



## THE IMPORTANCE OF MULTIMEDIA TECHNOLOGIES IN TEACHING FOREIGN LANGUAGES

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<b>Received</b> 24 <sup>th</sup> September 2022 <b>Accepted:</b> 24 <sup>th</sup> October 2022 <b>Published:</b> 30 <sup>th</sup> November 2022	This article will talk about the importance of multimedia resources and technologies in the process of teaching foreign languages, as well as the role of multimedia technologies in pedagogy.
<b>Keywords:</b> information technology, multimedia tools, multimedia, graphic and sound editors, multimedia presentation.	

Language is the primary means of communication, it is difficult for you to imagine the existence and development of human society. At a time of great changes in our world today, the demand for learning foreign languages is growing in our country. The study of English is very deeply rooted. At the initiative of the President, English is widely taught in all fields of education. The use of technology in the process of learning English is yielding effective results.

Today, the skill of knowing foreign languages is becoming one of the integral parts of professional education. Due to the high indicator of cooperation with foreign partners in specialists in various fields, the demand for language learning is high in them. In modern society, foreign languages are becoming an important component of professional education. Such knowledge is learned by people first at school, college, lyceum, and then at institutes, training courses or independently, having familiarized themselves with the basic sets of information that help to learn a foreign language.

Computer engagement allows you to make any lesson attractive and truly modern. Performing any task, using a computer, makes it possible to increase the intensity of the lesson. The use of changing materials and operational plans help to individualize the study. It can be applied at all stages of computer training: new materials, combining, repeating, knowledge management, explaining skills and abilities. At the same time, for a child, he performs various functions: teachers, working tools, school supplies, an object of study, a cooperation group, a gaming environment, entertainment. This contributes to the introduction of new pedagogical technologies, for example: data and communicative, computer and multimedia technologies are closely related. By combining different methods, the teacher will be able to solve a specific educational program. In this regard, teachers and students should familiarize themselves with modern methods of teaching foreign languages. Language teaching programs on computers, phones also help well in Language Teaching at the initial and middle stage. We can give examples such as Talk (English speaking practice), Daily English, Learn English (English master), How to speak real English. These programs are designed in such a way that reading(reading), listening(hearing), test sections are all located in them. Hearing new words learned in free time by typing them in a telephone dictaphone is another good way to improve your hearing.

In addition to show more English-language subtitled movies, cartoons are also effective methods in language training that increase their love for language learning. Teaching through Multimedia gives the educator great opportunities. In this case, it is possible to raise the interest of children to a high level and keep their attention for a long time. Through it, we can see that children's language skills are increased.

Multimedia (multi-multi-multi, media environment) is a branch of computer technology that processes information expressed in various physical manifestations in various information storage media. Multimedia is the interconnection of video and audio effects controlled under interactive software using modern technical and software tools, combining text, sound, graphics, photo, video. In this case, information can be contained in various information carriers (magnetic and optical discs, audio and video tapes).

But at the end of the 80s, interest in multimedia technologies was associated with the name of the famous American computer specialist businessman Bill Gates. He ("National Art Gallery. Created a software product called" London"). This multimedia program used the museum's data repositories. In this, from different environments - image, sound, animation, hypertext system-are manifested. It is this multimedia program that covers the three basic principles of multimedia.

1. Founding information with the help of several agents that a person can receive;
2. Application by the user of his own independent methods, without going beyond the boundaries of the program on the basis of "independent search";
3. Using navigation tools and interface design.

Multimedia technology allows you to use several methods of providing information at the same time: text, graphics, animation, video editing and sound. The most important feature of multimedia technology is the ability to influence the user in the operation of the interactive - information environment. The main purpose of these technologies is to create software products that come with sound, video, animation and other visual effects. In this, multimedia software products include an interactive interface and control mechanisms. In addition to it, multimedia technology allows the user to be able to engage in design on his own, as well as create static (still) and dynamic (moving) images, and distribute the results of his creative work through communication channels to an external fan.

The main advantages and features of Multimedia technologies include: the ability to store various data with a large amount in one information carrier; the ability to enlarge an image or some of its fragments on the screen. (mode "flakes"). The image can be enlarged up to 20 times, while maintaining its quality; compare images and process them using various software tools; various text, graphics and sound editors and options for working with cartographic data; exit to the main menu, full content or anywhere in the program using "free" navigation. Multimedia tools are a set of hardware and software tools with which the user communicates using sound, video, graphics, text, animation. It is possible to work with graphic and sound editors, personal applications that can handle Cartographic Information and texts. For example, it is possible to convert a file prepared in a simple Word editor into a graphic file, convert graphic files of one format into graphic files of another format, concentrate several multimedia applications into single multimedia applications, realize the size, size, quality and structure of multimedia applications through multimedia programs. Such programs include such programs as Adobe PageMaker, Adobe Photoshop, Adobe Flash, 3d Max. Multimedia presentation is the only and most modern form of information presentation today. It can be software in the style of text information, pictures, slideshows, video and animation, three-dimensional graphics, enriched with voice acting as an announcer. The main difference of the presentation from other forms of information presentation is their content enrichment and interactivity, that is, their tendency to change in the established form and their attitude to user activity. Presentations created using Multimedia technologies are understandable and effective for listeners and users.

The role of Multimedia technology in pedagogy. The main thing in the field of application of Multimedia technology is education in a broad sense: that is, videoencyclopedia, interactive guidance, trainers, intellectual games, computer training system and distance learning areas. The Multimedia system can be successfully used not only in the system of higher and secondary education, but also in the training centers of qualified specialists, preschool enterprises. The computer system, which is equipped with multimedia devices and programs, as well as an interactive whiteboard, is slowly becoming a universal means of teaching or information in human activities and in the field of knowledge. Personal computers with a Multimedia Board become universal teachers and information tools in practically every industry. To do this, it is enough to have textbook discs read from CD-ROM in this area. Multimedia technologies are taking their place on a large scale in schools, lyceums, colleges, institutes and universities in various spheres of education. Multimedia products can be implemented in two different ways of using them in the pedagogical process.

1. The use of software products available on the market of those that correspond to the scope of the science taught. Experience shows that the question of choice is much more complicated, since the available products must be suitable for the program of the subject to be passed, be able to meet the reliability requirements, the level of acceptance, completeness of the information laid by the pedagogue. This is due to the fact that in most cases, a specialist-pedagogue with the necessary knowledge from the studied sphere was not involved in the process of creating the product.

2. Creation of a multimedia product corresponding to the purpose of the subject taught by the teacher and the range of issues to be seen. To do this, subject teachers should improve their skills in multimedia technologies in various courses, as well as study computer capabilities in detail, know additional means of displaying images and the capabilities of an interactive whiteboard. Both indicated ways require high professional knowledge of the field of multimedia technologies, and it is also necessary to have good training in the effective use of hardware and software tools. Basically, two types of multimedia systems are used: a personal computer-based one with an external device set, and an electronic whiteboard (interactive whiteboard) of training through two-way information exchange-projector and structural block-based types.

In conclusion, as a result of the use of innovative methods in English lessons, students' logical thinking skills develop, their speech becomes more eloquent, the skill of quick and correct answers is formed. Such methods instill in the reader a passion for knowledge. The student seeks a thorough preparation for the lessons. This makes students active subjects of the educational process.

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