USE OF MULTIMEDIA TECHNOLOGIES AS A NEW EDUCATIONAL TECHNOLOGY

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Modern society is called informational because of not just open access to all sources, but also almost daily increase in their volumes. The field of education is no exception: the combination of new developments with proven technologies gives an increased rate of return. Direct work with information of a different nature is the key to the development of the optimal for existence in modern conditions of thinking and ideology.

Modernization of teaching methods requires expanding the use of multimedia technologies in education. This approach allows you to create a completely new higher and secondary schools, significantly increase the effectiveness of classes and individualize the process of learning.

It has long been known that people are divided into several types according to the method of perception of information - visually, with the help of hearing or practical application, but there are other more subtle lines of personalities that are not taken into account when creating equal conditions, and in fact the inclinations and speed of processing incoming information all different.

The possibilities of using multimedia technologies in education are characterized by obvious advantages:

• fine-tuning methods for variable knowledge acquisition;
• development of individual personal qualities;
• active participation in learning processes;
• increased quality of presentation of the material;
• use of intuitive methods;
• creative approach and direct interaction with the studied subjects.

Especially valuable is the computerization for learning foreign languages. Creating the necessary environment, perception by hearing and visually, significantly increases the efficiency of understanding the subject. It is also invaluable and the introduction of virtual laboratories, which allows you to take a direct part in experiments, even where there is no technical possibility to conduct them live.

The use of multimedia technology owes its effectiveness to the full impact on the human perception systems.

Interactive multimedia systems simultaneously transmit:

- sound;
- video;
- animation;
- graphics;
- texts.

Particularly effective are the types of lessons using an approach where the student is assigned not the passive role of the observer, but the main participant who directly influences the course of events. However, those classes in which the teacher uses, at a minimum, a projector with a presentation or audio recording of important information are multimedia.

Almost all large universities combine practical laboratory pairs with computerized lessons, the effectiveness of which remains at the same level at lower costs.

Separately, it is worth highlighting the active development of a completely new approach to education, in which the possibilities of multimedia technologies are fully utilized.

The concept of “edutainment” combines learning and entertainment at the same time.

Experts have found that the accelerated receipt and processing of new information in childhood has not only the increased productivity of the brain, but also a qualitatively different approach to the presentation of the material as the root cause. That is why teachers of foreign languages advise their students to watch movies in original with Russian subtitles, play games on the same principle and work with friends. The more interesting and fun the learning process, the better the result will be.

Methods of multimedia learning, the technologies of which are being actively implemented everywhere, have also changed the teaching model.

A student no longer has a chance to escape from the material, as in the case of a standard lecture. Now it is he who solves the problem, directly assisting with the technique, and the teacher only supports it if necessary. Accordingly, the efficiency of evaluation also increases: the computer is more difficult to “deceive”, and the methods for this require a much deeper knowledge of the subject, which is in itself a result. In addition, the technique does not show personal sympathy.

It is especially important to note that today it is not so important to know a lot, it is much more important to understand where this “lot” can be found and how to use it. Previously, this was how engineers were trained, and today this system is used from preschool age. The development of logic in each is the main advantage brought by multimedia technologies in education.

Oddly enough, the emergence of this widespread concept is n