

# THE USE OF MULTIMEDIA IN THE TEACHING OF FOLKLORE WORKS

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## Abstract

This article analyzes the theoretical and practical aspects of the effective use of multimedia in the process of teaching folklore works. In contrast to traditional educational styles, multimedia technologies – audio, video, animation, slides, through interactive programs-are based on the fact that folkloric patterns (fairy tales, epics, Proverbs, Legends) can be conveyed to students in a more lively, figurative and expressive way. The study highlights the role of these tools in increasing interest in readers in artistic-aesthetic worldview, national values and patterns of oral creativity. Conclusions have also been made that multimedia can help improve classroom effectiveness, enhance student activity, and develop independent thinking skills. The article is useful for teachers of folklore, educators specializing in language and literature, and specialists who aim to improve the modern course process.

**Keywords:** ICT, multimedia, video, audio, education, digital technology, text, graphics, folklore.

## Introduction

Indeed, various aspects of human activity, especially the field of education, are being transformed by the emergence of information and communication technologies (ICT). ICT mainly involves the use of aparat and software for the purpose of collecting, processing, storing, presenting and sharing data in digital forms. Multimedia technology is an important aspect of ICT, showing how information can be presented digitally using various tools such as text, audio, video and others. This includes a combination of several technologies that provide information in the best formats and sizes.

The electronic Association of text, graphics, sound, animation and video materials is called multimedia. Multimedia-multi-multi-multi and media means multi-media. Multimedia is a collection of text, graphic art, any combination of sound and animation, and computer-delivered videos. Multimedia tools (multimedia – multi - mediation) are a set of technical and software tools that allow a person to communicate with a computer using a natural environment for himself: sound, video, graphics, texts, animation, etc. Multimedia-gurkirab is a developing modern information technology.

Its distinguishing features include:

-integrates different types of Information: traditional (text, tables, decorations, etc.), original (speech, music, excerpts from videos, telekadrs, animation, etc.) in one software product.

Such integration is carried out by various procedures for registration and reflection of information:

- performed in computer control using microphone, audio-systems, optical compactdiscs, TV, video recorder, video camera, electronic musical instruments;

- work at a certain time, in contrast to text and graphics, which are static in Nature, audio and video recordings are considered only at a certain interval of time.

To process and reflect Video and audio information on a computer, the central processor requires rapid mobility, the bandwidth of the data Change Tire, RAM (fast) and video-memory large-capacity external memory (public memory), approximately doubling the speed of its exchange in terms of volume and computer input-output channels; - a new level of interactive communication" human-computer", in which in the process of communication the user receives much more extensive and comprehensive information that this situation allows to improve the conditions of education, work or recreation. Teaching students on the basis of Multimedia tools and establishing personnel retraining are current issues. The concept of Multimedia entered our lives at the beginning of the 90s. What is the question of him himself? Many experts analyze the term in different ways. In our opinion, multimedia is an embodied phenomenon of the delivery of educational materials to students based on the effects of audio, video, text, graphics and animation (movement of their objects in space) based on the software and technical means of Informatics.

This method of teaching in developed countries is currently being implemented in the field of Education. Even, every family stole without multimedia tools, not releasing. The gross turnover of Multimedia vehicles in 1981 was 4 crore. US\$, compared to \$ 16 billion in 1994. US dollars picked up. Nowadays, not every comp on sale can be imagined without multimedia tools.

Attempts to make computers widely used in education in the 70s were due to the fact that Zoe left, first of all, that they were extremely low in productivity. Practice shows that teaching students based on multimedia tools is doubly productive and can be won over time. On the basis of Multimedia tools, it is possible to save up to 30% of time in obtaining knowledge, while the acquired knowledge will remain in memory for a longer period. If students receive the materials being given on a visual (video) basis, the storage of information in memory will increase by 25-30%. In addition to this, when educational materials are given embodied in the form of audio, video and graphics, the storage of materials in memory increases by 75%. To this we have once again expressed confidence in the process of learning foreign languages based on multimedia tools.

Teaching students based on Multimedia tools has the following advantages:

- a) there is an opportunity to master the materials being given deeper, and more perfectly;
- b) the passion for close contact with new areas of education is further increased;
- C) as a result of the reduction in training time, to achieve the opportunity to save time;
- g) the knowledge gained is preserved in the memory of a person for an indefinite period, and the opportunity is achieved to apply it in practice if necessary.

It should be noted that on the way to retraining personnel, such prestigious organizations as the World Monetary Fund, the Universal Bank, the commission of the European Union have

extensive experience. We were once again convinced of this, as a participant in seminars and conferences organized by these organizations. First of all, the use of modern computer technologies in the educational process is strictly mandatory. In its place, there are also some objective problems towards the widespread use of multimedia tools. Of these, the main thing is to produce computer programs that guide the educational materials, laws and other guidelines that students need.

In the case of developed computer programs, the use of multimedia elements requires the use of compact discs (laserdiscs). Nowadays, there is no possibility to produce CDs of this appearance in our republic. These require a certain amount to be attracted in advance. In our opinion, the widespread use of modern computer technologies in the process of teaching and retraining students will mature mature and highly qualified specialists in the future.

Teaching students on the basis of the distance style is one of the most developing directions of the current day and is a system of teaching students with a teacher at a certain distance. The location of the teacher and student at a certain distance requires the teacher to organize educational work on the basis of such tools as computers, sputnik communication, cable television in the course of the lesson. The rapid development of modern computer technology, especially the development of information transmission channels, is making specific historical changes to the field of telecommunications.

Combining all educational institutions and companies engaged in business in our country on the basis of a distance style will bring the training process and commercial work to a higher level. Distance style based training includes the following technologies:

Interactive technologies:

- audioconferences ;
- videoconferences ;
- desktop video conferencing;
- electronic conferences ;
- voice communications ;
- two-way sputnik communication ;
- virtual being; noninteractive technologies:
- printed materials;
- audiocassettes;
- videocassettes;
- one-way sputnik communication;
- television and radio shows;-floppy disks and CD-ROMs

Teaching was primarily based on the distance style, with jugrophically distant schools and academic training. But, the development of modern information and telecommunication technologies has paved the way for the long-distance implementation of the natural educational process. As a result, teaching on the basis of the distant style began to be widely used in most schools, commercialists and manufacturing enterprises in a fast time, and was another impetus for the use of new styles in teaching. Analysis of the International Council for teaching on the

basis of the distance method shows that more than 10 million students are currently studying on this method in the world.

Thus, they are stepping on olga to train and retrain National personnel based on the demand of the Times. There are advantages of the Distant style in Aries:

a) the creative environment of teaching. On the basis of most available methods, the teacher trains the Taliban of science, while the student reads only the given material. And on the basis of the proposed distant method, the students themselves search for the information they need from the information bank on the basis of computers and, of course, exchange their experience with others on the basis of their electronic networks. This ensures that students interact well with others, and in its place, such a cocktail encourages education.

b) the possibility of Independent Education. Teaching based on the distance style includes beginner, intermediate, university, correspondence - evening and advanced training stages. Inspectors of different levels of readiness can work on the basis of their own personal lesson schedules and communicate with students of their level.

C) major changes in the workplace. The type of Education based on the distance method provides a favorable environment for millions of people, everyone who is educated without separation from production. Training on the basis of such a method is very much playing a big roll in the training of personnel, that is, without geographical and financial difficulties, the option of Science in its working place is possible.

g) A new and productive means of teaching and learning. Statistics show that education based on the distance style is just as fertile as studying separated from production. In addition, Education on the basis of the distance style also deviates from the limit imposed by the University.

The advantage of students or students studying on such a basis over others is that they are provided with the best, quality materials and teachers. Based on the teaching and management methodology, the teacher must be free from teaching conditions in the audience. Based on the educational rules of teaching on the basis of the distance method, tax, inspectors can make a world tour through the INTERNET type. At the same time, with the change in the style of teaching, its forms are also obliged to change.

Currently, the direct INTERNET access service is used in the electronic database of emails, computer conferences and information for teaching based on the distance style. The development of an informed fast channel gives a new hypermedia system, which embodies the three main internet access services within itself and helps to further improve the user's interface (communication). For example, the availability of maltikast Technologies, Conference tools, and multimedia computers gave the opportunity to put video conferences on the road over the INTERNET.

Mutimediali presentation - today is the only and most modern form of Information Presentation. It can be text-based information, pictures, slideshow, voice-enriched with dictation, videotape and animation, three-dimensional graphics-style software. The main difference of presentation from other forms of information presentation is their enrichment and interactivity in content, that is, their tendency to change in the established form and their

attitude to user activity. In addition, the presentation can also be the key to your site. That is, when there is an opportunity to access the internet, it is possible to get the latest information from the company's site by looking at the presentation with just one click of the mouse.

Multimedia technology (multi – multi, media environment) allows you to use several methods of presenting information at the same time: text, graphics, animation, videotape and sound.

The most important feature of multimedia technology is its ability to influence the user in the operation of the interactive – information environment. Over the past years, many multimedia software products have been created and are being created: encyclopedias, teaching programs, computer presentations, etc.

Computer presentations (computer-mediated presentations

In lectures, doclades or other performances, posters, guides, laboratory experiments are usually used as a means of visual display. Diaproyectors, codoscopes, slides that display graphic images on the screen are used for this purpose. The appearance of a computer and multimedia projector made it possible to prepare and demonstrate the speaker's speech as a presentation of visual materials, which embodies all the necessary aspects of quality organization in the field of sound, video and animation.

Why is the presentation effective. The last decade has been a period of computer revolution in the world. Computers have fundamentally entered our lives. It is difficult to imagine most aspects of human activity without a computer. Business, the fastest changing dynamic type of activity, also did not stay out of this process. In this case, the question arises of how you can convey your information to others in the most convenient and effective way, in order to facilitate communication with a computer, draw its attention, interest it. It is known that a person receives most of the information through the organs of vision (~80%) and hearing (~15%) (which has been previously identified and is effectively used in film and television).

Multimedia technologies contribute to the simultaneous operation of these important sensory organs. By voicing dynamic visual sequences (slide show, animation, video), we get more human attention. It follows that multimedia technologies make it possible to present information in a maximum effective way. Unlike video, multimedia technologies allow you to control information, that is, it can be interactive. A multimedia presentation provides a direct reception of information. The user will see all the information provided and will be able to use the parts of his interest. Receiving information does not take a lot of work and time.

Thus, such a giant informed Network creates a wide range of conditions, regardless of the time or where it stands for students to receive modern knowledge based on their distant style. The emergence of the possibility of computer processing of sound and image, which today has become the norm for the processing of texts and mathematical formulas, without a doubt, affects the activities of all mankind. It is not enough to increase the computing power of the computer being used to view multimedia systems, for this additional hardware support is also necessary to add analog audio and video signals to the digital equivalent, and the analog-to-digital (ARU) and digital-to-analog modifier (RAU) video processors, decoders special integrated drawings, etc. Usually, the above additional hardware tools are formed in the form of various boards that expand the video and audio capabilities of computers.

The concept of Virtual existence was proposed by Jaron Lanier (Lanye). Virtual existence is associated with the concepts of immersion and interactivity. By immersion, it is necessary to understand that a person hypothesizes himself in a virtual being.

An interfacial user will be able to interact with objects in a virtual entity in real time to influence them.

By Virtual reality system-we perceive as imitation software and technical tools. To ensure interactivity, the virtual system controller must accept actions. These actions must be attributed to the polymodality, that is, the one who sees with the eyes, receives through sound. Various sound and video technologies are used in modern systems to perform these actions in practice. For example large volume sound and video systems, as well as helmet and eyeglass displays mounted on a person's head, "olfactory" mice, control gloves, cybernetic Nimes are used in a wireless interface unit. The above applies to exotic devices.

So the multimedia tools belong to:

- \* audio (speech) and video recording and information release devices;
- high quality sound (sound) and video (video-) boards;
- boards (video grabber)that read an image from a video recorder or camcorder and enter that data into a computer;
- high-quality acoustic and (video vosproizvodyashiye) image-reconstructing systems. These systems will be available with usilitel, sound colonnades, large volume video screens;
- \* scanners (because they have the ability to automatically enter piled text and images into a computer;
- high-quality printer and plotters.

Multimedia tools also include optical and digital videodiscs, which are large in size. They are used to write sound and image information.

The most important feature of multimedia technology is its ability to influence the user in the operation of the interactive – information environment. Over the past years, many multimedia software products have been created and are being created: encyclopedias, teaching programs, computer presentations, etc. Computer presentations (Computer-Mediated presentations) at lectures, doclades, or other performances typically use posters, handbooks, laboratory experiments as a visual display medium. For this purpose, diaproyectors, codoscopes, slides showing graphic images in yekran are used. The emergence of a computer and multimedia projector made it possible to prepare and demonstrate the master's speech as a presentation of visual materials that embody all the necessary aspects of quality organization in the field of sound, video and animation. Why is the presentation effective. The last decade has been a period of computer revolution in the world. Computers have fundamentally entered our lives. It is difficult to imagine most aspects of human activity without a computer. Business, the fastest changing dynamic type of activity, also did not stay out of this process. In this case, the question arises of how you can communicate your information to others in a convenient and effective way in order to facilitate communication with a computer, draw its attention, interest it. It is known that a person receives most of the information through the organs of vision (~80%) and hearing (~15%) (which has been previously identified and is effectively used in

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Multimedia is a medium that uses different communication channels for delivery. The Multimedia tool has close similarities to face-to-face communication. This allows for better understanding than text. This technology helps to simplify and facilitate understanding of abstract processes.

Interactive multimedia is the way in which a combination of these multiple media is revealed through a multimedia domain in the form of words or concepts in a text, colors in images, or actions in films. Interactive multimedia is integrated multimedia. For example. It is a collection of elements such as text, audio, video, animation, graphics, visual images.

The use of multimedia technologies in the teaching of folklore works is of great importance. In today's age of modern technologies, teaching folklore works through multimedia and digital technologies in teaching is fraught with the fact that teaching through multimedia products in the form in which speech is described leads to efficiency. Multimedia products are also called software. The software is developed according to engineering regulations. A.S.Luther (1994) offers 6 steps to pass the software. That is, it believes that the concept is a technical product that involves the development of multimedia products through design, material, assembly, testing and distribution. this multimedia-based method, according to Luther, the concept stage is the stage of determining the goal. Design is the stage of creating technical characteristics. The interface of the program, the method of its features and the interface are a set of elements. The material assembly stage is the stage of development of scenarios. Is the stage of Assembly of elements or materials. At the assembly stage, all matter accumulates in one place. It is carried out at the testing stage and delivered to all beneficiaries at the distribution stage.

Through the works of folklore, it is possible to reveal its culture to society. Through this, the cultural wealth of society is preserved and delivered to the future generation. But to this day they see that there are some stories in folkloric works. But in the works of folklore, a whole history is hidden. However, folkloric works contain the national and cultural assets of the society. In order to increase the interest of young people in folklore works, it is necessary to enrich this area with modern technologies and arouse the interest of young people. The use of interactive multimedia products in the educational system gives the opportunity to maximize knowledge. The use of modern inetractive multimedia products in the teaching of folklore Works serves to develop students ' understanding ability.

The inability of education in educational institutions to use modern technologies. In the era of globalization, technology is developing very quickly. The use of the achievements of information technology opens up a wide range of opportunities. The use of Information

Technology in the teaching of folklore works provides an opportunity to animate materials for which creativity is special. The use of listening, understanding, writing and speaking methodology, which is considered a modern multimedia product in the teaching of folklore works, gives an opportunity to revive folklore works.

The definition of the task of obtaining cultural integrations for students in the organization of an independent form of education in the teaching of folklore works in the higher education system creates conditions for the preservation of folklore works and its restoration. Cultural interviews can be recorded from elderly people, public figures or elders. Cultural interviews are considered an impeccable tool for teaching folklore works. This method ensures the continuity of folklore works first and second serves to increase the interest of the student.

The benefits of using cultural interviews in teaching folklore works provide an opportunity to keep cultural heritage alive. Time provides an opportunity to preserve folklore, which can disappear with training. Students record and document oral histories. Students acquire practical skills such as storytelling, performance, the use of cultural symbolism. Helps to build relationships with Jamit and build relationships with the educational institution and the public. Cultural interviews encourage students to analyze context changes and functions in folkloric works. Forms critical thinking and creativity.

It helps students to acquire more knowledge and information in the nature of folklore works that they study independently, to form a personality ready to share their stories in society. Through cultural interviews, there may be an opportunity to reinvigorate the unopened types of folklore and the types of traditions that have been extinct to us. The organization of this type of independent work is fraught with the fact that students, when engaging in communication with people, the organization of open question answers, the organization of debates, discussions and the formation of a culture of qanashish speech give a wider opportunity.

This method forms the Alaba's analytical skills of identifying cultural values and changes in storytelling. Students contribute to reasoning about their experiences and the knowledge they have learned about culture and folklore.

Students can present their findings and cultural folklore works in various guises. (audio, video, presentation).

The introduction of the cultural interview method into the curriculum helps students to learn the methods of storytelling and comparative comparison of folkloric works, while simultaneously interviewing individuals with different cultures, forming an introduction to the relationship. When organizing interiors, contracts with cultural centers, community centers, museums, spiritual cultural organizations are considered necessary.

A student who is fluent in the language can also research folkloric works of other nations. This further increases the potential of the method. Cultural interviews transform folklore from an abstract concept into a lively, shared experience. They not only deepen students' understanding of cultural traditions, but also foster respect for the individuals and communities that support them. Independent work can be organized by including templates for interview questions or interviews in the curriculum.

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