

OPPORTUNITIES AND EFFICIENCY OF USE OF VIRTUAL TECHNOLOGY IN SYSTEM OF EDUCATION

Aminov I.B.

Senior lecturer, faculty of applied mathematics and
Computer science, Samarkand state university, Uzbekistan,

Telephone: +998915406178

istam.aminov@inbox.uz

OknazarovTulkin

Teacher at the center of retraining and in-service training
Of Public Education pedagogical staff of the Samarkand Region, Uzbekistan

Telephone: +998937247062

istam.aminov@inbox.uz

The summary. Clause is devoted to questions to application virtual technologies in educational process and revealing of opportunities of use of virtual means in educational process. Besides in clause the efficiency is listed and the role of virtual means used in educational process is underlined.

Key words: Information of education, electronic means of training, virtual means, virtual technologies, methods, form and efficiency of use of virtual means in educational process.

Introduction: Now processes of information mention all spheres of our life, including the education, i.e. here information of education is understood as process of intellectualization of activity of the teacher and trained. The tendencies of development of modern system of maximum education are indissolubly connected to wide introduction in educational process of the various forms, methods and means of active training.

Main part: The educational process in high school reaches(achieves) the best efficiency at wide, but justified use by the teacher of all rich arsenal of practice - through a reasonable combination of the various pedagogical forms, methods, ways, means, receptions, modes and algorithms of training [1]. Therefore it is important to the schoolboys to enable itself to make some actions concerning a stated material, in it the invaluable help is rendered by (with) modern means of training.

One of modern means having in significant developing potential, is the virtual means. Today virtual technologies is one of perspective directions of information of educational process. In perfection of program and methodical maintenance, material base, and also in obligatory improvement of professional skill of teaching structure the prospect of successful application of modern information technologies in education sees.

However there is a number (line) of urgent problems connected to use of means of information technologies in modern general (common) education. Providing riches of the contents and form, combination of various kinds text, graphic, speech, musical, video, photo of the information and variety of ways of their extraction, these technologies form virtual perception (recognition) of the world.

Now virtual systems represent an independent infrastructure of information industry, which products find ever more application in social, economic, educational and other spheres of human activity. This fact has put a beginning to a new stage of development of modern information technologies. The main feature of such technologies is that in them are systematized and the hardware-software means of computer engineering and methodological bases of the digital technologies which have allowed to connect the information submitted as text, diagrams, and video are unified, of a sound in uniform software named of a virtual means [2].

At first virtual technologies were applied only to the decision of separate tasks within the framework of the traditional forms of education and methods of training, providing support of educational process level with other methodical means. However for today became possible (probable):

Creation and use of the electronic textbooks with the built - in system of self-checking;

Introduction of virtual training on the basis of remote education etc.

The virtual means are directed as on the decision of traditional tasks: mastering of knowledge and their ordering, and on performance at the present stage of innovative tasks: formation of motivation and skills of self-checking, communicative skills and development of information competence.

Use of virtual means at a lesson is applied that:

To improve a control system of training at various stages of a lesson;

To strengthen motivation of the doctrine;

To improve quality of training and education, that will raise information culture of the pupils;

To raise (increase) a level of preparation learning in the field of modern information technologies;

To demonstrate opportunities of the computer, not only as means for game.

Use of virtual technologies in educational process changes a parity(ratio) of methods, forms, means of training, all methodical device. It results in change of volume and contents of an educational material; to a deepening of subject sphere, by modeling or imitation of the phenomena and processes with the help of dialogue interaction, compressing of the information, logic and stylistic processing; to use of tool software, with the purpose of

development of logic, evident - figurative thinking, and also formation of verbal - communicative and practical skills.

The interactivity of virtual technologies does (makes) by their extraordinary flexible, that can appear rather useful to the students with the special academic needs(requirements) [2]. In particular, at the people suffering by defects of hearing, at use virtual means in training the significant improvement of phonologic skills and skills of reading is observed, and the visual representation of the information considerably raises academic motivation of deaf persons. The people with significant infringements of speech and limited physical opportunities win from application of multimediain educational process, as the appropriate means have an opportunity of adjustment under individual needs(requirements) of the students.

Use of virtual technologies opens new opportunities in organization of educational process, and also development of creative abilities of the trainees. The job on equipment in enough by computer engineering, and also in preparation methodical and didactic base in organization of educational process is necessary large and serious for effective introduction of methods of active training.

For maintenance of modern functions of a methodical complex to a virtual means the following requirements are showed::

The text fragments can be accompanied audio- or videoinformation for allocation of semantic accents(stresses). For representation diverse or the hypertext of the information the multiwindow interface is recommended to use;

In a virtual means the additional material, and also material for the profound study of a theme can contain;

The most important elements the virtual means should have the helps or explanatories. The help material of presentation contains the basic definitions, most important dates of a history of development of computer science, table for comparison of the certain characteristics of objects and т. Item;

After study of each structural unit of an educational material presentation contains a material for generalization representing investigated material in more brief kind;

The virtual program should be open for development;

The text of a virtual means should have an opportunity of copying, conclusion to a seal.

The forms and place of use virtual means on employment(occupations) depend, certainly, on the contents it of employment(occupations), purpose, which is put by(with) the teacher. It is possible to allocate some most effective receptions of application of such grants(manuals) [3]:

At study of a new material allows to illustrate by various evident means, and also the application is especially favorable when it is necessary to show dynamics(changes) of development any of process;

At fastening a new theme;

For check of knowledge, i.e. the computer testing is a self-checking and self-realization, it is good stimulus for training, it is a way of activity and expression itself, and for the teacher is a means of the qualitative control of knowledge, programed a way of accumulation of estimations;

For a deepening of knowledge, as an additional material to employment(occupations);

At check of frontal independent jobs provides alongside with the oral visual control of results;

At the decision of tasks of training character helps to execute figure, to make the plan of the decision and to supervise intermediate and final results of independent job by this plan;

Active inclusion of figurative thinking in educational process help the students completely to perceive an offered material, and the teacher has an opportunity to combine a statement of the theoretical items of information with display of a demonstration material.

Virtual means provide such representation of the information, at which the student perceives e ě at once by several sense organs in parallel, instead of it is consecutive, as it is done(made) at usual training. At the combined influence on the student through sight both hearing, and involving it(him) in active actions the share of mastering of an educational material grows.

The advantage virtual means in educational process is an opportunity of his(its) individualization. At use of virtual means trained can accept the decisions, work independently above educational materials with use of interactive opportunities of the virtual programs and to decide(solve), in what sequence them to study. In other words, trained accept active participation in educational process.

That is the process of training can be influenced by(with) pupils. It means, that the students have an opportunity to choose a material, which they want to study, and can repeat it(him) some times, that it is better to acquire the information.

Virtual means allow to work not only independently and individually, but can ensure(supply) and group training. One application can be used by group of the pupils. Thus the various skills can develop. The virtual technologies can be used for representation and processing of a different type of knowledge. The application virtual products can promote formation of own knowledge and skills of the trainees.

Conclusion: Thus, the development of virtual technologies gives an ample opportunities for the invention of new techniques in education, thus, raising his(its) quality and efficiency, and also promotes formation of the modern man able independently to think and capable to be guided in this variety of information achievement of mankind.

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