

## **Opportunities to use information technology to increase the effectiveness of education**

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**Annotation.** The current development of science, technology, manufacturing and technology defines the image of modern society. The most important feature of modern society is that globalization is evident in all its spheres. Globalization requires rapid, spontaneous acquisition, processing, and effective implementation. Only those who are knowledgeable in their field, highly qualified, rich in experience and skills will be able to act in this way. Therefore, it is necessary to take into account this requirement of the time in the training of personnel in higher education institutions.

**Keywords:** science, student, science, technology, manufacturing, technology, modern practice, knowledge, experience, higher education institutions, computer technology.

**Introduction.** It is important to increase the intellectual potential of teachers of various specialties, to acquaint them with innovative educational technologies, new, innovative forms, methods and means of teaching, to acquaint teachers with the qualities of professional competence and creative abilities important.

In modern conditions, the educational process is required to focus on the development, socialization of the individual and the development of independent, critical, creative thinking skills.

The current main goal of education policy is to provide modern education with high efficiency that meets the needs of the individual, society and the state and is necessary for future development. Growing up, young people have so much information that it is impossible to process and use it without new information and communication technologies. From year to year, computers and information and communication technologies are rapidly entering our lives.

The opportunities created for the educational process in our country today, including the technical ones, cannot be compared with the opportunities we had before independence. In particular, computer technology and information and communication technologies, which have entered the educational process in recent years, have changed our worldview in this area.

The basis of the education system in our country is a high-quality and high-tech environment. Its creation and development is technically complex, but such an environment serves to improve the education system, the introduction of information technology in education.

Information and communication technology is the closest assistant to the teacher at every stage, the most convenient tool in all processes, from the preparation of the lesson by a qualified teacher to its quality, fun and effective conduct. In preparation for the lesson, the teacher can prepare didactic, handouts, visual aids, slides and lesson plans on the computer, and use the Internet to enrich them with various additional information, interesting pictures, audio and video clips. In the classroom, information and communication technologies help students develop their worldview, knowledge and skills through sight, hearing and independent performance.

Development of basic mechanisms for the integration of education with science and industry, its implementation in practice, individualization of reading, independent learning, development and mastering of technologies and tools of distance education, electronic on the basis of new pedagogical and information technologies Accelerating student learning through the use of education is one of such urgent tasks.

Certain changes will need to be made to the organization of the learning process on the basis of e-learning, including the principles of improving the presentation of educational materials. The most effective way to achieve this goal is to introduce and use modern information technologies in the educational process.

The pedagogical direction covers the methods and teaching strategies used, the choice of media for the description of the content, goal setting, selection of the target audience.

With the expansion of the individual learner's worldview, the emergence of new tools for presenting information, interacting and organizing the individual environment in lifelong learning raises the following issues in this regard:

Switch from the push model of working with educational content to "pull". In the first case, the process is organized and managed by the teacher, who determines the content and sequence of presentation of educational content. In the second case, the learning content is selected according to the needs of the student, which is especially useful in the process of teaching adults.

Recommendations to support different types of teaching activities, taking into account the specifics of the subject taught, and the development of mixed teaching methods using different tools.

Exploring the specifics of information retrieval, virtual mobility, and the cognitive characteristics and preferences of modern youth. Exploring logical relationships and tools to support generalized understanding in a

variety of learning content and information sources. Creating a "mobile pedagogy" taking into account the specifics of modern means of using global content.

The interface covers the issues of continuity of use, design, navigation, ease of use in the organization of content and communication between users.

The further development of this area is closely linked to the development of mobile tools that provide access to educational content provided in various forms (electronic and audio books, game applications, distance learning courses, collaborative activities and discussion tools).

The variety of tasks and formats of these devices requires the development of recommendations that take into account the requirements of ergonomics and cognitive impact for educational content creators.

The focus is on e-learning environment infrastructure, standards, hardware and software planning. The evolutionary development of this direction implies the addition of new functions to the system and the educational support environment without changing the existing mechanism of providing educational services. This approach increases the access of non-traditional education groups to learning activities and resources.

Based on the above, we can recommend the following to educational institutions:

- further development of the widespread introduction of information and communication technologies in the educational process;

- organization of events for professors and teachers to work in existing automated information systems and increase their knowledge of information technology;

- Organization of training seminars at the educational institution on the formation of skills of teachers in the use of information and communication technologies in the education system.

How should a modern teacher organize the teaching process? Of course, this requires, first of all, a deep knowledge of the subject and the ability to convey this knowledge to students. In order to demonstrate this ability more clearly and to achieve better results, it is necessary to know how to use modern teaching aids - computers and other information and communication technologies - and how to use them in the educational process.

The most important aspects of the use of computer technology in education are:

- The possibilities of computers are endless, and each student in the process of mastering a particular subject and acquiring the necessary knowledge, depending on his personal needs, can read as much as he needs, can customize.

Computer technology programs are built on the basics of modular learning. It is carried out within the framework of each subject, which is mastered by the students individually.

Students can use it after school, at a convenient time, without interruption. Continuity of education is ensured. No matter how far away students are from the school, they will be able to organize the learning process and provide feedback.

During the learning process, the teacher and the student work according to a convenient schedule. Learners are involved so that the number of students does not cause serious problems. As a result of this aspect, economic savings are achieved. There are new responsibilities for teachers. Requirements for students are very different from traditional education.

Information is used wisely in all new computer technology programs, computer networks, multimedia systems, etc.

Computer-assisted learning to some extent prevents social tensions, as it allows all students, regardless of living and financial circumstances, to activate the same educational activities. We can see below that all of the above can be achieved through the introduction of computer technology programs into the educational process. It will be possible to use the space efficiently.

For example, the visual aids used in the lessons are stored in special rooms, of course, some of them are so large that the teacher does not know where to place them. In some cases, physical strength is also required. Such visual aids can be used with the help of modern computer technology programs.

There is an opportunity to demonstrate. For example, maps are widely used in the teaching of history and geography, so all maps for lectures can be stored in computer programs. There are also types of computer programs that allow you to see the main stages of mountain formation, changes in nature, the location of countries, regional structure, etc. in the animated videos.

Ability to use time efficiently. The use of computers in the teaching process not only saves the teacher's time, but also helps students to better understand the lesson, as computer technology allows them to apply theory to practice during the lesson. At the same time, computer programs allow you to increase the level of mastery of a new topic.

Ability to comprehensively and systematically assess students' knowledge. All multimedia textbooks have assignments and test questions in all subjects. It is very interesting and convenient to find answers to questions on the computer. With the help of computers, students can complete their knowledge automatically. It is clear that, first of all, if time is saved, the student's work will be evaluated objectively. For example, in class, students are given a task called "Computer-assisted Q&A." (The main purpose of this condition is to assess the knowledge of students on the chosen topic or exercise and to convey this knowledge to the remaining students through future questions and answers, as well as to demonstrate to students another view of computer capabilities).

Under this condition, groups demonstrate their knowledge by selecting and answering test questions hidden under computer-generated numbers. (Questions may be related to a selected topic or exercise.) The groups are given two options to choose from. In the first option, each member of the group will be able to choose one number (the question will be hidden under the number). He will have to find the answer to this question in a short time (15-20 seconds).

An opportunity for a modern teacher to improve. In the 21st century of computer technology, educators, especially teachers, are making full use of all the possibilities of information and computer technology in line with the times. In addition, the following game assignments can be used in the native language classes using a computer.

For example, in a drawing class, students may be given a computer graphics drawing task. (The main purpose of this game task is to increase students' knowledge of drawing and computer skills). In this task, one student from each group sits in front of a computer and, seeing the error of the drawing given by the teacher, tries to correct it, performs the given task using graphic programs. One minute to correct the mistakes time is given.

Upon completion of this condition, the student will be assessed. It is an opportunity for students to become more active and more interested in science. Instead of trying to find answers to the questions at the end of the textbook at home for students, as a team to the information resource centers, they once again return to the new topic, master it, reinforce it, express themselves freely, and respect the opinions of their classmates. , allowing the majority to perform tasks freely, independently.

Opportunity for research, creativity, and critical thinking. Students can access electronic textbooks and the Internet to search for new information about science, collect information through observation, sort, organize and systematize, analyze, study theoretical knowledge, present the results. will be able to substantiate using presentations. For example, physics teachers, in collaboration with computer experts, create a computer-generated model of practical laboratory work on the topic. This type of laboratory work is called an interactive e-learning course.

An interactive e-learning course is an educational and laboratory work aimed at strengthening students' theoretical knowledge in a particular field on the basis of information technology.

The use of information and communication technologies in education is important in increasing the effectiveness of students' knowledge. The creation of interactive e-learning courses allows you to perform tasks that can not be carried out in the laboratory (toxic substances, lack of materials) and perform the work based on them in an environmentally friendly environment.

**Conclusion.** The use of information and communication technologies in education is important in increasing the effectiveness of students' knowledge. Indeed, one of the priorities in the higher education system today is the training of highly qualified personnel based on the experience of leading higher education institutions of developed countries. qualification requirements, modernization and improvement of the content of curricula and programs, application of advanced foreign experience, modern pedagogical and information and communication technologies in educational practice, creation of electronic educational modules, educational-methodical complexes, multimedia developments, Special attention is paid to improving the quality of education through the introduction of distance learning, the training of qualified specialists.

Therefore, today a professor of higher education is not only a good specialist, but also a creative specialist who has mastered the best practices in the field of information and communication technologies, innovative educational technologies and can be widely used in their professional activities. The period itself demands it.

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