

ORGANIZING THE EDUCATIONAL PROCESS ON THE BASIS OF MODERN EDUCATIONAL LITERATURE

¹Muradova Firuza Rashidovna, ²Murodova Zarina Rashidovna, ³Salimov
Suxrobbjon Sobirovich

¹Bukhara engineering and technology institute, Professor

²Bukhara engineering and technology institute, Associate Professor

³Bukhara state university, Teacher

¹Gmail: fmuradova275@gmail.com

²Email: zarina_muradova_2015@mail.ru

Abstract. *The article describes the organization of the educational process on the basis of modern educational literature, the essence and content of electronic literature, the importance of electronic resources in the educational process.*

Key words: *digital technologies, education, literature, electronic literature, methodology.*

TA'LIM JARAYONINI ZAMONAVIY O'QUV ADABIYOTLAR ASOSIDA TASHKIL ETISH

¹Muradova Firuza Rashidovna, ²Murodova Zarina Rashidovna, ³Salimov
Suhrobbjon Sobirovich

¹Buxoro muhandislik-texnologiya instituti professori

²Buxoro muhandislik-texnologiya instituti dotsenti

³Buxoro davlat universiteti o'qituvchisi

¹Gmail: fmuradova275@gmail.com

²Email: zarina_muradova_2015@mail.ru

Annotatsiya. *Maqolada ta'lim jarayonini zamonaviy o'quv adabiyotlar asosida tashkil etish, elektron adabiyotlarning mohiyati va mazmuni, elektron resurslarning ta'lim jarayonida qo'llanilishdagi ahamiyati haqidagi ma'lumotlar bayon etilgan.*

Kalit so'zlar: *raqamli texnologiyalar, ta'lim, adabiyot, elektron adabiyot, metodika.*

ОРГАНИЗАЦИЯ ОБРАЗОВАТЕЛЬНОГО ПРОЦЕССА НА ОСНОВЕ СОВРЕМЕННОЙ УЧЕБНОЙ ЛИТЕРАТУРЫ

¹Мурадова Фируза Рашидовна, ²Муродова Зарина Рашидовна, ³Салимов
Сухробжон Собирович

¹Бухарский инженерно-технологический институт, профессор

²Бухарский инженерно-технологический институт, доцент

³Бухарский государственный университет, преподаватель

¹Gmail: fmuradova275@gmail.com

²Email: zarina_muradova_2015@mail.ru

Аннотация. В статье описана организация учебного процесса на основе современной учебной литературы, сущность и содержание электронной литературы, значение использования электронных ресурсов в образовательном процессе.

Ключевые слова: цифровые технологии, образование, литература, электронная литература, методология.

Introduction

In the process of globalization, it is important to achieve speed and quality indicators in the organization of education. After all, in the situation where the flow of information is becoming more and more intense, the retraining of pedagogic personnel of higher education institutions and the ability to arm the trainees with the necessary knowledge are considered one of the main criteria that determine the professional competence of each pedagogue.

Literature review

The didactic possibilities of the educational process allow effective theoretical and practical assimilation of educational materials by students based on the principle of "pedagogue-listener" or "listener-pedagogue" [3]. Among the demands placed on the organization of modern education, achieving independent education of students of professional development courses also occupies a special place. The electronic information educational resource created for each educational module is important in achieving independent education of the students of retraining and advanced training courses. creation of an electronic educational resource based on Web technology is considered one of the important requirements of today. For this reason, serious attention is being paid to the creation of an electronic educational resource based on Web technology for each educational module (subject) in the educational areas of network centers for retraining and professional development of pedagogic personnel in accordance with the curriculum of the republican higher education institution. The content of the e-learning resource created on the basis of web technology does not acquire a stable character, but is constantly changing and

ideologically replenished based on the social, economic and cultural changes, as well as the innovations and reforms observed in the field of e-learning resource education. The e-learning resource based on web technology is created dynamically and needs to be updated within the scope of each academic year. There are two types of e-learning resources, namely:

- scientific methodological;
- planned at software and technical levels [7].

The primary and most important requirement for this educational tool is that it should be able to ensure the formation of knowledge, skills and competences in accordance with educational standards in terms of its content and practical application.

T. L. Shaposhnikova identifies the following types of software products for educational purposes: training programs, complex computer training materials, testing systems, multimedia lecture demonstrations, electronic textbooks, multimedia textbooks, virtual laboratories, presentation systems, computer educational and methodological complexes. The analysis of these types of computer learning tools is given in the works of D. V. Ius and E. I. Zhuzhy [2].

It is desirable to involve pedagogues with rich work experience in the educational module, knowledgeable, high professional competence in the process of creating an electronic educational resource. The cooperation of the pedagogues of special subjects with professional knowledge and skills in information and communication technologies in creating an electronic educational resource based on Web technology for educational modules ensures the effective course of the process.

Analysis

At the moment, the republic has accumulated some experience in organizing independent education, but there is a need to enrich it further. Another way to effectively meet this need is to create an e-learning resource. So what exactly is an e-learning resource?

E-learning resource is a set of electronic publications created on the basis of systematization, consistency, compatibility and integrity of educational subjects

(modules) and placed (separately) on computer technology or the Internet information network, covering educational materials in full or in part. By essence, the e-learning resource will have its own "look" - an interface [4].

Interface (see "interface" - a face (boundary) of a section, a three-to-one overlap of interactions in the field of communication) - a common boundary (ie, a non-linear information system, device) that is implemented simultaneously (in particular, in a means of information exchange) or software, their description, including interconnection, signal exchange, etc.) is a set of possibilities, methods and methods of two actions. The interface essentially appears as a unified set of technical and software tools and rules (descriptions, agreements, protocols) that characterize the simultaneously observable interaction of a computer system or a device or program that provides a corresponding system.

In the field of informatics and information technologies (IAT), an interface is two separate components, understood as a common boundary through which simultaneous information exchange is carried out. Here it is exchange of information can be both bilateral and unilateral. The term "interface" refers only to the field of IAT.

The interface is the basis representing the interconnections of all modern information systems.

The working curriculum of the educational module is a program that serves to master the educational material, taking into account the features of increasing the level of competence of students in the field of activity in the relevant educational field or specialty based on state requirements.

Methodological instructions for studying the educational module are a set of recommendations and instructions that enable students to organize the process of effective learning of the relevant educational module.

Educational and educational-methodical materials - materials that create an opportunity to effectively acquire theoretical and practical knowledge of the educational module. These types of materials include: the text of lectures, electronic presentations, electronic textbooks, electronic training manuals, electronic teaching-

methodical (or) methodical) manuals, sets of exercises (or problems), plans of seminars and practical training, on the organization of laboratory training. Instructions [8].

Sources of lexical information - encyclopedias, reference books, dictionaries, state legislative documents, normative-methodical and normative-technical documents, state requirements, Regulations, Help for computer programs, instructions for the use of electronic educational resources for users, etc. Instructional materials - e-albums, e-atlases, poster sets, video films, slides of e-presentations, web documents covering visual materials, compilations of sound files, etc.

A glossary or glossary is a learning resource that covers special terms and explanations of basic concepts related to the learning module.

Current, mid-term and final control - a set of control questions, written works or test tasks on the topics specified in the curriculum or a complete educational module, computer programs for organizing an electronic test that allows students to check their knowledge.

Pedagogical practice documents - educational and methodical resources that illuminate the general essence of pedagogical practice, the schedule of organizing and conducting pedagogical practice, the period of organizing orientation and final conferences of pedagogical practice, methodological instructions for students on the organization of pedagogical practice, documents kept by students during pedagogical practice, procedures and rules for their formalization, criteria and indicators for monitoring and evaluating the activities of students in organizing pedagogical practice.

Educational and bibliographic materials - educational and bibliographic references, a list of scientific, educational and methodical literature that allows effective mastering of the basics of the educational module, the basics of state legislation and regulatory legal documents, as well as a list of computer software tools. When using an e-learning resource, a learner (including an in-service student) often encounters a number of concepts. Such concepts include learning module,

hypertext, hypertext and title screen. In order to make it easier for the learner (including the student of the training course) to use the electronic educational resource, it is right to clarify the essence of the concepts mentioned above.

Electronic educational publications EO'N - educational publications that are presented in electronic form on CD, DVD and are used in the educational process. Among these types of publications, textbooks, educational manuals, educational methodological manuals, electronic educational resources and other educational and methodological materials containing graphic, textual, digital, audio, musical, video, audio, photo and other information in electronic form, as well as published things happen. EON creates the necessary conditions for effective use of the following opportunities in the educational process:

- formation of educational tasks;
- describing the content of the educational material;
- organization of knowledge acquisition;
- feedback;
- control of cognitive activity of listeners;
- the next step in the organization of students' learning activities [6].

Hypertext is a text presented in electronic form, provided with a multi-channel hyperlink system, which allows you to move from one part to another according to a certain hierarchy of parts. Today, the most widely used e-books in the educational process are hypertext resources. Most of the e-books used in practice are Web resources. Web-based e-books are available on local, global networks, and CD-ROM media. "Title screen" serves to provide basic information about the electronic educational resource created on the basis of Web technology for the relevant educational module. All components that appear in the "Title Screen" of the e-learning resource are "Electronic Publications. Main types and important information about them". Virtual laboratory work is a set of software and multimedia tools that prepare students to perform laboratory work on real devices or mechanisms by modeling experimental work, as well as physical, chemical, technological and other processes.

Discussion

A virtual laboratory bench is a computer program that simulates a real laboratory equipment or bench using graphics and animation tools.

Multimedia is a general concept that applies to computer technologies that transmit information in several forms: graphic, text, digital, sound, music, video, audio, photography, moving images (animations) and other information in electronic form.

Multimedia exhibition - a form that allows for quick learning and memorization of educational material using Flash-animation, Java-applet, audio, video.

An electronic simulator is a software package that helps to strengthen the knowledge and skills necessary for learning science, requiring active action from the learner in the process of step-by-step presentation of tasks.

Business games are tools for modeling the conditions of organizing professional activity based on the development of a methodology for searching for new ways of solving professional issues that allow to eliminate mutual conflicts between the educational subject and professional activity of a real nature.

Individual practical work is a form of educational and control work provided by the curriculum of the e-learning resource and the working curriculum of the subject, performed independently by the students with the active use of information and communication technologies. By its essence, e-learning resource is a complete multimedia material and is usually created in HTML - hypertext format in a certain programming language using an authoring environment. Considering that e-learning is a collection of resources, what resources are included among them? This question is being discussed here. Today, the following are widely popular as the main forms of electronic educational resources [1].

Types of electronic textbooks:

- a textbook (hypertext) intended for independent education and including, in addition to methodological materials, questionnaires, glossaries, scientific classification of educational material, exercises on their algorithmic mastering, and a list of skills;
- video that gives movement to the educational material (in which auditory and visual channels of information reception are used) and recorded audio lectures that enhance learning of the educational material by having an emotional impact on the listener;
- educational materials designed for the lesson organized in the form of a seminar using the possibilities of an overhead projector, projector (multimedia projector), replaced according to the student's mastery of the studied subjects;
- educational computer programs in the form of supertutors (exercise programs), profttutors (e-learning resource teaching materials characterizing educational science programs), compleeys (computer games related to robots and networks; these tools are available as a seminar option for both group and independent learning used);
- active seminars in the form of discussions, "round tables", role-playing games, business games.

Conclusion

Electronic textbooks created for use in the educational process are also considered publications and are considered intellectual works for practitioners engaged in scientific work. According to the legislation of the Republic of Uzbekistan, any creator of an intellectual work shall have copyright in the prescribed manner. According to the rule, the creator of an intellectual work claiming copyright is registered as an author's invention in the Intellectual Property Agency of the Republic of Uzbekistan in accordance with the established procedure. On the one hand, each textbook should be autonomous (independent) to a certain extent, and on the other hand, it should meet the standards related to its structural structure and information data formats. This, in turn, allows for easy and quick collection of the necessary textbooks in an informational educational system

(including an information-search system, an examination system "test"). If the e-learning resource is of sufficient quality and has a system for monitoring the content, educational process and acquired knowledge, it can satisfy the existing need. Today, there are techniques, software, and developments that make it possible to create a high-quality e-learning resource. Electronic textbooks are considered ready-made multimedia materials, usually created using an authoring environment in HTML - hypertext format in a certain programming language.

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