

USE OF INTERACTIVE MULTIMEDIA TECHNOLOGIES IN TEACHING INFORMATION CYCLE DISCIPLINES

Atajonova Saidakhon Borataliyevna, Sayidova Mexrinoz

Andijan machine-building institute

Abstract: The article discusses the use of interactive multimedia technologies in teaching information science disciplines. Modern educational technologies play an important role in improving the quality of education, especially in technical disciplines. Interactive multimedia, such as virtual laboratories, animations and educational platforms, contribute to a deeper assimilation of the material by students. The purpose of the article is to study the influence of these technologies on the learning process and develop recommendations for their effective use, consider the role of multimedia technologies in teaching information science disciplines, determine their impact on the educational process and suggest methods for their effective use in technical education.

Keywords: Interactive multimedia technologies, information science disciplines, virtual laboratories, digital learning, technical education, innovative methods, electronic educational resources .

Introduction. Modern technologies are rapidly changing the educational environment, offering new methods of interaction between students and teachers. One of such innovations is the introduction of interactive multimedia technologies in the teaching of information science disciplines. Interactive technologies allow students to be more actively involved in the educational process, providing opportunities for modeling complex systems, interacting with virtual objects and conducting experiments in a digital environment. The introduction of multimedia technologies in the educational process helps students not only better understand the educational material, but also develop the skills of independent thinking and analysis. The introduction of multimedia technologies in the educational process has revealed both a number of positive aspects and several difficult moments. For example, the use of a special projector in the educational process requires training in the organization of the educational process and finding multimedia educational materials [1-3].

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