

PEDAGOGICAL AND PSYCHOLOGICAL FACTORS AFFECTING SOCIAL PEDAGOGICAL

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Abstract

In this article, systematic work on educating students who respond to the new conditions of society's development in higher education institutions, and the principle of humanization of education in the education system, not only inculcating the content of educational courses, but also the opportunities for students to achieve individual professional goals. provision in tourism based on multimedia tools - the activity of developing and presenting special programs for spending free time during tourist trips and trips, pedagogical-psychological factors influencing socio-pedagogical activity.

Keywords: Intellectual, social, activation, thinking, cognitive, skills, motivational, emotional, multimedia tools.

Introduction

In our field of education, many reforms are being implemented in the continuing education system for training competitive personnel. The main goal of the ongoing reforms is the task of educating the young generation, who are the era of our country, mature, morally sound, modern professions, reforming young people. In any society, the person of the learner-student, student-learner, the factor that affects him in education and to strengthen his enthusiasm and work on himself in the process of using multimedia tools, to develop the skills of independent research, the factor related to social pedagogical activity is important in the educational process. The socio-economic and political changes taking place in our society create the need to solve a number of complex problems related to the organization of people's free time, recreation and the training of personnel for its implementation. In this regard, due to the fundamental changes taking place in society, the social role and importance of free time as a space for individual self-realization, realization of one's opportunities, abilities and potentials and independent development. the inevitability of defining radically new forms, methods and means of social education of young people is seen in very clear forms. Currently, higher education organizations are carrying out systematic work on educating students who meet the new conditions of social development. In the education system, the principle of humanization of education is not only embedded in the content of educational courses, but also allows to direct the students to their needs by providing opportunities to achieve individual professional goals. The

content and purpose of the renewed content and forms of higher education is to form a conscious attitude of the student both to the process of professional education and to the process of his professional formation, which includes not only teaching, but also mastering new social technologies, includes gaining experience of participation in socially significant activities. The higher education organization has been carrying out systematic work aimed not only at training (teaching) students, but also at forming their personal position, system of life ideals, methods and forms of realizing their opportunities, abilities and potential in relations with the public. In recent years, various concepts of educating students have been developed in higher education organizations. For this reason, it is obvious that it is necessary to identify the student's self-awareness and creativity, and to define radically new forms, methods and tools of social education. noticeable. In the studies of V. Juravlev[59], the main tool in the social pedagogical activity of students can be defined as moral education "the subject of the environment or life situation that is deliberately included in the educational process from the beginning". Any material or spiritual object can serve as a means of education in the following environments: firstly, it is related to the necessary information database to activate the inner world view of the student; secondly, it (information) is distinguished as a subject of acquisition in the form of a figurative, visual result-giving (influencing) or sign-symbol form; thirdly, along with his information, the object is included in the communication and joint activities of the educator with the students. In the researches of A. Luchankin[95] and A. Cnitskuylar, the definition of practical activity based on multimedia tools is specially organized for cultural and recreational work with children, teenagers and young people, for education through culture, art and communication are offered as activities specialized in leisure pedagogy technologies[64;]. Based on the mentioned definitions, it is aimed at improving the practical activities of students in the well rounded development of the student's personality on the basis of multimedia tools. Based on this, its main tasks are: formation of motivation for various methods of independent educational activity, including the creation of new forms of free creative recreation; organization of primary groups based on interests; keeping people of different age groups through creative communication; aspects such as the organization of public holidays and events can be cited. Recently, a lot of attention has been paid to activities based on multimedia tools in the field of domestic tourism in the country. It is very important to engage in the practice of tourism based on multimedia tools, the essence of which is to get new information about objects and events, to strengthen new knowledge and impressions about the world around us, to improve mentally, intellectually, physically, emotionally and spiritually. gives a real opportunity to activate the creative potential of a person. In this, traditional types and genres of artistic creation are used as the main types of "revitalization and inspiration" among people. Therefore, activities based on touristic multimedia tools are an independent direction in the field of cultural recreation. Activities based on multimedia tools in tourism, programs based on high-quality multimedia tools serve as a multifunctional project for the transfer of social and

cultural information, help to preserve aesthetic and cultural values, collect information and master aesthetic experience. will give. In tourism, the activity of developing and presenting special programs for spending free time during tourist trips and trips based on multimedia tools is very effective. Establishing a system of activities that can include sports events, sports show performances, dance parties, events and theater performances based on multimedia tools in social education and social education. is also very effective. Therefore, in the process of education, students use multimedia tools by forming an organizational structure in social-pedagogical activities, and in the process of goal-oriented educational-educational process, logical-structured pedagogical knowledge and concepts are achieved through the systematic systematization of logical-structured pedagogical knowledge and concepts, in order to achieve diagnostic-resultative efficiency in education. as an integrative subject of social activity in the process of inspection, which is carried out in order to study a certain aspect of teacher and student activity, by "improving" and "encouraging" mutual relations between students in social pedagogical activity on the basis of multimedia tools to improve the creativity of a person in his social and cultural activities and to use interactive methods in education, on the basis of the development of entertainment and creative thinking, in education from spiritual and cultural models of artistic creativity, traditional requires the use of types and genres. The opinions expressed by scientists indicate that the role of multimedia tools in socio-cultural education is high, because we can see how the factors affecting social education of students using multimedia tools express the social pedagogical education of an individual. Pedagogical-psychological factors affecting social pedagogical activity of multimedia tools in higher education For example, it is necessary to explain the aspects of social activation of the student as an example to the pedagogical-psychological factors of the multimedia tools affecting the socio-pedagogical activity: in the areas of intellectual social activation, the quality of the student's mind, thinking, cognitive skills, set of thinking and applied science and pre-science knowledge, skills, skills and structures form a system; in the activity of motivational socio-behavioral activities, he can set his own goals and find the strength and energy to achieve them, he can cover the set of needs, motives and goals formed during the life of the student, and the development of the motives of the student's practical activities; The field of emotional-emotional-social development includes emotions, feelings, self-evaluation, emotional-cognitive knowledge, the form of direct experiences related to meeting or not meeting one's needs, through positive emotions. z expression as a collection of feelings of his stable emotional relationships, which reflect the importance of the existence events related to the student's needs and motives in meeting the needs, successfully achieving the goal of practical activity; in voluntary social improvement, in the educational process, in socio-cultural projects, in competitions, the student strives to actively participate in social and cultural activities in practical activities with groups and teammates, in the performance of public tasks directly related to the sphere of his personal interests being able to set an example with his will and initiative; in the field of self-management, in the

activities of public organizations (student science clubs, youth union meetings, charity events) in a demanding higher education organization, to demonstrate one's creative abilities by volunteering, to express oneself differ in their manifestation; in the field of subject-practical activity, the student participates in social and cultural events at the higher educational institution and through self-management actions (volunteering), improves, develops pedagogical-psychological factors that affect social education and worldview; in the field of acculturation - penetration of the subject of education into the culture of his people, and socialization is the process of the individual's penetration into society, its social and personal relations, relaxation health restoration, cultural-educational and cultural- We understand socially significant actions as a set of actions in the activity of satisfying creative needs and interests. The following terms are used in modern pedagogical research: the importance of learning in connection with the terms "social interaction", "interpersonal interaction", "pedagogical interaction" is very high. Interpersonal interaction is often understood as "a private or open, non-verbal or non-verbal accidental or personal contact that results in changes in their behavior, activities, attitudes, and behavior of two or more people. Interpersonal cross-activity in society, usually in the context of interpersonal communication, can be seen in the work of scientist Ya. Kolominsky. In pedagogy, scientists Yu. Azarov [20], T. Konnikova, N. Kuz'mina, V. KanKalik, A. Mudrik [98] studied various aspects of these phenomena. According to researchers, the essence of interpersonal communication is exchange. Emotions, feelings, forgiveness, experiences, thoughts, values, etc. can be the subject of communication. This exchange takes place during interpersonal interactions[20;]. The determination of the goal implies the existence of socially acceptable and, at the same time, personally significant goals, which are promoted, discussed and accepted as a result of the active interaction of all participants of the activity. Objectivity is the values that should be mastered and for the purpose of creation of which mutual group activities are carried out. Communicative proceduralism includes verbal and non-verbal interactions of participants in planning future work, choosing the most optimal ways and means to achieve the goal, distributing roles and responsibilities among activity participants, directly implementing activities, summarizing and analyzing the results of activities. implies (requires). Responsible dependency relations - a necessity that requires cooperation, that is, combining the efforts of partners in the process of activity, and at the same time - differentiation of efforts in accordance with the content and form of the organization of activities. and because of the desire to achieve set goals, leisure is an interaction between participants. Productivity on the basis of multimedia means the development and development of collective values as a result of cross-activity. The aspect of positive results of activities based on multimedia means is to develop the relations of the subject of activity with the world and with the world, with himself and with himself, and to form an active, creatively developed person. From this point of view, the educational potential of activities based on multimedia tools is dominant. Its specific features, structure and content allow it to be used as a tool for social education of students.

ADABIYOTLAR

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