TA'LIMNI KOMPYUTERLASHTIRISH VA O'QITISHNING O'ZIGA XOS USULLARINI RIVOJLANTIRISHNING ZAMONAVIY TENDENSIYALARI

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ANNOTATSIYA

Maqolada Ta'limni kompyuterlashtirish va o'qitishning o'ziga xos usullarini rivojlantirishning zamonaviy tendensiyalari va uning oliy ta'lim tizimidagi o'rniyoritilgan, faol o'qitish usullaridan foydalanish asosida ular o'rtasidagi integrativ aloqalarni amalga oshirish usullari ko'rib chiqilgan.

Kalit so'zlar: pedagogik ta'lim, kompyuter grafikasi, kasb, kasbiy kompetentsiya, kasbiy mukammallik, badiiy-ijodiy qobiliyat, kompyuter grafikasi, kasbiy mahorat

So'nggi yillarda mamlakatimizda milliy axborot tizimini shakllantirish, davlat va jamiyat hayotining barcha jabhalarida zamonaviy axborot-kommunikasiya texnologiyalaridan foydalanish ko'lamini kengaytirish borasida tizimli ishlar amalga oshirilmoqda

Kompyuter grafikasi – bu AKTning alohida bo'limi bo'lib, algoritmik fikrlashdan ochiq sharoitlarda, badiiy-ijodiy xarakterdagi muammolarni hal qilishda muhim ahamiyat kasb etadi. Bunda ta'limning maqsadi – ta'limni axborotlashtirishning zamonaviy darajasi bo'lgan kompyuterdan ta'lim vositasi sifatida foydalanish, turli fanlar bo'yicha elektron ta'lim resurslarini keng ishlab chiqish, kompyuterni sinovdan o'tkazish va nazorat qilishga qaratilganligini e'tirof etish joiz. Bu esa ta'limning mazmuni, shakl va usullarining kengayishiga olib keladi. SHu bilan birga, izchil va didaktik jihatdan mos ta'lim muhitini shakllantirish uchun an'anaviy o'qitishning eng maqbul usullari va yangi ta'lim texnologiyalari o'rtasida ma'lum muvozanatni saqlash zarurligini ta'kidlash kerak.

Bo'lajak rassomlar, dizaynerlar va badiiy ta'lim sohasidagi boshqa mutaxassislarning kasbiy fazilatlarini muvaffaqiyatli shakllantirish uchun kompyuter texnologiyalari va tasviriy faoliyatning an'anaviy turlari – chizma va texnik chizmalardan to tasviriy sifatga ega badiiy grafikagacha, fotosuratdan tortib to qo'lda hajmli maket tayyorlashgacha bo'lgan jarayonlarni birlashtirib qo'llash muhim ahamiyat kasb etadi.

Kompyuter grafikasi deganda kompyuter yordamida vizual axborotni qayta ishlash texnika va usullari majmui tushuniladi. Kompyuter grafikasi – bu kompyuter yordamida grafik ma'lumotlarni yaratish, saqlash va vizuallashtirish uchun apparat va dasturiy vositalar to'plami. Grafik axborot deganda ob'ektlarning modellari va ularning tasvirlari tushuniladi.

Dastlab "kompyuter grafikasi" atamasi faqat matematik hisoblar natijalarini ko'rsatishning vizual shaklini anglatardi, keyinchalik uning ma'nosi asta-sekin sezilarli darajada kengaydi. Endi u nafaqat ilmiy, muhandislik va biznes grafika turlari bilan, balki tasviriy san'atga taaluqli kompyuter jihozlarining butun majmuasi bilan ham bog'liq.

Ta'limning turli sohalarida kompyuter texnologiyalaridan foydalanish tegishli ilmiy tushunchalar va atamalarni aniqlash va ulardan foydalanishni taqozo etadi: "ta'limni kompyuterlashtirish", "kompyuter savodxonligi", "mediata'lim" va boshqalar.

"Ta'limni kompyuterlashtirish" atamasi keng ma'noda bu didaktika va o'qitishning o'ziga xos usullarini rivojlantirishning zamonaviy tendensiyasi hisoblanadi. Ushbu kontsepsiya kompyuterda o'qitish, o'quv dasturlarini loyihalash uchun ishlab chiqilgan nazariy tushunchalar va texnologiyalar majmuasini o'z ichiga oladi. SHuningdek, "ta'limni kompyuterlashtirish" atamasi "kompyuterni o'rganish" deb ham tushuniladi.

"Kompyuter savodxonligi" tushunchasi deganda jamiyatni axborotlashtirish sharoitida har bir inson uchun zarur bo'lgan bilim va ko'nikmalar tushuniladi. Kompyuter bilan ishlashni biladigan odamlarni toifalarga ajratadigan norasmiy jahon standartlari mavjud:

1. foydalanuvchi (user);
2. ilg'or foydalanuvchi (advanced user);
3. dasturchi (programmer);
4. tizim administratori (system administrator, net manager).

Media – (ing. media, lot. "vositachi" so'zidan) keng tushuncha bo'lib, aloqa vositalarini, axborotni uzatish usullarini, shuningdek, ular hosil qiladigan muhitni (media makonini) o'z ichiga oladi.

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