

Programs Used in the Educational Process

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Abstract: In this article, in the age of technologies and techniques that are developing every minute, modern programs and the possibility of their wide use in various aspects of social life, the selection of programs with the latest and convenient interface according to their needs and their orientation to various aspects of professional activities, the issues of their use and development lim technology concepts are covered.

Keywords: different types, professors, textbooks, economic conditions, informatization, computing network, information, Educational.



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Introduction

Mavis Beacon Teaches Typing has built-in mini-games to keep the user entertained while improving their typing skills. Educational technology is a field of study that studies the processes of analysis, design, development, implementation, and evaluation of learning environments, learning materials, learners, and the learning process in order to improve teaching and learning. .

The modern world level of the development of information and communication technologies is such that the creation of a national system compatible with the integration of the infrastructures of the world information space and the national information and computing network in the republic is an important factor in the effectiveness of the national economy, management, science and education. These problems are very complex and at the same time urgent for our republic. The results of the implementation of economic, structural and other changes currently being carried out also depend on how and in what time frame the problems related to informatization are solved in the republic. The creation of electronic educational tools for educational subjects further expands the possibility of using modern information and communication technologies in teaching these subjects. This, in turn, is the main factor of students' in-depth assimilation of knowledge in these subjects and increases the quality and efficiency of education. The implementation of such efforts will further accelerate the wide application of modern pedagogical and information technologies in the educational process, equip professors and teachers with advanced pedagogical

knowledge and technologies, improve their skills, and deeply study the experience of foreign higher education institutions. makes it possible to introduce effective methods and tools to our national education system.

Methodology

In order to further improve education in the Law "On Education" adopted by the Oliy Majlis of the Republic of Uzbekistan, implementation of education at the level of the Republic through general secondary schools, academic lyceums and vocational colleges if the goal is set, in the law "National Program of Personnel Training", the main directions of training of comprehensively developed and mature specialists in academic lyceums and vocational colleges, taking into account the national experiences, as well as taking into account the advanced achievements of the world specified.

New economic conditions have arisen in our Republic, which is on the path of independent development, which requires the implementation of various reforms in all spheres of the national economy, especially in the field of education. The rapid development of science and technology, the widespread use of computer technology, the ever-increasing scope of knowledge that should be given to students, the fundamental improvement of education, the training of qualified specialists who are suitable for national and local conditions in the sciences. it requires the development of programs and textbooks that enable training, modern methods of education.

The use of information technologies in education allows students to continue their studies, regardless of where they are. Teachers and professors can send assignments to students, and they can complete and submit them without even physically setting foot in the classroom, so learning never stops. Educational software is the term used for any computer program designed for educational purposes. It ranges from language learning software to classroom management software to reference software.

The purpose of this software is to make part of education more efficient and effective. The goal is to ensure that certain concepts and terms are available in the field of education. It is practical and perfectly understood by students. Most schools use different types of educational programs. Today, the interest and attention to the use of innovations in technologies, pedagogical technologies and the process of information technologies in education is growing day by day. One of the reasons for this is that until now, traditional education only prepares students if they teach them to acquire knowledge. Modern technologies teach them to search for and learn self-acquired knowledge and serve to independently analyze and even draw their own conclusions. In this process, the teacher develops, forms, learns and educates creates conditions for the person, and at the same time performs and leads management functions. In the process of education, the student becomes the main person. It provides technology, knowledge, experience, and interactive methods of pedagogical skills to help students acquire knowledgeable and mature skills. Some educational programs are designed for use in school classrooms.

Typically, such software can be projected onto a large whiteboard at the front of the classroom or run simultaneously on a network of desktop computers in the classroom. The most notable are SMART boards that interact with the board using a SMART Notebook, allowing the use of pens to draw digitally on the board. This type of software is commonly called classroom management software. While teachers often choose to use other categories of educational software in their IT suites, an entire category of educational software is specifically designed to support classroom instruction.

Results and discussion

Video games can be used to teach the user about technology literacy or more about a subject. Some operating systems and mobile phones have such features. A notable example is Microsoft

Solitaire, which was designed to introduce users to graphical interfaces, particularly the use of mouse and drag techniques. Mavis Beacon Teaches Typing is a popular app with built-in mini-games to keep the user entertained while improving their typing skills. Educational programs include a variety of programs designed for educational purposes. The term encompasses everything related to education solutions, from learning management systems and assessment software to reference software. However, educational software solutions have one goal: to make certain aspects of education more efficient and effective. Educational Technology is a field of study that studies the processes of analysis, design, development, implementation, and evaluation of learning environments, learning materials, learners, and the learning process in order to improve teaching and learning. .

Educational technology uses hardware, software, and other IT tools to increase engagement and assist teachers with daily tasks such as preparing lesson plans, conducting online classes, and grading and attendance. Education the use of technology is increasing almost daily and is useful for teachers and students in high school and higher education.

Teachers and schools can incorporate educational technology into the classroom in a variety of ways. Educational software or computer-assisted instruction allows teachers to customize lessons. It also shows great potential for improving student learning outcomes, especially in specific subjects such as mathematics and computer science. Gamification of problems increases engagement and helps make learning fun.

Text messages with automatic homework reminders can increase family engagement, and hybrid learning models that combine online and in-person instruction can create digital, accessible classrooms that students can access anytime. Teachers also use educational technology to assist with routine tasks such as automated assessment of objective assignments.

Educational technology is the combined use of computer technology, software, and educational theory and practice to facilitate learning. It simplifies and personalizes lesson planning and helps track student progress. For students, technology can be more engaging, allow them to learn at their own pace, and make learning a little more fun.

Conclusion

In addition to practical educational experience, educational technology is based on theoretical knowledge from various disciplines such as communication, education, psychology, sociology, artificial intelligence, computer science. It includes several areas such as learning theory, computer-based training, online learning and m-learning using mobile technologies.

Educational technology is an inclusive term for both material tools and processes, as well as theoretical foundations for supporting education and training. Educational technology is not limited to high technology, but anything that enhances learning in the classroom using blended, face-to-face, or online learning.

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