

**PEDAGOGICAL CONDITIONS AND SOFTWARE AND HARDWARE OF MULTIMEDIA TO
INCREASE THE EFFECTIVENESS OF METHODOLOGICAL SERVICES IN THE
ORGANIZATION OF PRESCHOOL EDUCATION**

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ANNOTATION

The article covers the content of multimedia technologies, their use in the educational process.

Keywords: multimedia, method, technology, education, software and hardware, information.

INTRODUCTION

The use of multimedia technologies in the teaching process is one of the most convenient ways to increase the quality and effectiveness of teaching. A lesson conducted with multimedia increases the student's interest in the lesson and the level of knowledge. Multimedia presentation is the only and most modern form of information presentation today. It can be text data, pictures, slide shows, audio-enriched video and animation accompanied by a narrator, three-dimensional graphic-style software. The main difference between presentations and other forms of presentation of information is that they are content-rich and interactive, that is, they tend to change in a defined way and express their attitude to user activity.

Multimedia technology allows you to use multiple methods of presenting information simultaneously, such as text, graphics, animation, video, and audio. The most important feature of multimedia technology is interactivity, the ability to influence the user in the operation of the information environment. It is known that in recent years, many multimedia software products such as encyclopedias, training programs, computer presentations have been created and are being created. In computer presentations, lectures, reports and other speeches, posters, manuals, laboratory experiments are usually used as a means of visual demonstration. For this purpose, slide projectors, overhead projectors, slides that display graphic images on the screen are used. The computer and multimedia projector allowed to prepare and present as a presentation visual materials, which embody all the necessary features of the quality organization of the speaker's speech accompanied by sound, video and animation. It is known that if a quarter of the material heard is remembered, if we perform the material given to the listener through video, the chances of information being stored in memory and imagining will increase by 35-70%. Also, if these training programs are given to listeners in the form of audio, video and graphics, the memory retention of materials will increase by 70-95%.

observed. Based on the above, multimedia technologies allow to present information in the most efficient way. Multimedia technologies allow to manage information, provide direct reception of information,

the user sees the information provided and can use the parts that interest him. Many multimedia technologies are used to make information content rich, memorable and visual. These are software packages that are multimedia hardware tools that allow you to process various forms of information such as text, graphics and sound.

A method is a way, method, or appearance of an action. Pedagogical technology is most closely linked to the learning process (i.e., the educator's activities with the child), its composition, tools, methods, and forms. Pedagogical technology is a guarantee of quality, full mastery of state requirements. Pedagogical technology is a project of the educational process that is developed by one person or a creative group, which can be used by all educators¹. Knowledge is not given to the child in a ready state, he is taught to be able to receive knowledge independently from sources, to think, to stand in an independent position in the future. All children are guaranteed to master their skills at the level of their needs.

The use of the above interactive methods and techniques is important in achieving the quality and effectiveness of preschool education. Preschool education, which is the first stage of the system of continuing education and forms its foundation, now plays a key role in determining the quality and effectiveness of education. Therefore, it is important that preschool education is based on modern requirements. Thus, in the process of education in the training of students in advanced training courses¹ Yuldashev J., Usmanov S. Introduction of modern pedagogical technologies. - T.: «Science and technology», 2008. -43-p. It is important to get acquainted with the methods of applying the training module. At the beginning of each lesson, the educator asks, "What can I teach children in today's pedagogical time?" he must ask himself the question and set a clear goal. Therefore, each educator should clearly define the approximate time required for the pedagogical situation when creating a training module.

Multimedia is an integrated approach to the delivery of educational materials to learners based on audio, video, text, graphic animation and three-dimensional animation effects based on computer software and hardware. Multimedia is the integration of several means of presenting information into one system, i.e. it is a combination of means of presenting information in a computer system, usually text, sound, graphics, animation, video image and spatial modeling. The combination of such means provides a new qualitative level of information retrieval, in which a person not only sits passively obsessed, but also participates interactively. Programs that work with multimedia tools are multifaceted, which means that they attract the attention and attention of the audience because they affect several sensory organs at the same time. Multimedia applications are divided into presentations, animations, games, video applications, multimedia galleries, audio applications, Web applications. Presentations are a form of presentation of information in a visual form using audiovisual means. The presentation includes computer animation, graphics, video, music and sound, generalized to a single source. It usually has a plot, a script, and a structure to make the presentation easy to accept. Animation is a multimedia technology that displays images sequentially to express the motion of an image.

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