THE USE OF MULTIMEDIA TECHNOLOGIES IN THE EDUCATIONAL SYSTEM AND TEACHING METHODOLOGY: PROBLEMS AND PROSPECTS

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ABSTRACT: Today, due to the pandemic, the educational system is fully or partially operating at a distance in many countries. This will require students to organize lessons with new teaching methods. That is, it is expedient to use interesting multimedia tools so that the student can adapt to the learning environment and freely understand it. Within the framework of the article, research is carried out on the use and organization of multimedia technologies.

KEYWORDS: multimedia, distance learning, electronic resources, Higher Education, Secondary Education, educational technology.

1. INTRODUCTION

The field of Education has always been of great importance in both developed and Developing Societies. Education is the main point of individual and mental development. With the development of technology and technology, the educational system has also moved to a new level. In education, the concept of "Distance Education" appeared with the use of Internet technologies. Today, the development of the Internet global computer network is leading to the opening of new areas of improvement of the world education system. First, a sharp change in the technical supply of educational institutions, a wide opening to secular information resources have brought about the need to use new forms and methods of teaching.

The penetration of modern information and communication technology tools into the educational process has been a factor in the creation of distance learning which is a new form of teaching in addition to traditional teaching methods. In distance education, the educator and the teacher communicate continuously with each other using specially created training courses, forms of control, electronic communication and other technologies of the Internet. Distance learning based on the application of Internet technology provides access to the world Information Education Network.

Distance learning provides continuous improvement of their skills to all those who wish to receive education. In the process of such training, the educator in the interactive mode

independently adopts educational-methodical materials, passes control, performs control work under the direct guidance of the teacher and communicates with other "vertical training group" educational recipients in the group.

2. MAIN PART

Today, as a result of the rapid development of Information System Technologies in personality society, society is experiencing profound changes in all areas of human life in particular, Information System technology (ATT) remains one of the main factors affecting the way of life of people and the development of society. Information System Technologies cover all aspects of human life, that is, performance, communication, as well as household and cultural spheres. They are opening up great opportunities for everyone to develop and improve their standard of living and creating opportunities for people to join the world Information community.

Many countries have realized the enormous benefits of the rapid implementation and improvement of Information System Technologies. At the same time, the development of the Global Information System technology market is not the same, and there are many opportunities for the future growth of this market. The economic activities associated with the transmission, use of knowledge and information have led to the sustainable economic development of these countries. That is, the age of a new economy, based on knowledge, began.

With the aim of a new approach to the existing problems in the process of developing education, many electronic information multimedia encyclopedias, reference books, textbooks and manuals are being created. Each of them is a phrase from the hypermediacies, which connects logically, combining pictures, videos. Parts of them are posted on the Internet in the form of a site. Thanks to the emergence of a specialized multimedia technology, it was possible to present a wide variety of information using modern ICT tools.

Today, without mastering modern information and telecommunication technologies, without a thorough mastering of professional knowledge and skills, it is necessary to become a competent, mature competitive cadre. The use of computer technology in the teaching of Educational Sciences should formulate qualifications and conics that will give the opportunity to create appropriate electronic educational resources for each course. The implementation of these tasks in the educational direction of pedagogical higher educational institutions is of great importance.

Taking into account the pedagogical and psychological requirements, the electronic manual and its composition, which provides the integration of electronic information resources and allows the creation of information infrastructure, were based. The creation of electronic manual creates opportunities in the field of teaching science:

Audio-visual teaching of step-by-step teaching materials;

- To have knowledge, qualifications and skills to create electronic information resources;

- Control and evaluation of students ' knowledge in the teaching of science.

It can be said that the creation of an electronic manual serves to educate the students of higher education institutions on the creation of electronic information resources independently.

Thus, in a broad sense, "multimedia" represents the spectrum of Information Technology of various software and technical means aimed at making a more effective impact on the user (reader, listener).

Thanks to the simultaneous use of graphics, audio (voice) and visual information effects in Multimedia, these tools have a large emotional charge and are actively added to both the practice of institutions and the leisure time at home.

Gurgling emerging multimedia technology is an advanced and new technology that can be applied to the educational process. Full-fledged multimedia was created in 1986 year, which includes full-text, image, voice, video, animated and graphic data.

Currently, the term multimedia is used in different meanings, for example:

- illuminates the order of processing of various information;
- adjustment technology using and implementing processing tools;
- means of application;
- product based on multimedia technology;
- multimedia application;
- computer hardware support (special devices for reading compact discs);
- the generalized type of information is a special type of aggregation of static (text, graphics) and dynamic (speech, music, video, animation).

In an oral statement of the material, the experiments of scientists confirmed that the reader has the opportunity to receive and process about one thousand conditional signs in one minute, when "launching" the organs of vision, about 100 thousand. Therefore, it is obvious that the use of multimedia tools, which are based on the reception of material through vision and hearing, in the educational process will be highly effective.

Multimedia (multimedia tool) - consists in the creation, storage, processing and production of various information according to its mass definition: texts, pictures, schemes, tables, diagrams, photographs, video and audio footage, etc.in a digitized form.

Thus, it is possible to understand that in a brief multimedia sentence, information is represented in various forms combined.

Multimedia, audiovisual information:

- silencing visual information by "overlapping" (superimposing) both within the border of the screen area and within the previous (next) screen area);
- silencing various audiovisual information;
- implementation of animation effects;
- deformation of visual information (zoom in or out of a specific linear parameter, stretching or stretching of an image);
- discrete transmission of audiovisual information;
- colorize the image (toning);
- to mark the part that is selected for further movement of visual information or for consideration "under the magnifying glass;
- multichannel imaging with the possibility of activating audiovisual information on one screen an optional part of the screen (for example, in one "window" - video film, text on another);
- provides the opportunity to accelerate modern teaching and raise the motivation of teaching, on account of the use of modern processing methods, such as real-time Process, event (video film) demonstration. Multimedia programs represent information not only in the form of text, but also in the form of three-dimensional graphics, voice-over, video, animations.

Currently, electronic encyclopedias, situational game simulators and multimedia training systems have been developed for many subjects and directions of Education.

The fact that digital multimedia provides interactivity is superior to that of other media to provide information. At the same time, they can also adjust the speed and number of repetitions in the transfer of training materials. In addition, the multimedia tool gives readers the opportunity to interact and distinguish themselves from other means of providing information.

The use of multimedia can positively affect the open and mass learning process in several directions at once. Initially, multimedia can use the directions of cognitive directions of teaching, such as the reception and understanding of information. Secondly, multimedia can raise the motivation of students. In the end, multimedia can help develop collaborative working skills and help students gain knowledge as a team. From the four, educational multimedia tools can develop a deeper approach to theoretical reading in students and provide a deeper understanding with this.

3. CONCLUSION

It is usually based on the multimedia tools, hypertext and hypermedia technology and principles of teaching, which carry out the linear presentation of instructional information. Such tools, which are accessible to multimedia-information, which provide a linear interface, have a much greater potential for interactivity. Using hypertext multimedia tools in open and distance learning, students can search for information in such a way that they can accurately respond to their requests. This approach, unlike ordinary books, can combine text, music, animation, visual modeling, finite statistics, video clips and various multimedia information into a learning material.

Multimedia technology, which is introduced into the educational process, has a certain advantage compared to the usual traditional techniques:

- Develops the ability to think in cadets;

- The cadet sees or hears at the same time(the right and left hemispheres of the brain show simultaneous activity;

- Compared to traditional methods, the size of the material taught to cadets increases;

- There is an opportunity to transfer didactic materials through animations, so as not to overdo the cadets during training;

- It is possible to demonstrate or reproduce the materials under study in small portions.

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