



**THE ROLE OF INFORMATION TECHNOLOGY IN THE INDEPENDENT
EDUCATION OF STUDENTS IN THE SCIENCE OF DRAWING**

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Muhammadjon Orinov

Teacher of the Fine Arts Department of Fergana State University

ANNOTATION

Independent work is submitted through oral, written (abstract) and remote communication (e-mail, syllabus) about how well they mastered the chosen topic. Perfect preparation of students' independent work based on their own will is the guarantee of getting an excellent grade. Even if the student prepares well for each independent work, he should prepare again before submitting the independent work, that is, he should re-read, summarize and systematize the material.

Keywords

drawing, graphic literacy, abstract, e-mail, syllabus, multimedia.

Introduction. Today's machine and equipment production technologies cannot be mastered without knowing how to read drawings. Because each specialist and highly qualified worker participates in the production and control of various products and their details with the help of machinery.

One of the main conditions for the effective acquisition of drawing knowledge is graphic literacy (knowing how to draw and read). The basis of knowing how to read and draw a drawing is to master the conditionally simplified representation of everything in drawing. For this, it is necessary to try to master the science of drawing. If you answer the questions in each topic and complete the exercises, you can master the subject effectively. Drawing is a technical language. Therefore, using graphic programs, the development of animated lesson plans on the subject of drawing serves to better master the subject, to form students' spatial imagination, and to increase the effectiveness of education.

Animation pedagogical technology allows to repeatedly demonstrate the science of drawing in the teaching process and, in turn, saves time. In order to increase the quality and effectiveness of graphic education, the use of multimedia features in teaching processes is of great importance. Drawing classes are unique in their service to convey new information, knowledge, feelings, imagination, logical thinking, thoughts and ideas among students through media. The etymology of media is to convey more knowledge or information to the interlocutor. Multimedia



is more than one media. The components of multimedia include text, images, graphics, sound, music, animation, videos.

The main part. The use of multimedia in education and training, video conferences, educational and educational content games, the Internet, etc., guarantees the effective passage of the process. In summary, multimedia:

- Nowadays, everyone has a need to constantly use computer technologies and information in their work. Communication and communication tools are an integral part of modern information technologies and have become a part of our life.

- Computers play an important role in the automation of activities to improve the efficiency of drawing classes in informationalization of society and education in educational institutions.

- Multimedia technologies make it possible to model and visualize graphics and graphic educational processes, simplify complex tasks, prepare materials that encourage logical thinking, and create a foundation for students to be interested in science and learn new topics.

The modern world level of the development of information and communication technologies is such that the creation of a national system compatible with the integration of the infrastructures of the world information space and the national information and computing network in the republic is an important factor in the effectiveness of the national economy, management, science and education. These problems are very complex and at the same time urgent for our republic. The results of the implementation of economic, structural and other changes currently being carried out also depend on how and in what time frame the problems related to informatization are solved in the republic.

The creation of electronic educational tools for educational subjects further expands the possibility of using modern information and communication technologies in teaching these subjects. This, in turn, is the main factor of students' in-depth acquisition of knowledge in these subjects and increases the quality and efficiency of education. The implementation of such efforts will further accelerate the wide application of modern pedagogical and information technologies in the educational process, arming professors and teachers with advanced pedagogical knowledge and technologies, improving their skills, in-depth study of the experience of foreign higher education institutions and their makes it possible to introduce effective methods and tools to our national education system.

Multimedia is a rapidly developing modern information technology. Its distinguishing features include: it integrates various types of information: traditional (text, tables, decorations, etc.), original (speech, music, excerpts from video films, TV frames, animation, etc.) in one software product. Such integration



includes various devices for recording and displaying information, work at a certain time, unlike text and graphics, which are static by nature, audio and video signals are considered only at a certain time interval.

In order to process and display video and audio information on a computer, it is necessary to increase the speed of the central processor, the bandwidth of the data transmission bus, operational and video memory, large-capacity external memory, the size and the speed of the exchange of computer input-output channels. . A new level of "human-computer" interactive communication, during which the user receives more extensive and comprehensive information, which allows to improve the conditions of education, work or recreation.

Conclusion. Education of students and retraining of personnel on the basis of information technology tools is an urgent issue of today. The concept of multimedia in information technology entered our lives in the early 90s. What did he ask himself? Many experts analyze this term in different ways. For example, we can show the definition that "multimedia is an embodied form of delivering educational materials to students based on audio, video text, graphic and animation effects based on software and technical tools of informatics."

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