



POSSIBILITIES OF USING MULTIMEDIA TOOLS

Rasulmuhamedova Durdona

Tashkent State University of Law,

Candidate of philological sciences,

associate professor, e-mail: rasulmukhamedova_74@bk.ru

A pressing task for today's teacher is to possess knowledge of modern innovative information and communication technologies and to use them in the educational process. A modern teacher must be skilled in case-based learning and testing methodology.

Many conditions are being created in the country to prepare highly intellectual specialists with innovative and independent thinking. For this purpose, multimedia tools are widely used in the educational process. According to specialists, the use of multimedia tools in oral communication teaches students independent thinking, develops creative activity, and trains them to obtain, process, and generalize information. It also teaches them to draw necessary conclusions. Therefore, it is essential today to thoroughly study the ways of using multimedia tools and apply them appropriately in practice.

A teacher who uses multimedia tools in the educational process gains the opportunity to present theoretical knowledge with the help of modern technical means. This innovative and progressive approach generates students' interest, helps them study topics more deeply, develops individual abilities, enriches consciousness, and increases knowledge levels. With the help of multimedia resources, students assimilate topics more quickly and become active participants in the educational process. Today, skillful use of pedagogical software tools has become a requirement of the time for teachers of all subjects.

Traditional lessons are gradually giving way to intensive, interactive methods and non-traditional classes. The introduction of innovative technologies provides opportunities to activate students during the learning process. Modern educational institutions are equipped with advanced computer and information technologies. This requires teachers to adopt an innovative attitude toward their professional activities. The use of modern technologies in education leads to changes in the roles and tasks of teachers and to the improvement of pedagogical practice. Teachers are now required to become:

- designers and creators of educational courses;
- advisors on teaching methods;
- specialists in interactive computer-based courses;
- specialists in assessing learning outcomes.



It is well known that students' mastery of educational materials and retention of information depend on teaching methods. Along with traditional methods, active methods should be used to ensure deeper understanding of information. At present, new pedagogical and information technology methods have been developed that differ significantly from traditional approaches. They help increase students' activity levels and are widely used in the educational process. In the course of teaching, educators use advanced methods such as: "Conference Lesson," "Seminar Lesson," "Lesson Using Toys," "Profession-Oriented Lesson," "Study and Analysis of Fiction," "Eureka," "Work in Small and Large Groups," "Role-Playing Games," "Solving Crosswords," "Smart Questions," "Test-Trial," "Lesson Using Handouts," "Cinquain Games," as well as innovative educational methods such as "Modified Education," "Improvisation," "Brainstorming," "Debates," "Critical Thinking Development Method," "Cluster Method," "Problem Situation," "Study and Analysis of a Specific Case or Situation," "Each One Teaches Each One," and "Have Your Own Point of View." In all of these, the use of multimedia and other tools is important.

This raises the question: What does the concept of "multimedia" mean and what is it?

Many specialists provide different explanations of this concept. Multimedia is the presentation of educational material to students through audio, video, text, graphics, and animation using technical and software tools of information technology. Multimedia tools (a set of multimedia means) are a complex of hardware and software that enables the use of natural media—sound, video, graphics, text, animation, and others—providing interaction with a computer. Multimedia refers to modern computer information technologies that make it possible to combine text, sound, video images, and animation into a unified whole. The operating framework of multimedia practice is a hardware and software environment that delivers information to a person in a convenient form for input, processing, storage, and transmission in the form of text, drawings, video images, voice, and speech.

A properly designed multimedia program is a more advanced method compared to informational text, as it allows the formation of concrete and effective perceptions among students.

The use of multimedia tools in education provides the following opportunities:

- increasing the effectiveness of the educational process;
- developing learners' personal qualities;
- developing learners' communicative and social abilities;



- expanding opportunities for individualization and differentiation in open and distance learning for each individual through computer technologies and electronic information resources;
- treating the learner as an active subject acquiring knowledge and recognizing their dignity;
- taking into account personal responses and individual characteristics of the learner;
- encouraging independent learning activities;
- fostering adaptability to rapidly changing social conditions and the successful performance of professional tasks using modern educational technologies.

To fully unlock the potential of multimedia technologies for learners, the assistance of competent teachers is necessary. Along with using textbooks, teachers must help students use multimedia technologies—not only to present information, but also to support and guide the learning process.

REFERENCES

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