DEVELOPING THE READINESS OF STUDENTS TO USE REVERSIBLE AND IMMERSIVE TECHNOLOGIES IN THE EDUCATIONAL PROCESS

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Abstract:
As we all know, it is related to introducing students to new technologies, making their learning process more effective and creating an environment for their creativity and practice. This article shows what methods are used to form students' readiness to use reversive and immersive technologies in the educational process and how they affect the development of students' creativity, analysis, and practices. This article, which reveals the topic of students' readiness to use reversive and immersive technologies in the educational process, can be widely used by students as well as independent researchers.

Keywords: reversive, immersive, education, training, technology, audience, environment.

In the technologically advanced world, the field of education is also undergoing modernization. In order to further increase the fun of education, the main changes in the information system using reversive and immersive technologies are presented[1].

Today, new technologies in the educational process play an important role in providing students with an innovative learning environment[48]. The subject of educational technology includes technical and pedagogical methods and tools that increase the effectiveness of learning and teaching[49]. This is the basis of the success of the e-learning revolution in recent years[2]. Technology-based learning outperforms traditional classroom-based learning in terms of quality by providing a variety of opportunities and practices that stimulate motivation and lead to fun, effective, and meaningful learning[3].

Learning is characterized by stable and continuous changes in what a person or group of people know and can do. Tracking changes and learning progress is one of the things that educational technologists need to understand with teachers and students[4].

If we look at the history of educational technology, technologies are constantly changing and updating[5].

What might some of the emerging technologies look like.

Reversive and immersive technologies appear in this process and are seen as an important tool in this direction. First, let's talk about immersive technologies[6].

Immersive technologies are technologies that connect users and allow new customization in online virtual experiences[8]. They are used to reduce all of its shortcomings while giving all users special action and experience. Immersive technologies are used to further expand the

opportunities for direct user experience and training through technology[7]. Among these technologies, instead of many types of hybrid technologies:

1. ** Virtual reality (VR) **: Through VR technology, it allows users to enter a complete social environment, that is, to get a new life experience[9]. VR is used in the educational process, in the arts, through activities such as a teacher-student meeting or a trip to a new place[10].

2. ** Augmented Reality ** (Augmented Reality, AR)**: AR technology, techniques or data enable users to update the products used. It can use a webcam, smartphone, tablet or AR view. AR is used to make learning materials more interesting and less challenging for students[11].

3. ** 360-Degree Experience ** (360-Degree Experience)* *: Through the 360-degree experience technology, users can get a new life experience through a camera or webcam. They are used in in-depth products that can be written in 360 degrees, wherever they are moved to a resort, city or new location[12].

Immersive technologies are used to change the overall experience, involve new people or users, create new, analyze[13].

It is worth noting that AR, VR and MR are changing the way we interact with the digital world. Investments in this sector are booming: in 2021, venture capital invested nearly $4 billion in AR and VR startups[14]. The emerging technology of meta-existence - shared virtual space - has a huge potential, its value is estimated at 4-5 trillion dollars by 2030. Companies continue to develop new virtual reality headsets and peripherals[15]. For example, the upcoming AR/VR headset Vision Pro has generated a lot of excitement. The number of users of AR devices in enterprises is increasing, and enterprises are actively exploring the possibilities of this technology in various fields - from entertainment to healthcare and industry[16].

Now let's talk about reversible technologies. Reversive technologies are mainly technologies that help to act according to the specified content, which do not belong to the general to mixed technologies[17]. They are the main mechanisms that organize the transformation of educational materials, their presentation in a useful and understandable way for students. More broadly, reversive technologies can be used to increase students' initial knowledge and improve their "base" on their documents and lessons[18]. These technologies are used to add new functionality to application products, such as handouts, flashcards, web pages, or e-books, or other educational materials. In addition, reversible technologies are used in many different fields - art, economics, science, commerce and law[19]. The main feature of reversible technologies is that they are used to update business processes and to use programs that do not require basic or embedded actions to benefit from them. They are:

effective educational process and further development of student choice[50].

in facilitating the work of the lesson

in updating teaching methods
used in development in research and innovation laboratories[20].
In this regard, reversive technologies can be an important source of efficiency in educational institutions[21].
In addition, reversive technologies "reverse" the learning process to help students better understand the learning material[22]. For example, in math lessons, flipping technologies can help students reduce difficulty, increase imagination, and increase analysis. Immersive technologies, on the other hand, are used to make students live a live experience during the learning process, for example, through virtual reality (VR)[23].
Let's give information about ways to use reversive technologies for students.
1. ** Interactive lessons **: Lessons are conducted through interactive technologies , allowing students to participate in a layered learning process[24]. Virtual classes help students to put their knowledge into practice and carry out their own analysis and self-development.
2. ** Gamers and t alabas **: Students participate in the learning process with the help of gamers and use technology. It serves to change the learning process by having students approach and challenge each other through questions.
3. ** Reversible Virtual Reality **: Using reversible virtual reality software for students, they can understand and experience learning materials by engaging them in fun activities[25]. For example, learning by seeing molecules in chemistry classes or participating in historical events in history classes[51].
Let's also provide information about ways to use immersive technologies for students.
1. ** Virtual Reality (VR) D arses **: By teaching students through a 3D model, taking them to a specific location and being in a local learning environment , as well as an official copy of it by coming, for example, it is possible to bring a generation down to the old village life, allowing them to travel in new places[26].
2. ** Augmented reality (QR) training methods **: Engage students in interesting activities in the learning process by using QR technologies, showcases related to educational materials calls for participation. It encourages patient and independent learning of students[27].
3. ** Simulation and M odel making **: Students use virtual models during the learning process to learn practical knowledge by working in the field of study. For example, in a zoo process, a teacher can teach students through virtual animal models to explain anatomy and physiology.
Let's express our thoughts about the results. The results of students' use of reversive and immersive technologies in the educational process can be complex and multi-category[28]. These technologies are aimed at making students more productive and interesting, more patient, developing analytical and creative skills, learning information and using it in practice.

may be some common results of using reversive and immersive technologies :

1. ** Increase Learner Interest **: Reversive and immersive technologies provide new and exciting ways for learners to increase interest and interest[29]. These technologies deliver learning materials through interactive and scene-based technologies that engage students in a layered learning process.

2. ** Developing Practices **: Immersive technologies, such as virtual reality (VR) and augmented reality (AR), provide students with effective ways to learn and develop practices. This leads students to practice and introduce their students to a particular topic[30].

3. ** Enhancing creativity and creativity **: Immersive technologies provide opportunities for students to create a virtual hotel, create environments, design and model in 3D to enhance creativity and creativity. It allows students to develop themselves in expressing themselves, seeking and creating new approaches[31].

4. ** Learning and understanding educational materials **: Reversive technologies - help to learn and understand educational materials in new ways. For example , in analysis, to reduce the difficulty of studying learning materials, creating them in interactive scenes, as well as through data management ensures that learning is good for students[32].

5. ** Cooperative Learning **: Immersive technologies help students connect with each other through online lessons, tutorials, and interactive production activities to create an environment for team collaboration. These technologies provide superior opportunities for students to develop cooperative learning and collaboration through interconnected learning materials.

These results show how the use of reversive and immersive technologies plays an important role in students' self-learning, analysis and creativity development[33].

In the category of processes and applications of advanced technologies, learning analytics, customized learning systems and personalized learning in small-scale situations provide a robust and dynamic representation of the learner in terms of prior knowledge and performance, interests, motivation, preferences and even mood. are being tested as extensions of previous smart tutoring systems that take into account[34].

Technology-based learning, augmented and virtual realities are among emerging technologies that are slowly finding their way into learning and teaching situations[35].

new and emerging technologies affect educational content? Some envision a world where the accumulated knowledge and wisdom of humanity is accessible to all[36], along with automated learning, learning devices and mechanisms. Some even predict the loss of schools and teachers in such an environment. While we clearly recognize that formal learning environments and informal learning resources and environments are changing, we do not have a clear picture of the future[37].

Summary. The following conclusions are important for the formation of students' readiness to use reversive and immersive technologies:

1. ** Introducing Technology **: It is important for students to learn about advanced technologies and how they can use them in the learning process[38]. For this purpose, they can be introduced to technologies through competitions, seminars, online classes, technology handling and experiments[39].

2. ** Creation of interactive lessons and activities **: It is necessary to organize interactive lessons and interesting activities in order to increase students' readiness to use reversive and immersive technologies[40]. How to present educational materials in an interactive and interesting way, conduct online practices with students, teach them to learn how to work with technologies is of serious importance[41].

3. ** Collaboration and creation of additional educational materials **: It is important to create virtual platforms, online communities for students to use collaborative technologies[42]. It is necessary to organize activities to expand interaction with students through additional educational materials, articles, video lessons and other technical technologies, to teach them to ask each other questions[43].

4. ** Individual support of students **: Each student has his own learning direction[44]. Therefore, the structure of an individual support system in the use of technologies helps students to choose a certain direction, to study remotely or to work in virtual laboratories.

5. ** Data monitoring and evaluation **: It is important to establish a monitoring system to check and evaluate the learning results of students[45]. This system helps determine how students work with technology, what they learn, and helps improve individual support for their development.

6. ** Enhancing entrepreneurship and field experience **: Students should develop entrepreneurship and practical experience in the field through the use of reversive and immersive technologies in the learning process. Virtual labs can provide opportunities for production in all areas, how they are performed in the field, and explore advanced practices and programs[46].

7. ** Teaching how to use technology **: Teaching students how to use technology and teaching them how to use it in their learning process is important for them to have compliance. In this way, it is possible to prepare them to make good use of a certain technology and perform innovative work on it[47].

Therefore, technologies developing in society and industry play an important role in updating the educational process. Preparing students for the effective use of reversive and immersive technologies will help them develop practical data processing, creativity and additional skills.

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