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SOFTWARE FOR THE DEVELOPMENT OF IT- COMPETENCE IN STUDENTS

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Abstract:

This article shows ways to develop IT competence of art and culture students. The results expected from the introduction of information technologies in the training and educational processes of using software described.

Keywords: art, culture, software, cultural software, modern information technology, multimedia,

In the Strategy of Actions for the further development of the Republic of Uzbekistan, the task of "increasing the possibilities of quality education services, training highly qualified personnel in accordance with the modern needs of the labor market" was defined. In this regard, it is important to improve the content of the "Information technology in art education" course by introducing computer practical programs related to the professional activities of students of all areas of art and culture education.

Today, computers are the main part of information technologies. As a technical basis for data processing, the capabilities of a computer depend on its software. Without a program, a computer has no "knowledge". Therefore, the field of application of a computer closely related to the set of programs in it. Due to the fact that computers are used in various fields of human practical activity, the user, that is, the person who uses the computer, also requires different capabilities from it. Availability of the required capabilities also depends to some extent on the software.

Today, foreign researchers in the field of art and cultural education are important to study cultural anthropology, cultural sociology, literature, art, visual culture, music, film, media, games, history and theory of architecture and design, cultural studies, media studies, communication theory, and software as a factor [1].

SOFTWARE is a tool designed to perform a specific type of task on a computer. It was this software that destroyed the term computer - "dry iron".

Software is a collection of all programs used by a computer. In English, this term means SOFTWARE, that is, "soft" and "ware" means "product".

A program (program, routine) is an ordered sequence of computer commands (instructions) for solving a task. Software is the second important part of the computer, which includes a set of data processing programs and documents necessary for computer operation [2].

Sociologists, philosophers, cultural critics, mass media and new media in the research process theorists are currently applying all aspects of information technology, creating a number of new disciplines revolutionizing cyber culture, internet studies, new media theory, and digital culture under the medium of most elements - with little attention being paid to software. The program is still under the influence of cultural and social information technologies, invisible to many scientists, artists and representatives of culture.

In recent years, the emergence of the concept of "cultural software" has led to the development of the use of software in the field of art and culture.

Cultural software is the largest part of the software universe that is directly used by hundreds of millions of people and reflects the "atoms" (media and information) of this culture, as well as the interactions of people around [3].

Cultural programming is the process of subordinating and researching several cultural activities. "Cultural program" refers to types of programs that support the production of practices combined with the concept of "culture" [4]

B. Malinovsky and several proponents of the theory of "cultural software" claim that to the extent that software currently serves in the everyday life of humankind, it deserves special attention as a direct participant in changing existing ideas about culture [5].

Cultural software includes cultural electronic programs aimed at creating the results of socio-cultural activities with the help of digital technologies. The concept of "cultural program" was interpreted as an electronic system that supports the creation of examples of practical activity, art and culture embodied in the phenomenon of "culture".

Taking into account the above points, the teaching of software used in the field of culture in the higher education system is the most important factor in the delivery of a modern cadre of workers of the field of arts and culture, corresponding to the model of the global community.

In the field of art and culture, applications are very widely used and are multimedia products.

"Information technologies in art education" in higher education institutions of art and culture a new curriculum and teaching-methodological complex was developed. Science program mainly refers to a number of software and technology used for learning tools and creating multimedia products.

What is a multimedia product? It's a product that's very similar to a documentary, only available on PC. There is music, color effects, movement (animation) and sound. What is the main thing in a multimedia product? As with every movie, it's a script. It requires the student to be a screenwriter, director, artist, and camera operator at the same time. He must learn not only to come up with his subject, but also to present it in parts that fit the computer screen space. As a director and artist, the student must come up with the decoration of each shot and their relationship. Preliminary preparation for creating separate slides, fragments, databases is required. Only after that, you can begin to combine all the previously prepared fragments. When it comes to computer encyclopedias, electronic textbooks, and programs necessary for recreation and learning, etc., currently, a lot of attention is paid to the creation of multimedia products.

Multimedia:

First, a software product that necessarily provides interactivity to the user, that is, provides the exchange of commands and information between a person and a computer, and creates a dialogue environment;

Secondly, an environment object where various video and audio effects are used. It will be very similar to a video, allowing the user to choose one or another scenario. A multimedia product is an interactive, computer-made product that can include streaming music, video clips, animation, gallery of pictures and slides, various databases, etc. [6].

In recent years, multimedia products have become very popular. Their use is not always the same. Different multimedia products have their own characteristics. These are:

- Necessity and reliability of the given material;
- The quality of the provided graphic material;
- Sound accompaniment (text, music, etc.);
- Availability of video material and their quality;
- Interactive possibilities (viewing in different directions, in-depth study of the material, possibility of printing, etc.);
- Friendly interface [7]. It isn't yet every ready-made multimedia product meets these requirements, moreover, the student's personal interests may differ from the directions proposed by the authors. In this case, the student can develop a software product based on his/her ability to reveal the topic of his/her choice.

Researchers and scientists say that "as long as we have culture, art, manufacturing, tourism and software skills, we live in a software culture. With this in mind, studying software tools used in all aspects of art and culture, forming knowledge and skills about the possibilities of these programs is the highest goal of scientists who contribute to the development of this field" [8], they insist. Therefore, we explore the possibilities of creating multimedia products.

In higher educational institutions of art and culture, in the subject "Information technologies in art education", they form their knowledge, skills and competences in the following types of software

Future students in higher educational institutions of art and culture in their professional activities, they acquire knowledge about the software for the development of information-communicative competence and acquire the following skills and qualifications:

- 3D artistic modeling and animation;
- Sound design in multimedia projects;
- Non-linear video editing;
- Development of corporate information systems and design of smart interfaces;
- Humanities knowledge engineering and automatic text analysis.

The material added to the multimedia product can be provided in the form of images, audio and video recordings, and texts. These different forms of information have their own software tools that have the appropriate tools to work with.

It has been clarified that the wide use of information technologies in theater and cinema, which are the main professional activities of students of higher educational institutions of art and culture, provides the following opportunities: the formation of new technologies in the theater, the change of the scene of the world picture in the context of historical development, the development of socio-aesthetic characteristics of different eras.

The emergence of the wonderful aesthetics of technology and the growing strength of technical equipment of the theater contribute to the creation of new genres and forms of wonderful art; information technologies in modern scenography have made it possible to form new aspects of scenography with more detailed professional characteristics of the emotional side of traditional graphic and painting techniques; attractiveness of multimedia tools prepared with the help of special programs, large scale, abundance of special effects; reflects their accurate reproduction and transmission in digital format; creating scenography from ready-made files allows you to quickly prepare decorative elements: the most important thing is a beautiful background, decorative curtains, imitation of textures does not require full architectural control; quickly changing sketches, developing them in graphics programs, compactly saving and recording full-text script files on digital media, 3D modeling on a computer, creating music using multimedia programs, collecting and transmitting professional information on the global Internet, and performing a wide variety of other tasks ; the task of the stage artist is to make the scene look perfect and desirable

in all respects with the help of the director; new technologies help to form new principles of implementation of this type of activity. They are information provides close assistance in the combination of methods, production and software and technological tools integrated into a technological chain that ensures collection, storage, processing, release and distribution; trends of interaction of artistic languages in modern theater work are manifested in the intersection of their semantic fields; new virtual technologies allow the viewer to turn from an observer into a co-author influencing the development and modification of the work of theater art; the principle of interactivity as a form of joint creation of the director and the audience changes the work of theater art, contributes to the diversity of creativity; new technologies synthesized into public theater performances, urban festivals, carnivals, entertainment, visualization, informational genres, help to focus on the aesthetics of technology as a form of spectacle and creative activity; the use of new technologies in the process of staging national theaters expands the creative possibilities of scenographers in creating an artistic image of performances that meet the aesthetic requirements of the new era; the use of new technologies in the educational theater helps prepare students for the requirements of modern theater, activates the educational process; new technologies allow the integration and globalization of theater art, including online broadcasting of performances on the Internet.

New technologies that fundamentally affect the dynamics of the artistic process are the source of diversity of modern types and forms of artistic practice.

When developing a multimedia project, it is necessary to pay attention to some criteria in order to distinguish an excellent product from an average product. The first thing to consider is the topic of the project. It should be interesting to the majority of users, only then will this product become known.

When choosing a topic, its relevance, the acuteness of the issues under consideration, the possibilities of creative and cultural development, and the level of broadening of the worldview are considered very important [9]. The second important thing in creating a project is to set its practical purpose correctly.

The third aspect that should be consider when creating a project is a well-written script and the quality of services provided during the work process. The demand for the student's project depends on the ease of working with the information he presents. The presence of graphics and video materials improves the assimilation of any information, and the high quality of graphics allows you to enjoy viewing pictures and slides poor quality causes discomfort and interferes with the absorption of the material. This quality also applies to the texts involved in the project. No spelling or stylistic errors are allowed. Timeliness, completeness and accuracy of information are also important. When starting work on the project, it is necessary to choose a data presentation model

These new features of computer technology encourage directors, artists, screenwriters, camera operators, in a word, all participants in the creative process to create films using these features as an expressive language of art.

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