

THE USE OF AN INTERACTIVE EDUCATIONAL PLATFORM IN ORGANIZING THE TEACHING OF "INFORMATICS AND INFORMATION TECHNOLOGY "SCIENCE AND PROFESSIONAL SCIENCES THROUGH" QUEST " TECHNOLOGY

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Annotation

This article presents recommendations for using the capabilities of the interactive educational platform "Joyteka" used in the organization of teaching "Informatics and information technologies" and professional subjects through "Quest" technology. In the course of the modern lesson, the student is expected to acquire the skills of working independently and as a team. It has been shown that relatively new educational technology has a wide and effective scope of application in this regard. The results of the experimental test are given.

Keywords: interactive educational platform, interactive, educational platform, quest, quest-technology, quiz, knowledge testing-test.

Introduction

Today, the role of digital tools in the educational system is incomparable, in which it is possible to observe the level of assimilation of students at the same time, and not the ability to master science, but the performance of tasks. As a result of this, students develop abilities to work independently on themselves, and their competencies regarding information technology are formed [1].

With interactive educational platforms, training organization programs take little time to learn, prepare, and complete, and help students review, understand, and critically think about the material. With an interactive educational platform, it provides a two-way flow of information through the interface between the student and the technology, and provides the requested information or the result of the activity.

Therefore, the use of digital tools in the teaching of subjects is considered appropriate. Today, interactive educational platforms can be cited as a digital tool. While explaining the simplified abstraction of topics using interactive educational platforms, students' skills to use programs while making learning immersive fun are quickly integrated, and students provide opportunities for independent learning, analysis.

The main part: scientific and theoretical foundations of the introduction of modern information technologies in education, methods of using electronic educational resources and interactive methods in improving the effectiveness of teaching subjects in higher educational institutions, as well as the problems of applying distance learning technologies in our country A.A.Abdukodirov, U. S. Begimkulov, G.S.Cited in the research of scientists such as Ergasheva. M. on the methodology for creating and implementing electronic information resources, interactive educational complexes, pedagogical software related to subjects of the Informatics category in higher educational institutions.H.Lutfillayev, S.Q.Tursunov, B.B.Mo ' minov, M.R.Fayziyeva, T.T.Scientific research by the shoymardonovs; improving the methodological system of future Informatics teachers, improving the content of the formation and preparation of professional competence, and educational literature on the creation of a new generation N.I.Taylakov, F.M.Zakirova, B.Z.To ' rayev, Sh.K.In the khudayberdiyevs [3].

Today, the use of interactive educational technologies is effective in improving the effectiveness of teaching subjects, in particular Informatics, and in the development of student thinking. Because the main advantage of interactive educational platforms - dual teaching eliminates the passivity of students, and more students will have the opportunity to check their independent tasks. Currently, there are many interactive educational platforms designed to study programs, which are widely used in the educational and educational process.

Interactive educational platform-in web design, pages are understood that implement the interface of interactive pages [4].

An example of these is the global network's <https://www.joyteka.com> an interactive educational platform located at/ can be cited. We cite a sequence of quest creation using this interactive educational platform:

<https://www.joyteka.com/> an example of quests prepared on an interactive educational platform is visible. To create a new Task, Quest, The create (sozdat) button is pressed. Select type (Viberite type) section will open.

Выберите тип

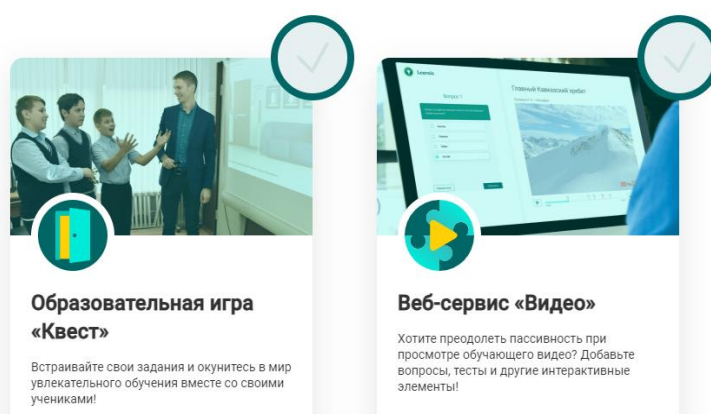


Figure 1. <https://www.joyteka.com/> / process of using platforms.

Quest types:

- Educational game " quest "(Образовательная Игра" Quest") - make your assignments through this tour and leave the whole world lol by taking an interesting education with your students.
- "Video "-web service (web service"video")-do you want to overcome passivity when watching educational videos? You can use this service by adding questions, tests, and other interactive elements.
- Intellectual game " quiz "(Intellectualnaya Igra" quiz") - teach your lesson using the popular and effective quiz game format.
- "Term" game (Igra "Termini")- how better to show or repeat the terms you have learned. Of course through the game" term " this is a much more effective solution.
- Knowledge Testing Service (Service proverki znaniy "test")- creation of tests with various types of questions quickly and easily.

Educational game - "quest"(Образовательная игра-"Quest")-the creation item is marked and transferred to the next (Dalee) section. One of the samples of choosing a quest room is selected.

Discussions and Results:

joyteka.com with the help of interactive educational platforms, the science of "Informatics and Information Technology" and the testing of knowledge through a quest room, a test using professional subjects were carried out.

Conclusion

One of the main tasks of today is the creation of a repository of knowledge, which includes the field of various sciences. Interactive educational platforms will consist of different parts for professors in the learning process, the parts will be interconnected in the way of interaction. On these platforms, students can learn in an easy and fun way through interactive lessons, games.

Interactive educational platforms application to education provides a transition from the teaching process to a new process in which students determine that they are going through the educational process themselves, and very quickly mastering and remembering information helps to generate the skill of using programs.

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