CREATION AND USE OF MULTIMEDIA INTERACTIVE EDUCATIONAL RESOURCES

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Abstract
The use of multimedia educational resources allows students to acquire modern knowledge, effectively organize the educational process and ensure a change in the quality of education. This article discusses the creation and use of multimedia educational resources in teaching computer science and information technology.

Keywords: Multimedia interactive learning resources, LearningApps.org, interactive modules, exercises, application, template, "New exercise", "My classes", "My applications".

Introduction
Many factors such as social, economic, political, ideological reforms in our country, rapid development of science, technology and technology require a continuous education system, including the organization of classes using multimedia interactive educational tools based on the needs of the times in providing education to students of higher education institutions.

Every teacher faces questions in their work about how to organize learning, what interactive resources and services to choose to make lessons interesting and effective.

A very convenient and simple program for creating multimedia interactive educational resources is the Web 2.0 application designer LearningApps.org. A program for supporting the teaching and learning process using interactive modules. This designer is intended for the development of interactive tasks in various subjects, for use in class and extracurricular activities.

Existing modules can be directly integrated into the curriculum and can be modified or created in an operational mode. The goal is also to be able to collect interactive blocks and make them accessible to everyone. The website h ttp://LearningApps.org./ has a collection of ready-made exercises on specific topics in various subjects of secondary school. And most importantly, the teacher can modify these exercises himself or create similar exercises.

Exercises are presented in different forms:
- open-ended quizzes, multiple-choice quizzes;
- comparison tasks, ruler and portrait, ruler and events;
- the task of filling the gaps in the text;
- finding tasks on the map;
- crossword;

- audio, video content.

For clarity, all tasks are accompanied by pictures and animations. If you choose the wrong answer, an error will be displayed, and you can try to choose the answer again.

Let's look at examples of the use of this program from the science of informatics and information technologies of the secondary school of general education.

✓ Sign in to your account.

✓ In the subject category, you can choose the subject to be taught.

✓ Next, choose a topic, find the desired section, choose an assignment and send it to students. You can use the ready-made tasks of your colleagues, as well as create your own tasks in the « Novoe uprajnenie » section.

✓ "Moi Klassy" section contains readers invited by the link. There is also a check of completed tasks.

There are two ways to work with LearningApps:

- Choose one of 20 game mechanics and create your own program. After that, you will be asked to familiarize yourself with examples of such exercises to understand the logic of the task. Then all that remains is to fill in the necessary fields and upload the necessary images. All forms are equipped with tips, so you don't have to deal with them for a long time.

- Use ready-made works of other authors as templates, changing the information in them to your own. Sometimes it is easier to change the ready-made than to create a new one. The problem is that in the gallery, applications are grouped not by type, but by topic.

The advantages of this service are as follows:

✓ It is very simple for the student to develop himself/herself;

✓ free access;

✓ a large selection of game exercises (more than 20);

✓ Any of the exercises from other people in the gallery can be used as a template for your application;

✓ simple process of creating exercises;

✓ students can test and consolidate their knowledge in an interesting way for them;

✓ there is an opportunity for the teacher to create a class to track the answers of schoolchildren;

✓ all created exercises are saved in your personal account (" Moi prilogenia " button);

✓ You can get a link to send via email or a code to embed on a blog or website.

In conclusion, it can be said that multimedia interactive educational resources play an important role in making the modern learning process more effective and interesting. Their proper creation and use can improve the quality of education. However, in this process, technical and methodological problems need to be solved. The combination of technology and education will undoubtedly open up new opportunities in the field of education in the future.

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