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MODERN INFORMATION TECHNOLOGIES IN THE EDUCATION OF UZBEK LANGUAGE AND LITERATURE

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Abstract:

This article consists in providing students with information about the pedagogical software tools used in the process of training, precisely about the requirements for the resources prepared for lessons in the Uzbek language and literature, about foreign experience in this regard, as well as the formation of the necessary skills, creative and technological culture for the effective organization of the pedagogical process in.

Keywords: general technical requirements, educational resources, methodological requirements, didactic requirements, psychological requirements, software tools, multimedia

Taking into account the recommendations of the leading professional Consortium, International talents and open specifications, general technical requirements for e-learning resources for the educational system in Uzbekistan have been developed. Specialists: Methodists, subject teachers are required to study "technical, hygienic and ergonomic requirements for the elements of electronic textbooks and electronic manuals".

E-learning resources are subject to pedagogical requirements (full compliance with the current state educational standards and educational programs), psychophysiological requirements (development of user-friendly, simple, clear, intuitive and taking into account age characteristics), methodological taigas (creation of conditions for the teacher to conduct the lesson in the form of an independent lesson, ensuring participation in the role of an, the educational material to be studied must be presented in a systematic, logical sequence, modularity and inextricably linked between them, the possibility of organizing control using a control program of different complexity (in which the level of complexity is formed) of the level of knowledge mastered by educational ochers must be answered.

Implementation of technology to create pedagogical software tools in order to increase, there are a number of positive factors confirming their superiority over traditional means. These factors were divided into didactic, psychological, methodological and technical groups.

Didactic requirements for pedagogical software tools include: science, intelligibility, combined with a strict and systematic statement (ensuring the possibility of building the content of educational activities, taking into account the basic principles of pedagogy, psychology, computer science, ergonomics, the fundamental foundations of modern science), continuity and integrity (which is a logical consequence and complement to previously studied knowledge), consistency, problem, the robustness of mastering the results of training, the interactivity of communication, the holistic unity of teaching, upbringing, development and practice.

Perception of psychological requirements (verbal-logical, sensory perceptual thinking (conceptual-theoretical, visual-practical), attention (rigidity, migration to another), motivation(activity, high degree of exhibitionism, constant stimulation of students' strong motivations using timely feedback), memory, taking into account the age and individual psychological characteristics of imagination (taking into account the acquired knowledge, skills and abilities, the level of complexity of the content of educational science and educational issues includes compliance with the age capabilities and individual characteristics of my student, protection against excessive emotional, nervous, mental loads when mastering educational material).

Modern universal personal computers to technical requirements, includes external devices, sources where testing is carried out. Network requirements include "client-server" architecture, Internet-navigators, network operating systems, telecommunications, management tools (individual and collective work of the training process, external feedback).

Aesthetic requirements include: regularity and expressiveness (elements location, size, color), decoration functionality function and compliance with ergonomic requirements.

Special requirements include: interactivity, purpose orientation, independence and flexibility, audio, exhibitionism, Access Control, intellectual development, differentiation (differentiation), creativity, openness, feedback, functionality, reliability.

Ergonomic requirements include: friendliness, user adaptation, Organization of screen shapes.

Methodological requirements provide for taking into account the specifics of the educational discipline intended for teaching on the basis of pedagogical software tools, its laws, methods of research, the possibility of introducing modern methods of information processing.

Pedagogical software tools created from disciplines it must meet the following methodological requirements:

1. Pedagogical software tools-provide educational material the construction of the concept, figurative and moving components of the structure, relying on the interconnection.

2. Pedagogical software tools high-order educational material structure ensure in view. Interdisciplinary logical interaction dependence accounting.

3. In the pedagogical software tools, it is important to note that the teacher has mastered the educational material in stages in various ways creation of detection capabilities based on the implementation of controls.

Requirements for multimedia:

Multimedia of content in the eyes of the user point level it is-various methods of object and process, sound and visual, static and dynamic, reflecting the subject area in the content the presence of components is calculated.

Non-educational scenes, that is, objects (processes) that do not reflect the subject area, increase the level of multimedia it is not taken into account when determining. An example of this is the content of training non-existent startup of content (fond, functions installation), final (show the final result, next recording the end of the session, indicating the modules) and other an auxiliary view can be cited.

All text and audiovisual information used must be open licensed. Open license information by means of free, which does not violate the author's copyright which can be increased, distributed and modified information is understood.

Video was difficult to understand from information or animation it should be used in the graphic or plain text data section. Video clip can change the time scale, accelerated, it is necessary to take into account that it is presented in a slowed down form.

Static video sequence to Video information (graphics-drawing image and image) and dynamic sequence (simple video-about 25 photos/frames per second. kvazivideo-picture animation from 6 to 12 per second).

Light and clarity of the object clear perception of the image should give an opportunity. The contrast of the image with the background it is necessary to choose taking into account the size of the object (the smaller the volume, the higher the contrast).

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