THE USE OF MULTIMEDIA TECHNOLOGY ELEMENTS IN THE TEACHING OF COMPUTER SCIENCE

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Advances in science and technology and their widespread use are of particular importance for high school students around the world who have access to information and communication resources, quality education, access to media technology in the process of expanding education.

Multimedia is a rapidly evolving modern information technology. The term multimedia is derived from Latin, which translates into Uzbek as multi-multiple, media-environment. Therefore, in a word, multimedia can be described as “a multi-element environment”.

It is important to emphasize the importance of learning through the media in the teaching of computer science.

The etymology of the media is to impart knowledge or information to the interlocutor. The same type of information is called monomedia. Multimedia is more than one media. Multimedia tutorials are the concept of a user interface that involves the use of text, sound, images, graphics, animation, video, and more. That is, if a student wants to study science on his own, he runs a special program written on a computer. Such programs may consist mainly of a theoretical part of the subject, practical training and control (test) tasks. Students will be introduced to the structure of the program. The knowledge gained through such programs is stored in memory for a long time and can be used in practice when needed.

Practice shows that multimedia can be doubly effective and time-saving for students. Learning through multimedia can save up to 30% of the time, and the knowledge gained will be stored in memory for a long time. If students accept the material on a visual basis, the retention of information will increase by 25-30%. In addition, when learning materials are presented in a combination of audio, video, and graphics, memory retention increases by 75%. We are convinced of this once again in the process of studying computer science on the basis of multimedia.

Thus, media technology can be used for the following purposes:

- increase students' interest in studying science;
- increase the efficiency of the educational process;
- help to activate students;
- improving teaching methods;
- timely monitoring of teaching and learning outcomes;
- work planning and organization;
- use as a means of self-education;
- prepare the lesson effectively and in a short time.

Media technologies are combined with advanced pedagogical technologies - a student-centered approach to programming and problem-solving technologies and planned learning can yield very good results.

The use of elements of multimedia technology in the teaching of computer science in the educational process will help to develop in the future mature and highly qualified professionals.

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