

THE PRACTICE OF USING AN ELECTRONIC COPY INSTEAD OF A TRADITIONAL METHOD

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Annotation:

The article talks about a practical usage of the multimedia encyclopedia to one discipline, as well as to another group of disciplines. In this case, the educational module considered in the subject may be dedicated to a specific topic or concept. The improvement of encyclopedias relies on the development of modules, adding new ones, correcting or deleting outdated material, and development of the management system.

Key words: multimedia, Electronic simulators, adaptation, module, developers.

The concept of information search systems is directly related to the expansion of more modern and widespread telecommunication systems and portals, and the concept of a practical multimedia encyclopedia consists of a collection of educational information modules in accordance with the management system. The practical multimedia encyclopedia is one of the most common forms in the development of educational multimedia resources. A practical multimedia encyclopedia can correspond to one discipline, as well as to another group of disciplines. In this case, the educational module considered in the subject may be dedicated to a specific topic or concept. For example, a module may consist of material suitable for only one paragraph of traditional textbook content or a definition of a concept used in the teaching of a number of subjects at the same time. The modern variant system of the teaching system needs multimedia encyclopedias designed for each topic or concept, which provide the possibilities of adaptation to different conditions of education. Modules differ in their orientation to different teachers or groups of students and methodical features, the way the material is presented in detail, various example applications, etc. The improvement of encyclopedias relies on the development of modules, adding new ones, correcting or deleting outdated material, and development of the management system. Not only a predetermined group of authors or specialists in the field of this subject, but also pedagogues who can create versions of multimedia resources can participate in this. In the practice of encyclopedias, such expansion works are carried out locally on the personal computers of certain pedagogues and can be directly included in the encyclopedia publications with the help of telecommunications. The system of requirements for multimedia resources in education eases the hard work of teachers in checking individual control work. This is according to the requirements of state educational standards is very relevant in the conditions of mass training. Repeated control of knowledge, including self-control, is a motivating factor in solid mastering of educational material. Electronic simulators are designed to process practical knowledge and skills. Such

multimedia resources can be used to perform complex actions in various unfavorable conditions during the educational process. In addition, electronic simulators are used to improve skills and abilities in performing various tasks. In this case, it provides information on theory, various independent exercises, control and self-control. Mathematical and simulation modeling multimedia tools can also be considered as educational multimedia resources, they provide additional information to the student and teacher in exchange for expanding the scope of theoretical and experimental research. In some cases, research objects are modeled using such resources. There is a growing demand for such multimedia resources for the educational system, which save time and money for expensive laboratory equipment and prevent possible risks in the experimental process. Modelable multimedia tools that provide the possibility of model-objects for a specific audience can be used as a subject-oriented software environment. Automated educational systems display relatively compact educational multimedia resources. Such multimedia resources provide familiarization with theoretical materials, training and control of knowledge. Among electronic multimedia textbooks, multimedia encyclopedias are the main educational multimedia resources. Electronic textbooks must be created on a highly scientific and methodical basis and must comply with educational standards in the field of science. In addition, multimedia textbooks must ensure the continuity and completeness of the didactic cycle of the reading process in the conditions of interactive feedback. The practice of using an electronic copy instead of a traditional "paper" textbook in the educational process increases the effectiveness of education, and sometimes also clearly shows the advantages of a regular paper textbook. Therefore, as one of the main requirements for multimedia textbooks, such a textbook revision of the "paper" version (content) of the textbook, which is promoted according to the requirements and needs of the educational process, can damage the didactic properties of multimedia textbooks. With the penetration of multimedia resources into the educational process of higher education institutions, the demand for quality documentation related to the work of multimedia resources is growing. There are requirements for issuing documents justifying the correctness of multimedia resources, completeness and completeness of methodical instructions, and instructions for use. In order to create and use multimedia resources, the interface between developers, customers, pedagogues and students, as well as to ensure the ability to master and improve the functionality of multimedia resources, the information of multimedia resources is convenient, and from them and allows for repeated use of parts. With the penetration of multimedia resources into the educational process of higher education institutions, the demand for quality documentation related to the work of multimedia resources is growing. There are requirements for issuing documents justifying the correctness of multimedia resources, completeness and completeness of methodical instructions, and instructions for use. In order to create and use multimedia resources, the interface between developers, customers, pedagogues and students, as well as to ensure the ability to master and improve the

functionality of multimedia resources, the information of multimedia resources is convenient, and from them and allows for repeated use of parts. Currently, the use of innovative technologies in order to improve the quality of education has become one of the widespread methodical guidelines. It is not wrong to say that the introduction of innovative technologies in education today has made the educational process easier. After our independence, attention to the quality of education increased according to the "National Personnel Training Program". In it, separate courses were organized in order to improve the knowledge of teachers and acquire sufficient knowledge and skills in working with students. These courses mainly provided the opportunity to use innovative devices in education, i.e. computer simulation models in teaching processes and to widely use modern technological devices. In recent years, the use of new information technologies in teaching foreign languages has risen to the scale of the question. The main goal of teaching a foreign language is to learn practical skills in a foreign language, to form and develop students' communicative culture. Learning words in a foreign language is of particular importance. It is not only about remembering and pronouncing the word correctly, but also about knowing where and how to use it. New technologies have created many resources for students in active and independent learning of foreign words.

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