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# USING INFORMATION TECHNOLOGIES TO IMPROVE THE QUALITY OF EDUCATION

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**Abstract:** The introduction of information and communication technologies in the field of educational activities mainly serves to implement the educational, pedagogical and developmental functions of science. Taking into account the special importance of social and humanitarian sciences in ensuring the spiritual maturity of the individual, the development of electronic resources for them, the improvement of educational materials is a priority task.

**Keywords.**: information and communication technologies, electronic resources, modern computer, informational and pedagogical animation in education, sound and image editing.

#### Introduction

The current stage of development of our country differs not only in a number of features, but also requires the fulfillment of relevant requirements. Indeed, today it is difficult to imagine the development of a comprehensively developing society without information technologies, especially computers. Modern computer tools and multimedia technologies facilitate the task of preparing didactic material in the educational process. The joint use of didactic materials in teaching technical sciences, special and professional sciences, computer science and information technology and other disciplines in educational institutions, as well as differentiated student learning, significantly helps students in mastering the subject. As Confucius said 3500 years ago: "I forget what I hear, I remember what I fear, I understand when I do it independently." When using information and pedagogical technologies in education, students have the ability to hear, see, think regardless of what they see. It is obvious that the need to include computer technologies in the list of new educational technologies is growing day by day.

The educational process must have the necessary conditions and technical means for organizing lessons using modern computers and information technology. These include information resources and specialized software. Information resources include: personal computers, projectors, multimedia tools,

scanners, digital cameras, camcorders, printers, copiers and other resources.

Special software: multimedia in the education system is a special program that is necessary for e-learning literature, lectures, virtual laboratory work, various animation programs and much more. There are a lot of such programs. For example, Macromedia Flash MX is used to create animated videos. The well-known program Power Point Macromedia Authorware is used to create multimedia presentations. There are also editing programs that are widely used in the creation of e-learning publications, such as Adobe Photoshop, which can be used to edit images, enhance their quality, create various graphics using Corel Draw and Sound Forge and Adobe Premier, respectively., for editing sound and images. Also in the education system there are ready-made multimedia electronic teaching aids.

To use information and communication technologies in the educational process with stratified teaching of students, the following tasks are necessary:

- it is necessary to create additional electronic resources, data and libraries, develop special software to search for information on the network;

-improvement of educational and methodological work of teachers, cooperation



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with specialists in the field of using the Internet, information technology and psychology;

-use of information about the latest achievements of science and technology;

-Application of advanced educational technologies and active methods in computer learning;

- pay special attention to the activity of students in assessment and the ability to work independently.

Information and communication technologies lead to positive changes in the field of education, in the development of the student, in the process of cognition, emotional motivation, they affect the character of the student, during which the student's interest in perception increases.

The of information use and communication technologies in the stratified teaching of students in the process of student learning (forms the skills of independent work, self-education, self-education, self-activation, independent decision-making). In pedagogical research, information and communication technologies affect the theoretical-creative and modular-reflex thinking of students, since the visualization of educational information on a computer affects the formation of imagination, plays a central role in figurative thinking, imaginative imagination other manifestations. and is developing. The following basic principles should be adhered to:

-humanity, that is, to show respect and love for a person in all respects, to help him, to look with confidence at his creative abilities;

- cooperation, i.e. democracy, equality, partnership in relations between teachers and students;
- to pay attention to freedom in education, that is, to approach the upbringing of a person based on his inner experiences, dreams and aspirations.

Currently, various software pedagogical tools are used in technical, special

and professional sciences, computer science and information technology and other sciences. These software pedagogical tools are humanoriented, convenient for students, with the ability to return to a place where they do not understand lectures, practical, laboratory and independent work assignments, the ability to work at a convenient time leads to rapid mastery of skills thing. This, in turn, increases the student's self-confidence, which allows him to behave freely while working at the computer, which leads to less emotions, less need for help from the teacher, self-examination using selfexamination questions, that is, self-esteem., no one forces him to read, he voluntarily goes to work at the computer. In conclusion, it should be noted that the use of information technology in the educational process allows each student to apply an individual approach, reduce the time of understanding and master the optimal way of assimilating the material presented to him. At the same time, presenting the material in animation, imitation and animation versions, it is important for students to form a clear idea of the material and, as a result, to assimilate the material

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