

"IMPROVING USING MULTIMEDIA TECHNOLOGY IN MUSIC LITERACY OF SECONDARY SCHOOL STUDENTS"

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ABSTRACT

This article studies a new approach and direction in the use of multimedia technologies in music teaching and learning lessons, and discusses modern electronic gadgets and their potential in music practical lessons. The content of the multimedia is widely covered in the lessons and how music learners can use the multimedia freely and independently. Particularly, computer and electronic mobile gadgets which are visual and audio technologies from multimedia are great interest and motivation for the learners. In addition, the integrated use of multimedia in a variety of disciplines has been considered to enable effective study of the subjects.

KEYWORDS: *Gadget, Electronic Textbook, Multimedia, Creative Environment, Motivation, Motive, Instrument Range, Music Teacher,*

INTRODUCTION

Human thought is developing to such an extent that the process of technicalization and computerization is extensively entering not only the various spheres of production, but also the spheres of culture and education. The rapid development of computer technology has taken the educational process to a new level. Also, this is necessary for further enrichment with new knowledge and skills to revise the content, methods and forms of education.

Modern music lesson is a process including the performance of electronic musical instruments, using innovative pedagogical technologies and computer technology. Music lessons are characterized by the creation of a creative environment, as the content of music lessons consists of emotions and their subjective experiences. In the creative process of teaching computer music, there are a wide range of opportunities, both at the professional and amateur levels. Computer technology has opened a new phase in the technical replication of musical products: in music recordings, in applied music genres, in recording instruments, in improving the quality of sound reproduction equipment, in sound polishing, in theater and concert activities, in sound. Even electronic gadgets have become a great convenience in a musician's practice because the learner now has the opportunity to practice it using through electronic multimedia gadgets without having to buy an exact musical instrument. [1]

Multimedia (means "multidisciplinary") is a complex concept of modern information technology. Multimedia is the collection, storage, processing and transmission of information through various forms of information (text, tables, graphics, speech, animation, animation), video, music. Multimedia is a new improved stage of "human-computer" interactive (dialogic)

communication, in which the user receives a wide range of information. Multimedia is used in entertainment, education and advertising.

The use of multimedia in the educational process has great pedagogical and psychological importance [2]. Due to the fact that, the material is studied more deeply, saves time, the information is stored in the memory for a long time, the participation of small school-age students as passive listeners is reduced, multimedia programs are implemented to improve curiosity and cognitive activity. Art is added to the learning process.

Shortly, multimedia [3] activates and reinforces the motivations of education, such as emotional and aesthetic influence, goal-orientation and research. It is well known that the learner remembers only a quarter of the topic he or she first hears and only a third of the material he or she sees; remembers fifty percent of the information when both seeing and hearing. When using interactive multimedia technologies, the figure is 75%.

Advantages of multimedia technologies:

The use of multimedia technologies in education has the following advantages over traditional education:

- allows the use of color graphics, animation, soundtrack, hypertext;
- provides constant updating;
- Low costs of publishing and reproduction and operation;
- allows you to place interactive web elements, such as tests or workbooks;
- allows copying and transfer of parts for correction;
- allows the passage of the material to be non-linear due to the large number of hyperlinks;
- Establishes hyperlinks to additional literature in e-libraries or educational sites, as well as opens the door to large-scale data processing and learning.

Multimedia create opportunity the combination of verbal and visual-sensory [4] (pictorial) information, which helps to motivate students, creating a real environment for learning. For example, a child learning music will be able to work independently and create creative ideas without too much difficulty through multimedia.

Objective necessity of mastering information and computer technologies:

- Firstly, for the professional training of composers and performers;
- Secondly, for use as a source of auxiliary training material (reference, reading, editing, recording, sound restoration, voice bleaching).

In some Russian universities, electronic technologies related to musical creativity are studied as a subject of the curriculum. In such educational institutions computer systems are developing sound "dictionaries", lighting and color special effects, film-video sequences, musical compositions with the help of acting pantomimes.

Computer programs are also used to teach playing the instrument, to improve the musical ear, to listen music, to choose melodies and to arrange, improvise, type, and edit music lyrics. Computer

programs allow you to determine the range of the instrument, the fluency of the performer on the pieces, the performance of strokes and dynamic tones, articulation,

In addition, the computer gives opportunity you to study the pieces with an orchestra. It can also act as a conductive “simulator” (using television equipment). By computer programs you can perform musical and auditory analysis of the tones (themes) of works in the course of music history. For many music sciences, the computer appears to be a valuable source of bibliographic and encyclopedic information.

The use of information and communication technologies in the practice of music-pedagogical work opens up great opportunities. Colorful information presentations, videos, multimedia guides will help to diversify the process of introducing children to the art of music, to make the meeting with music more vital and interesting. Lessons using information technology not only enlarge and strengthen the knowledge gained, but also significantly increase the creative and intellectual potential of students.

The main purpose of the use of information and communication technologies in music lessons can be considered as the activation of students' cognitive and creative activities.

The use of information and communication technologies in the music education and upbringing of children also solves a number of important tasks [5]:

- increase students' motivation to study;
- developing students' interest in independent creative activity; increase students' creative potential;
- increase students' interest in music culture;
- Enriching the methodological capabilities of the organization of joint activities of teachers and students, giving it a modern level.

Innovative technologies [5] teach students in order to find solutions to difficulties toward their knowledge, learning and analyzing independently even to draw their own conclusions. Innovative technologies innovate, change and implement the activities of teachers and students in the pedagogical process. By "interactive" we mean team thinking. The word "innovation" means "innovation." The ultimate goal of innovative technology is for teachers and students to work together quickly and easily to achieve a guaranteed outcome. The teacher acts as a "Manager" and a "Guide" in this process. Students, on the other hand, act as the main “performers”. If students are able to think independently, research, draw conclusions, and groups evaluate each other in the teaching process, then the teacher will provide them with opportunities and conditions for such activities, which is the basis of the teaching process. [6]

The use of information and communication technologies in music education and upbringing stimulates the development of students' thinking, comprehension and memory; allows to make the training material more understandable; expanding the conceptual scope of past musical themes; helps to improve the mastery of the learning material. The use of information and communication technologies in music education helps to develop the skills of active understanding of music, to enrich children's musical experience, to inculcate knowledge in them, which is an important condition for enriching the musical culture of students in general. [7,8]

As a music teacher, he not only has a wide range of knowledge in his field, but also other aspects of music.

Have a good knowledge of sciences, such as literature and fine arts. A person who educates students in music, art, and aesthetics should have a worldview, thinking, dedication to their profession, and continuous improvement of their skills.

Experience in the use of multimedia technologies has proved that [9]:

- Students' interest and activity in work will increase sharply;
- Algorithmic style of thinking is developed, the ability to make optimal decisions, change actions is formed;
- The teacher is freed from the mass of regular work, provides an opportunity for creative activity based on the results obtained.
- Emergency leads to the creation of new ideas, while the motivation acquired in the lessons, both physically and psychologically, strengthens health, protects against disease and improves mood.

In short, the multimedia tools used in the field of music, which include creativity, guarantee a higher level of efficiency and results than expected. It would be better to rely not only on modern methods, but also on traditional ones [10,11].

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