

METHODOLOGY FOR THE DEVELOPMENT OF DIGITAL COMPETENCE OF STUDENTS ON THE BASIS OF MULTIMEDIA EDUCATIONAL TECHNOLOGIES

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Abstract

The article covers the methodology for the development of digital competence of students studying in higher education organizations on the basis of multimedia technologies. In addition, the structure of the use of the gamification method in the organization of classes based on multimedia technologies was developed by the authors as an example.

Keywords: digital competence, multimedia, gamification, digital education, interactive games, distance education, video, animation.

Introduction

The current stage of the development of the system of higher education organizations in our country makes qualitatively new requirements for the content and methodology, increasing its effectiveness. Based on these requirements, large-scale work is being carried out to create an educational system corresponding to the priorities of socio-economic development of our country and the requirements of international standards.

In the decree of the president of the Republic of Uzbekistan "on approval of the concept of development of the higher education system until 2030" dated October 8, 2019, PF-5847, the implementation of digital technologies and modern methods in the educational process is carried out, including the organization of a highly qualified engineering and technical personnel training system for the digital economy, individualization of educational processes on the basis of, particular attention has been paid to the issues of the widespread introduction of flipped classroom technologies into practice¹. In the implementation of these tasks, including improving the conditions for preparing students studying in higher education organizations for activities, digitizing the society in accordance with changes, the field is focused on many important aspects of training young specialists, which are directly related to training personnel for a digital society².

¹ 1. President of the Republic of Uzbekistan dated December 13, 2018 "Digital economy in public administration of the Republic of Uzbekistan, electronic additional measures for the implementation of government and Information Systems decree" on measures " PF-5598. – <https://lex.uz/docs/4103415>

² 2. World experience in the study of digital platforms. O'.U. Mustafakulov https://scholar.google.com/citations?view_op=view_citation&hl=ru&user=1Iv_0xsAAAAJ&citation_for_view=1Iv_0xsAAAAJ:TFP_iSt0sucC



LITERATURE REVIEW

Decree of the president of the Republic of Uzbekistan No. 2022. PF-5847 decree" on approval of the concept of development of the higher education system until 2030 " of October 2019. PQ of December 29, 2016 "on measures to further improve the educational system in 2017-2021"- the implementation of the decisions of PQ of May 3569, PQ of May 7, 2018 "on additional measures to improve the mechanisms for applying innovations to the economy and sectors" of May 29, 2009" is largely rational pedagogical processes.

Of particular importance is the improvement of educational technologies in the development of professional competencies of students in order to ensure the fulfillment of the above tasks.

N. development of the theory of the effective use of modern technologies in the development of digital competencies. Winner, K. S. Laudon, O. Machlup, J. F. Neumann, M. Hammer, K. Shannon, U. Economists such as Ashby made a worthy contribution.

In addition, N. Coldree and A. Powell's work provides a multilateral analysis of the concept of the formation of a base for the use of modern technologies in the development of digital competencies, and the historical chronology of the emergence of this concept is also shown in scientific research.

RESEARCH METHODOLOGY

Gamification (from the English word "gamification") is the use of computer game - specific approaches for software and websites to attract users and consumers, increase their participation in Solving Program problems, and use products and services³. Gamification is a technology that adapts gameplay techniques to out-of-Game processes and events in an effort to make project participants more involved in the process.

With the failure of the old incentive schemes, there was a need for new motivation methods. Praise, rewards, fear of punishment - causal and causal methods are practically not effective⁴.

Especially in relation to students, teachers are learning more about gamification - it serves to give motivation, go through stages, perform tasks, increase levels. M.G. Ermolaeva has cited in her research that gamification is the process of entertaining, relaxing, learning, creativity, giving motivation and modeling human relationships.

Massachusetts professors responsible for developing game models and studying programs cite methods by which gamification games can be implemented in the educational process today:

- play as a way to create innovation;
- play as a way to gain knowledge from individual departments;
- play as a simulator;
- play as a method of discussion;

³ D.Babarakhimova, continuing education in improving the competence of teachers in the field of ICT: problems and some solutions

<https://unionedu.ru/index.php/use/issue/view/1>

https://scholar.google.com/citations?view_op=view_citation&hl=ru&user=xYPVsj4AAAAJ&sortby=title&citation_for_view=xYPVsj4AAAAJ:KlAtU1dfN6UC

⁴ 4. Egamnazarov M.Yu. Formation of communicative competence of future specialists on the basis of personal oriented approach. // European Journal of Research and Reflection in Educational Sciences. Vol. 8 No. 9, 2020. – P. 168-171



- play as a way of acquiring practical skills;
- play as a method of role-playing behavior;
- play;
- game as the performance of research tasks, etc⁵.

ANALYSIS AND RESULTS:

From the above considerations, we will bring an analysis of the peculiarities of the development of digital competence of students of the field of professional education on the basis of a multimedia project:

We recommend using the gamification method in organizing students to develop their digital competence, work on the basis of multimedia educational technologies in the performance of tasks given in the lesson⁶.

The method of geymification is a new scientific method, the application of which is being introduced today in all areas: in economics, sports, art, education and other areas. An analysis of the results achieved using the gamification method in the development of digital competence of students, in the performance of tasks assigned in classes:

Table 1..

In education application	Purpose	Opportunity	In the classroom application
garden; school; academic Lyceum; technicum; graduate school; asperantura.	participation in the lesson	high level of opportunity	in the course of the lesson from Quest methods usage;
	determination of the plan	mativation gives	mativation gives
	Target detection	training to one relation improves;	in each lesson applied;
	functions development;	training information between exchange accelerates;	multimedia technologies based on functions application in execution;
	promotion;	different Internet Web working in the program by creating an opportunity gives;	Homework application in execution;
	getting a new result	Training networking jobs location	to solve the puzzle in action.

From preschool educational institution in developed foreign countries today from pre-graduate gamification method and principles to the educational process being introduced⁷.

⁵ 3. Эгамназаров М.Ю. Развитие коммуникативных способностей у студентов на основе личностно-ориентированных технологий. // Наука и образование сегодня. – Москва, 2020. №7 (54), 2020. – С. 83-84 https://scholar.google.com/citations?view_op=view_citation&hl=ru&user=1Iv_0xsAAAAJ&citation_for_view=1Iv_0xsAAAAJ:iH-uZ7U-co4C

⁶ Dilnoza Babarakhimova. THE USE OF MODERN TECHNOLOGIES IN THE DEVELOPMENT OF DIGITAL COMPETENCIES OF STUDENTS <https://farspublishers.org/index.php/ijessh/article/view/2635>

⁷ Egamnazarov M.Yu. Internal and external motives affecting the student's personality based on personcentered technologies. // Middle European Scientific Bulletin, Volume. 11 April 2021. – P. 93-96



For example, homework based on multimedia education-it's just getting a reward or doing new research, not a boring "forced" job it is considered as a process that is interesting for⁸. In general, in the process of Education the use of these methods allows students to learn not only materials, but also new in the performance of some kind of tasks based on multimedia educational technologies motivates to create an idea, and this significantly increases the level of knowledge of students increases⁹.

Conclusion

In conclusion, higher education organized higher education requires training the development of digital competencies based on multimedia learning technologies some of the recommendations of Olgan hold:

- modern learning environment digital learning environment is an integral part of Kiruchi, a specialist in digital economics and tomonat ishlab chiqarilgantsiladigan yangi talablarni tag Deep Organization;
- training of modern Uzbek industry and innovative development classification of analysis;
- multimedia technology based on capabilities improvement, information and educational activities in the development of digital competence of its students, multimedia when organizing classes at the Osos of technologies, from the method of gamification implementation of use;
- students take classes at the Osos of multimedia technologies analysis of the results of the achievement using the method of gamification in the organization do.

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⁸ D. Babarakhimova, scientific issues of the application of Information Technology in the educational system; volume 6 No. 3 / 2022 <https://bestpublication.org/index.php/pedg/issue/view/81> https://scholar.google.com/citations?view_op=view_citation&hl=ru&user=xYPVsj4AAAAJ&citation_for_view=xYPVsj4AAAAJ:KIAtU1dfN6UC

⁹ O'.U. Mustafkulov .Internal and external motives affecting the student's personality based on personcentered technologies. https://scholar.google.com/citations?view_op=view_citation&hl=ru&user=1Iv_0xsAAAAJ&citation_for_view=1Iv_0xsAAAAJ:HDshCWvjkbEC



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