

## **PEDAGOGICAL PROBLEMS OF ORGANIZING THE COMPUTER-BASED TEACHING PROCESS IN EDUCATION**

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**Annotation:** In the period of rapid development of modern information technologies, multimedia technologies are of great importance in increasing the effectiveness of the educational process. Therefore, this article focuses on the pedagogical problems of organizing the computer-based teaching process in education.

**Key words:** Information technologies, pedagogy, internet, e-mail, video, audio, television, computer, multimedia, animation, sound, hypertext.

### **Introduction**

Today, the introduction of new information technologies accelerates the implementation of the possibilities and requirements of students through computers, taking a sharp step into the future. That's why it is necessary to conduct researches in order to create new teaching methods that increase the level of knowledge and creative ability of students, and create conditions for rapid mastery of the computer today.

If we look at the concept of "Technology", it is "a set of methods of processing raw materials, materials or semi-finished products, changing their shape and properties, carried out during the production process. The task of technology as a science is to determine the most effective production process in practice and to determine the physical, chemical, mechanical and other laws for its use. Computer technology of education is a set of methods and tools for creating pedagogical working conditions based on computer equipment, telecommunication devices and interactive software products that simulate some functions of the teacher, such as displaying, transmitting, collecting and managing information.

### **Literature analysis and methods**

There is no doubt that the use of information technology in the structure of the lesson has a significant impact on the use of different methods and forms in teaching. Some researchers consider educational technologies as "a method of implementing the educational content provided for in educational programs, a system of educational forms, methods and tools that ensure the most effective achievement of goals" [1].

Multimedia technologies have proven their effectiveness in school education. Multimedia with various means of information exchange with interactivity provides a new level of educational quality. Along with the development of modern computer technical tools, the visual environment of multimedia is also changing rapidly. The widespread use of three-dimensional graphics adapts the metaphor of hypertext

flipbooks in the traditional e-textbook to an interactive learning environment. The three-dimensional world of knowledge is perceived by the student through the monitor screen, images of real objects work together with virtual models. The main conditions for the use of modern information technologies in the process of educating students are: the use of computers as a modern tool, increasing students' interactive impact between the teacher and the computer, wide use of information technologies, implementation at the expense of students' independent education. Regulation of the educational process in modern information technologies is based on the use of software-creative projects. V.V. Knyazeva defines pedagogical conditions as "a set of measures, objective possibilities, content, forms, methods of a specific environment that accompany the educational process, are specially structured and aimed at successfully achieving a pedagogical goal or solving research problems"[2]

### **Results and discussion**

The structure of information culture is aimed at developing students' cognitive functions. This is done by: stimulating the mental activity of students, determining the goals of learning the educational material and directing students to the interactive environment of the computer, developing and expanding the teacher's ability to self-study based on the deepening of technologies.

The following main methodological features of forming students with modern knowledge can be suggested:

1) the use of multimedia presentations in classes, automated educational systems, the operation of various programs is carried out with the help of video recordings;

2) In practical work, each student should be allocated a separate computer, create a separate folder there, write the student's last name, first name, class and encrypt it;

3) Wide use of individual training programs, correct use of multi-level assignment databases (in practical and laboratory work);

4) Performing a significant part of work in the form of work games according to the purpose;

5) It is necessary to use the project method that preserves the principles of consistency on a large scale, that is, one global task is systematically performed, supplemented and expanded in all practical (laboratory) and graphic work, becoming a closed system;

6) It is necessary to take into account in advance the possibility of studying the main sections of the program in parallel, it is necessary to create an opportunity for students to get in-depth knowledge of each section;

7) It is necessary to rely on the following interrelated positions: recognition motivation, comprehensive acceptance, systematic - information analysis;

8) Wider use of the problem-based method of teaching, it is necessary to take into account in advance the processing of specific programs (documents, tables, databases) used in the learning process;

The use of multimedia technologies in education has the following advantages over traditional teaching:

- allows the use of colorful graphics, animation, sound effects, hypertext;
- the possibility of constant updating;
- interactive web - the possibility of placing elements, for example, tests or workbooks;
- hyperlinks to additional literature from electronic libraries or educational sites.

### **Conclusion**

Organizing lectures using multimedia technologies allows you to save time. The influence of "Informatics" subject on the interest of students is so great that they can create a learning environment through games from their thoughts. The use of multimedia technologies (projectors) in lessons allows not only visual presentation of the curriculum, but also saves time. At the moment, additional demands are placed on the preparation of multimedia materials and the organization of classes.

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