

SOFTWARE TOOLS FOR CREATING MULTIMEDIA RESOURCES IN TEACHING ENGLISH

Daminova B.E.

Assistant professor of Karshi State University Orchid Number: 0009-0001-
4211-6082,

Bozorova I.J.

PhD of Karshi State University
Orcid Number: 0009-0009-0699-0125,

Panjiyeva S. T.

Urinova M. N.

Xolmurodova F. R.

students of Karshi State University

Annotation. Today, the creation of high-quality and effective electronic educational resources is one of the main tasks in the field of informatization of education. Graphic text is being replaced by highly interactive, multimedia-rich electronic educational resources.

Keywords: multimedia components, electronic educational resources, content, textbook, electronic textbook, multimedia application, programs.

After creating all the multimedia components, you need to combine them into a single multimedia application. This raises the problem of choosing a software tool for its development. Existing means of combining various multimedia components into a single product can be divided into three groups:

- algorithmic languages for direct development of control programs;

- specialized programs for creating presentations and publishing them on the Internet (quick preparation of multimedia applications);

- proprietary multimedia tools.

It is also especially important to take into account the interactivity and multimedia richness of electronic educational resources, since a student may have at his disposal a set of traditional textbooks, and a copy of these textbooks in an electronic version is unlikely to arouse his interest.

Unlike the classic “paper” version of the textbook, the electronic textbook is intended for a different learning style, in which there is no focus on sequential, linear learning of the material. The educational information text of the electronic textbook must be clearly hierarchically constructed in terms of content. The top level of the hierarchy reflects the main concepts and concepts of the subject area. Lower levels must consistently detail and specify these concepts. Definitions, examples, objects, and statements must be clearly defined. Multi-level will allow you to study the subject with varying degrees of depth.

A textbook is the main teaching tool, “a book intended for teaching a specific academic subject, containing a systematic presentation of knowledge that is subject to mandatory mastery by students.”

An electronic textbook is more of a tool for teaching and learning, and its structure and content depend on the purposes of its use. He is a tutor, a simulator, and a self-teacher. It acquires particular significance when used in linear technologies and communication systems.

The chosen topic of the thesis “Creation of electronic educational resources for children with disabilities in the subject is relevant due to the fact that there is undoubtedly a need for such an electronic textbook, and there are either no electronic textbooks in this discipline at all, or their number is extremely not enough.

The modern educational process, taking place in the conditions of informatization, requires a significant expansion of the variety of teaching aids.

This division is quite arbitrary, because many tools have the ability to create program modules in a scripting language. As a rule, the choice of tool is based on the requirements for the efficiency of the multimedia application and the speed of its development. The degree of user interaction is also an essential requirement. Specialized presentation programs are primarily focused on transferring information from the computer to the user. Authoring tools enable a high degree of interaction and create a truly interactive application.

Developing a multimedia application in any algorithmic language requires knowledge of programming, although modern visual programming environments are supplemented with various wizards for creating individual interface elements that allow you to automatically obtain program code. In this case, the time spent on development will be significant, but the resulting application will be optimal in terms of use of computer resources and speed of operation.

Custom tools can significantly shorten the development process, but result in a loss in the efficiency of the application being created. In addition, development requires a good knowledge of the capabilities of this tool and effective methods of working with it.

Formula Graphics Multimedia System - provides the preparation of multimedia programs that work in interactive mode.

The simplest and fastest way is to use presentation creation programs, the capabilities of which in some cases are sufficient to create a simple multimedia application.

Presentation creation programs. Programs originally designed to create electronic slides to help illustrate a speaker's message are now becoming increasingly multimedia oriented. There are a large number of such programs, differing in the range of visual and animation effects.

Macromedia Director - used for creating presentations and multimedia products. This software product supports MMX technologies and allows you to work with buttons, slides, clips, animation, etc.

PowerPoint is a presentation program included in the Microsoft Office suite. In terms of the number of visual and animation effects, it is not inferior to many author's multimedia tools. Contains tools for creating a flexible presentation script and recording audio for each slide. The presence of a Russian version allows you to successfully work with texts in Russian. Built-in web support allows you to save presentations in HTML format, but animated components require the installation of the special PowerPoint Animation Player add-on. Allows you to create complex program add-ons in the Visual Basic for Application programming language, which significantly expands the capabilities of the program. The Custom Soundtracks Add-In complements your presentation with background music with a wide selection of melodies.

Macromedia Action - builds a presentation as a single sequence of elements or as an interactive show consisting of many individual scenes, which are called up using on-screen buttons. Tools are provided to set the appearance time and duration of each element's presence on the screen, as well as their animation. However, it does not have tools for creating images and video clips

Corel Presentations is a Corel program for creating slide shows. Allows you to create high-quality presentations of all types, including those with multimedia components. For image editing it includes a Graphics Editor. The updated Web Publishing Wizard takes just a few steps to transform your presentation into the format you need to post it on your Web site. Import-export tools allow you to convert your development to the format of presentation applications from other companies.

Teachers and students are not the developers of multimedia resources used in education. Most often, teachers and students act as users of such tools. However, practice shows that every year an increasing number of teachers

cannot stay away from the development of, albeit simple, electronic teaching tools. In this regard, it is advisable for a modern teacher to have an idea of both the technologies for developing high-quality multimedia resources and the hardware and software tools for creating computer teaching aids.

1. Various HTML editors are widely used to create many simple multimedia resources.

2. Teachers and students can use other tools to create multimedia resources. There are many multimedia development tools available that allow you to create rich multimedia applications. Packages such as Auto Play Media Studio, Macromedia Director or Authware Professional are highly professional and expensive development tools, while FrontPage or HyperStudio are their simpler and cheaper counterparts. Tools such as PowerPoint, Publisher, and word processors (such as Word) can also be used to create simple multimedia resources. Here it is also necessary to use tools for preparing multimedia objects (graphic and music editors, tools for creating animation objects, digitizing information).

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