



EFFECTIVENESS OF USING MULTIMEDIA SOFTWARE IN EDUCATION OF STUDENTS IN PRIMARY EDUCATION CONDITIONS

Bagbekova Laylo

teacher, TSPU after named Nizami

Article history:

Received: 4th July 2024

Accepted: 3rd August 2024

Abstract:

This article describes the approaches to the wide introduction of digital technologies into the educational process, increasing students' interest in the lesson process and flexibility through the use of multimedia software tools in primary education.

Keywords: education, information technology, modern technology, computer game, digital technology, multimedia, software, communication, independent action, speech culture, Internet, electronic information.

In a time when modern technologies are developing, how effective is it to pass a subject of general secondary education completely or any part of it using multimedia software tools, or the pedagogical principles of using multimedia software tools? It is becoming urgent to comprehensively study its psychological characteristics, the mechanism and factors of its influence on the cognitive process, as well as many other aspects. This leads to the formation of a new content and essence in the educational system, in particular in the organization and implementation of educational processes and the development of educational and methodological support, especially in improving the efficiency of passing and mastering training sessions. is creating a foundation.

Currently, the content and quality of the education system in general secondary schools is considered one of the urgent issues and priorities of our society, and methods and measures for its development and efficiency improvement are being sought. At the same time, general secondary The issue of introducing new multimedia software tools in the educational process in educational schools is being popularized. At the same time, in the course of the radical reform of the education system in our republic, the head of state has strengthened the material and technical base of educational institutions and ensured their effective use and wide introduction of new information technologies in education. Sextensive works are being carried out in connection with the organization of information resource centers based on modern requirements and criteria.

Therefore, the effectiveness of multimedia software tools in the rapid development and improvement of the educational system in general secondary schools, which is one of the main branches of our development, is incomparable.

Although the widespread use of multimedia software tools in teaching in general secondary schools is considered to be a key issue for achieving the expected result, it has given rise to many debates and divergent opinions. inner class in teaching students and developing them into mature human beings in all aspects, in the course of the lesson, to expand students' artistic and musical activities, to read texts, to see pictures, to distinguish their imaginations, to think through computer game programs, and to make independent decisions. The use of multimedia software tools has a positive effect on the formation of knowledge, skills, and abilities. Not all computer game programs designed for the development of children of primary school age are effective in the educational process[1].

Therefore, choosing and using computer games requires a serious approach and attention. Computer game programs should be created in such a way that every action performed in them should be correctly perceived, performed, and imagined by students. The student should be able to understand each action in the game program, think about how to perform it, and be able to do it.

In addition, it is possible to improve the primary literacy of general secondary education students in information technologies, that is, to form a general understanding of the general structure of a computer, its main devices, and the ability to use a keyboard. The ability of these children to use computer games is considered the main factor in the formation of knowledge and skills.

The use of computer game programs in educational institutions implements and forms a number of pedagogical and psychological functions in students:

- enables independent action;
- visual imagination and thinking develop;



- makes it possible to distinguish colors;
- arouses interest in learning;
- allows to demonstrate one's ability and talent;
- forms communication skills;
- teaches how to interact with people;
- forms self-control;
- allows to develop methods of cooperation;
- relieves fatigue and weakness;
- speech culture and thinking skills develop;
- mobility increases[2].

Today, in our republic, a number of works have been carried out related to the organization of the school education system based on computers, multimedia electronic manuals, the Internet, electronic databases, and similar new information technologies, as well as their wide use in the process of training and managementis increasing. Classes organized on the basis of modern multimedia software tools in the school education system must meet the following requirements:

1. ensure the optimal proportions of all didactic principles and rules with the help of pedagogical and information technologies during the lesson;
2. on the basis of information technologies, taking into account the interests, abilities, and requirements of students, creating the necessary opportunities for their thorough assimilation of knowledge;
3. multimedia software tools to motivate and activate the comprehensive development of the student;
4. to increase the logic and emotionality of all stages of the educational process on the basis of multimedia software tools.

The effectiveness of the educational system in general secondary schools through the use of multimedia software tools is determined by the following two main factors:

1. The quality of the implemented information and communication technologies;
2. The quality of modern software tools (multimedia electronic manuals, Internet, electronic databases, computer games), which are components of information technology tools [3].

Computer publications, virtual laboratories, and creativity in order to develop, improve, and introduce digital educational resources to the educational process in order to increase the effectiveness of the primary education system based on the effective use of multimedia software tools Developments, virtual tours, and multimedia programs are being created that allow using multimedia and Internet learning technologies.

REFERENCES

1. Usmanov A.I. Zamonaviy axborot texnologiyalari - T.: "Akademiya", 2007y 154p.
2. Abdiyev Sh. Ta'lim sifat samaradorligini oshirishda axborot texnologiyalarining o`rni. Uslubiy ko`rsatma. - VXTXQTMOI, Samarqand, 2015y.
3. G'ulomov S. Axborot tizimlari va texnologiyalari -T.: «Shark», 2000y.
4. L.K.Bagbekova Ommaviy ochiq onlayn kurslar vositasida kompyuter grafikasini o`qitish metodikasini takomillashtirish//Diss.p.f.f.d.(PhD) Tashkent-2023y.
5. L.K.Bagbekova Umumiy o`rta ta'lim maktablarda axborot texnologiyalaridan foydalanish samaradorligi. Maktab va Hayot № 6 (146) / 2019