FACTORS AFFECTING THE SOCIO-PEDAGOGICAL ACTIVITY OF STUDENTS IN MULTIMEDIA LECTURES

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ANNOTATION

This article focuses on the analysis of the term "multimedia" and the use of the concept "Multimedia" in various areas of incon activity. His activity in the development of computer graphics, hypermath systems, computer graphics, computer animator, etc. was discussed.

Keywords: multimedia, computer software, graphics, animation.

If we stop at the analysis of the term "multimedia", which is the main focus of the educational tools introduced in the educational process, the dictionary of pedagogical terms defines it as follows: "multimedia is the computer's use of educational materials in the form of color graphics, text and graphics effects, voice output and synthesized music, animation, as well as full-fledged video clips, Latinism, which is presented in different forms, such as video films, almost from the sources of English speaking, enters almost in the same transcription" [88;]. This concept is expressed as part of the words "mulyum" (many) and OAV, MEDIA (Mentemorlik, vocitas, ucul)". So literally "multimedia" means "many environments". The term "multimedia" is used in various aspects of incon's activities. Development of computer graphics, hypermat systems, computer graphics, computer animator, etc., in mass media - journalism, including Internet journalism, speech and social communication, etc.; Canoat Network Canoat computer animator, computer video editing, sound designer, film and more. So, this term is interesting because it reflects the unique aspects of such a professional person: an animator (animator) tries to create conditions for interesting and diverse, socially useful activity, invites and encourages people to engage in it. It should also be mentioned that in the development of pedagogic education, the method of developing education through multimedia books has also been emphasized. Khucucan defined it as "multimedia books - an educational book consisting of text, audio, static-dynamic and video data collected on a single information carrier (for example, CD-ROM disk)"[56;].

According to V.Bocharova[65;], activities in free time in the multimedia media can be viewed as a creative activity related to the organization of creative search, providing the process of development of the organized group and its members at the level of social relations and cultural formation. So, social relations mean the establishment of interpersonal and social relations between different social institutions. Cultural formation means access to new cultural values, and the concept of "culture" has a broad meaning. From this point of view, the social and cultural tasks of the animator converge, and he implements the process of camaral socialization of the person [54;].

In the researches of A. Luchankin[95] and A. Cnitskuylar, the definition of the practical activity of multimedia objects is proposed as an activity specially organized for cultural-recreational work with children and youth, for education through culture, entertainment and communication, and specialized in leisure pedagogic technologies. [64;].

In accordance with the mentioned definitions, multimedia programs are focused on the comprehensive development of the student-personality and improvement of students' practical activities. In addition, its main tasks are: formation of motivation for various aspects of independent educational activity, including the creation of new forms of free creative recreation; organization of primary groups of interests (interests); keeping incons of different age groups through creative communication; aspects such as the organization of public holidays and events can be mentioned.

Recently, a lot of attention has been paid to activities in the country's domestic tourism cohacida multimedia vocitas acocida. Educational multimedia programs, whose essence consists of obtaining new information about objects and events, consolidating new knowledge and ideas about the world around us, mental, intellectual, physical, psychological and spiritual improvement, are of great importance to attract the practice of acocida to action, and provide a real opportunity to activate the creative potential of a person. . In this, the traditional types and genres of artistic creation are used as a means of "revitalization and inspiration" among people. That's why touristic multimedia sites need an independent direction in terms of activity and cultural entertainment. In tourism, multimedia vocitas act as an activity, high-quality multimedia vocitas act as a multi-functional project for the transfer of social and cultural information, help to protect ectetic-cultural values, collect information and acquire ectetic experience.

In tourism, multimedia content is very important - the development and presentation of special programs for leisure time during tourist trips and excursions. In social pedagogical activities, it is also very important to establish a training system that can include multimedia programs, extracurricular educational programs, sports events, sports shows, dance parties, events and theater performances. Therefore, in the process of education, by forming the organizational structure of social pedagogical activities in students, using multimedia tools in the goal-oriented educational process, logically structured pedagogical knowledge and concepts are implemented in order to study a specific aspect of the teacher's and student's activities in order to achieve diagnostic-resultative efficiency in education. improvement on the basis of the interrelationship of academic subjects as an integrative subject of social activity in the process of examination takes an important place.

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