ENRICH EDUCATIONAL CONTENT THROUGH MULTIMEDIA RESOURCES USING DIGITAL TECHNOLOGIES

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Annotation: In this article, we will talk about the use of digital technologies, the wide use of information and communication technologies in education, increasing the effectiveness of education through multimedia resources, automated education systems.

Keywords: information communication technology, technology, multimedia, multimedia-tools, multimedia-resources, e-learning, electron textbook, information, information-resources.

The wide use of information and communication technologies in education is among the actual tasks of our era. Along with expanding the scope of knowledge and skills related to information and communication technologies, increasing both quantity and quality of information resources, that is, enrichment of content, plays an important role in the implementation of these tasks.

Common types of electronic information resources, which are designed for the educational process and are the basis for the use of multimedia-technologies, include: information-izlash and data-concentrated multimedia-systems, practical multimedia-encyclopedias, control and evaluation of students ' cognitive skills and skills, multimedia-tools, electronic simulators, multimedia-tools for Mathematical and imitation modeling, multimedia-tools of remote and virtual laboratories, automated educational systems, electronic, expert education systems ,uaual education systems.

The concept of Information Systems is directly related to the expansion of more modern and widespread telecommunication systems and portals, the concept of practical multimedia-Encyclopedia is an expression from the accumulation of educational information modules in accordance with the management system. Practical multimedia-encyclopedia occurs as one of the common forms in the development of educational multimedia-resources. Practical multimedia-encyclopedia can fit both in one field of science, as well as in another group of Sciences. In this case, the training module, which will be considered in science, can be devoted to the specified topic or concept. For example, the module may consist of a material corresponding to only one paragraph of traditional textbook content, or a concept definition used in teaching a number of subjects at a time.

The modern educational system of information is designed for every subject or concept that provides opportunities for adaptation to different conditions of education, there is a need for multimedia encyclopedias. The fact that the modules are oriented to a different group of teachers or students and differ in their methodological characteristics, the detail of the material, the manner of statement in the applications of different examples, etc.

Multimedia tools used to assess and control the level of knowledge are easy to create information resources in the telecommunications environment, are widely researched and used in the educational process. Among these, it is possible to include tests. The reader chooses the correct one from the given answer options and demonstrates the knowledge he or she has mastered on this topic.

The system of requirements for multimedia resources in education alleviates the exhausting work of teachers in the examination of individual control work. It is very relevant in the conditions of mass training according to the requirements of state educational standards. Many marotaba re-control of knowledge, including self-control, is an incentive factor in the solid mastering of educational material. Electronic simulators are designed to process practical knowledge and skills. Such multimedia resources can be used in

the educational process to perform complex actions under various unfavorable conditions. In addition, electronic simulators are used in the processing of skills and skills in performing various tasks. In this case, the theory provides for information on various independent exercises, control as well as self-control.

Automated education systems demonstrate relatively compact educational multimedia resources. Such multimedia resources provide the ability to familiarize with theoretical material, train and control knowledge. Among the electronic multimedia textbooks, multimedia encyclopedias are the main educational multimedia resources. E-textbooks must be created on a high level scientific and methodological basis and must comply with the standards of education in the field of science. In addition, multimedia textbooks Inter-Information Communication Technologies the process of reading in the conditions of re-communication didakhborot communication technologies must ensure the continuity, completeness of the IC cycle. The practice of using an electronic copy instead of a traditional "paper"textbook in the educational process increases the effectiveness of Education, which sometimes also illustrates the advantages of a simple paper textbook. Therefore, such a textbook edition of the textbook "paper" variant (content), which is put forward according to the demand of the educational process according to the demand and need in the educational process as one of the main requirements for multimedia textbooks, can undermine the features of didakhborot communication technologies.

With the penetration of multimedia resources into the educational process of higher educational institutions, the demand for quality documentation on the work of multimedia resources is growing. There are requirements for the formalization of documents that justify the correctness of Multimedia resources, the completeness and completeness of methodical instructions, as well as the use of which is based. The creation and use of Multimedia resources in order to provide an interface between developers, customers, teachers and students, as well as the possibility of mastering and improving the functionality of multimedia resources, the information of multimedia resources is convenient and allows the use of them and their parts over and over again.

In conclusion, it is becoming clear that in education they are the most effective tool in the use of multimedia information resources and the factor enriching the educational content.

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