's progress through the server computer and how the tasks are fulfilled. Sharing single information hyperlinks (platform) provides a creative, collaborative learning experience for students and teachers.

In order to organize such training, the teacher needs to have the knowledge and skills in e-resource development programs and the availability of technical tools to provide the user interface in the classroom.

Modern teaching technology is an integrated (whole, dependency) system in which students acquire theoretical knowledge, skills, and experiences that are based on educational objectives as a well-organized set of elements of pedagogical activity focused on education. [7]

As a result of the full use of e-learning resources in the learning process, the following will be achieved:

1. they accept, understand, accumulate, but they do not recover consciously;
2. analyzes, compares, summarizes, and implements practical actions in direct collaboration with the teacher;
3. independently search for solutions to problems, independently determine ways and means of achieving expected results.

The higher the quality of e-learning resources made by modern programming tools, the more effective the learning process is [8, 9]. Knowledge of interactive teaching methods is a special form of communicative activity in which learners are involved in the learning process and have the opportunity to explain what they know and think.

Pedagogical collaboration between students and teachers at classes using e-learning resources will encourage the student to remain indifferent, to think independently, to be creative, and to maintain a constant interest at the subject being taught [10].

ANALYSIS AND RESULTS

Information and communication technologies, which are being developed in the educational system, serve to raise the educational process to a higher level. Of course, it is important to use modern techniques to make the learning process more meaningful. Besides, the use of modern means of computer, multimedia, internet, distance learning, a unique information environment and information and communication technologies is giving its results.

The success of the pedagogical experiment in the pedagogical experiment testifies to the need to consider organizational and pedagogical aspects in this process. Therefore, particular attention was paid to these aspects. The organization of the experimental work was organized with the knowledge of the views and opinions of the professors and teachers of the Navoi State Pedagogical Institute. The experimental work was carried out among students studying in "Informational Teaching Methods" of Navoi State Pedagogical Institute. A total of 168 students were selected for the experimental and control groups. During the experiment, discussions and observations were conducted with professors and teachers of computer science on the main features of the information and educational environment. The results of the interviews and observations were attended by 28 professors and 168 students of computer science. According to a survey of professors, 56.4% of teachers need to use e-learning resources in the classroom, 28.6% need to independently use 14.8% of difficult topics. can be used for assimilation, 0.2% believe that it does not help to master knowledge. According to the survey results, 45% of teachers need to use e-learning resources in the classroom, 40.3% can be used independently, and 14.4% can be used to master difficult subjects. 0.3% thought it would not help them in acquiring knowledge. Summary of the pilot phase The results of the number of data collected in 2019 were analyzed and summarized, and a mathematical-statistical analysis was performed using the Student-Fisher criterion to verify its reliability. The results of the calculations showed that the average improvement of the experimental group was higher than that of the control group, which is 11.4%.

CONCLUSION

E-learning materials are guaranteed a high quality and effectiveness in all forms of learning. The demand for e-learning resources for today's youth is even more complex. Education resources should be comprehensive, up-to-date, youth-friendly and innovative. Therefore, it would be desirable to use new programming languages.

Expected benefits of new pedagogical technology in the education system, its benefits, and the principles of improving the effectiveness of the lesson. By organizing online learning resources created by using modern programming languages, students will be able to enrich their knowledge, improve their remembering the materials, make lessons interesting, and improve their thinking abilities, broadens the outlook, encourages students to work on themselves, teaches them to express and defend their own ideas. E-learning resources for science are widely used in student learning, student evaluation, and learning management.

The analysis shows that the research is mainly focused on improving the use of information technology in educational institutions, the development of students' innovative potential, and the development of a didactic provision of the learning process aimed at developing independent creative activity. and little attention has been paid to its implementation. This calls for a comprehensive study of the issue of developing students' ability to use modern technology in developing independent thinking.

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