TECHNOLOGY OF USING MULTIMEDIA TOOLS IN FORMING CREATIVE THINKING SKILLS IN THE TRAINING OF FUTURE VOCATIONAL EDUCATION TEACHERS

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Abstract: *In this article, special attention is paid to the technology of using multimedia tools in the formation of creative thinking skills of future vocational education teachers, to increase creativity qualities and creativity abilities.*

Key words: *Creativity, ability, innovative technologies, multimedia tools, initiative, constructiveness, innovation-innovation.*

INTRODUCTION

The formation of market relations in our country, the strengthening of competition in production, the development of educational directions and the curriculum and qualification requirements of specialists, taking into account the compatibility of advanced foreign experiences with the values of our people, modern techniques and technologies in the preparation of competitive personnel the correct organization of labor activities through practical application, the need to increase the practical knowledge, skills, and professional levels of future specialists.

Among the important activities carried out in this direction are the formation of a new generation of specialists, the development of the competitiveness of future personnel, morally and ethically mature, independent worldview, creative thinkers, rich national heritage, as well as committed to universal and national values. the tasks of raising a person to adulthood are defined.

Despite the creative work carried out in the field of education and a number of positive changes achieved, it is necessary to further accelerate the dynamics of the development of educational efficiency, to effectively use the conditions and opportunities created in this, to deliver competitive specialists and future professional education teachers. giving is the most urgent issue today.

Discussion and results. Today, creativity is an important criterion of a person, a factor of his overall development. Therefore, special attention is paid to creativity - "active creativity at the intellectual level, on the basis of knowledge, at the present time. In the higher education system of our country, there are methods of developing and implementing quality management mechanisms of the education and training process by improving their mastery process through new non-traditional methods of teaching for students to gain knowledge, forming

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professional creativity in them. These methods require the development of measures that serve to increase the effectiveness of education and training in the system and bring it to a new level of quality.

"With special attention to intellectual-creative thinking, as long as today new-bold, unique, creative, initiative, constructive, innovative-innovative" thinking is required, this is completely true.

A person's creativity is manifested in his thinking, communication, feelings, and certain types of activities. Creativity describes a person as a whole or his specific characteristics. Also, creativity is reflected as an important factor of talent.

Creativity (lat., eng. "sreate" - to create, "sreative" creative, creator) - describes the readiness of an individual to produce new ideas and expresses the meaning of creative ability that is part of talent as an independent factor.

According to P.Torrens, the following is explained on the basis of the concept of "creativity"; to advance a problem or scientific hypothesis; hypothesis testing and modification; identifying the problem based on the formation of decision results; sensitivity to the conflict between knowledge and practical actions in finding a solution to a problem.

The development of creativity requires the proper organization of the teaching process, depending on the level of knowledge, the level of mastery, the source of education, and didactic tasks of the students in mastering the educational content.

This implies the need to follow the following pedagogical conditions: to determine the inclinations of students to acquire creative activity, to form knowledge needs and to provide an environment for the manifestation of independence in the educational process; "tolerantly accepting various opinions and ideas expressed by students and ensuring their activity in the educational process, regularly encouraging their creative activities; formation of individual, small group and team work skills in students, expansion of their creative capabilities, encouraging them to accept non-standard solutions along with ready-made standard solutions in solving problems; selection and implementation of interactive forms and methods of training that allow for practical re-development and improvement of the knowledge that is the basis of the development of creative activity, etc. [1].

Researcher G. Ibragimova expressed the stages of development of creativity in students in the process of interactive teaching as follows:

1. Reproductive-risk suppression. "This step is characterized by creative activity, creative activity and determination of inclination to creativity in students, understanding of the essence of innovative technologies in education and the birth and formation of new ideas.

2. Creative-research-research research. It is determined by the formation of research, creative activity, non-standard thinking, cognitive independence, improvisation, innovation skills in students.

3. Creativity, innovation pressure. It includes the processes related to the practical application of the created innovation, evaluation, analysis, popularization and its wide implementation, as well as the creation of future-oriented strategic plans [2].

A future specialist should have the following personal qualities when conducting activities in his field: creativity, technical thinking, self-confidence, work on himself, exchange of experiences, the results of the emergence of professional competence.

In real life, creativity is often visible in the activities of individuals, but this situation does not guarantee that they will achieve creative achievements in the future. It only represents the possibility that they need to master this or that creative skill.

In this process, it is necessary to determine the level of development of technical thinking and technical culture of each student at the first step. It is necessary that the tasks of development of creative abilities correspond to the level of the student's abilities. Successful completion of a creative task increases students' confidence in their abilities and capabilities. In addition, the fact that students perform the task in groups allows them to unite into creative groups, in which everyone participates and maximum effort is required from everyone. In the process of mutual cooperation, students teach each other, develop cooperation and cooperation skills. The role of the teacher in the implementation of creative tasks is to guide the search for the necessary information, to encourage students to identify the necessary facts, hypotheses and theories that allow them to better understand the specifics of the task.

"In the development of creativity in future vocational education teachers, it is necessary to pay attention to the following: to ensure that they ask questions within the scope of their interest and to support this habit; encourage their independence and strengthen their responsibility; create an opportunity for the organization of independent activities; to focus on their interests".

The environment of the information society based on the process of global changes, the rapid development of science and technology, and the development of information technologies has a strong impact on the education system.

Informing society is an objective process related to the increase of types of intellectual activity in all spheres of human life and the implementation of its role,

which serves to improve the standard of living of the people, satisfy social needs, grow the economy, and accelerate the development of science and technology.

This process includes the application of information and computer technologies in order to effectively increase education, the use of their methods and tools, the acceleration of all aspects of the educational process, the improvement of its quality and efficiency, and the issues of preparing young people to live in the conditions of an information society takes[3].

Research methodology. One of the main tasks of educational reforms and innovative processes that are regularly implemented today is to fully adapt to the features of the digitization process. Therefore, it is one of the urgent tasks to pay special attention to the development of interactive technologies of informatization of educational processes in higher education institutions, to the improvement of pedagogical mechanisms of creating an integrative educational environment.

Creating an electronic information educational environment of an educational institution is not a purely technical issue, for this it is necessary to use the scientific, methodological, organizational and pedagogical capabilities of the institution based on a systematic approach. The use of modern information and telecommunication technologies in the educational system is carried out in the following directions:

• information and telecommunication technologies as an object of study, that is, students develop a general idea and skills about new information technologies, their components and areas of application;

• information and telecommunication technologies as an educational tool, that is, students are given knowledge based on modern information and pedagogical technologies, and lectures, practical and laboratory classes are organized on the basis of modern computer programs;

• as a means of managing the educational process, i.e. creating an information, analysis and forecasting system to increase the efficiency of all activities of the educational institution, including educational, spiritual and scientific research;

• as a means of conducting scientific and pedagogical research of students and teachers, that is, creating and introducing modern information systems to increase the effectiveness of scientific research and pedagogical research among teachers and students of educational institutions.

A future teacher of vocational education working with information technology tools should meet the following qualification requirements, first of all, he should embody the qualities of multimedia competence. The concept of multimedia competence is a relatively new term in our education system and includes the ability to communicate and evaluate media information in various forms, learn and communicate.

First, the ability to create electronic textbooks and work with them freely.

Secondly, it should be possible to work freely in programs such as Camtasio studio, ZOOM, Google Meet, Google Drive.

Third, to enrich the distance education platform with new information resources.

Recently, the global coronavirus pandemic has had a serious impact on the education system, along with all other sectors. Quarantine rules made many traditional forms and methods of education ineffective. In this situation, the following problems and shortcomings were identified:

Internet speed is not up to the required level in all regions;

• insufficient ICT tools in all educational institutions;

• low level of media literacy in academic subjects;

• a number of shortcomings were identified, such as the lack of full responsibility for the subject of education in the form of distance education.

The general pedagogical principles of personnel training for informatization of education can be called the following:

• invariance of initial training in information technology science, its orientation to information, communication, general cultural aspects, compatibility with the current level of development of the information society;

• to guide the introduction of information and communication technology opportunities in the specialty of training specialist teachers, that is, in a specific subject;

• Stratification of pedagogical staff training, its orientation to personal preferences, professional needs and characteristics of students.

In order to implement the principles of professional training of information technology teachers and to implement the principles of a differentiated approach, the following should be reflected in the development of the curriculum structure:

• theoretical foundations of educational informatization;

• the main organizers of the activities of professor-teacher staff specialists on the use of information and communication technologies in a specific subject in educational programs;

• methodical provision of independent educational activities.

Currently, computer-based teaching of subjects is becoming more and more important. Future teachers of professional education use the computer not only to prepare methodological materials for the lesson, but also as a means of individual work with the necessary computer programs in teaching the subject. The convenience of the interface included in computer programs allows teachers to effectively master modern information technologies.

Another important aspect of the rational use of computer technology in the educational process is the creation of a computer model of real processes and experiments.

Computer data processing, modeling and display of results often replaces the need for expensive experimental equipment, in some cases (disciplines such as atomic and quantum physics, semiconductors, chemistry, biology, astronomy, medicine, history modeling of processes related to) is unique [4].

Therefore, computer modeling of events and processes is one of the promising directions of introducing modern information technologies to education. Computer models help the teacher to combine traditional lesson content and display various effects on the computer screen, creating new, non-traditional learning activities for students.

The technology of formation of creative thinking skills in the process of training future vocational education teachers consists of optimizing information processes through the use of computer technology. A teacher should not only know computer technology, but also be creative in working with software [3].

Analysis and results.In today's digital age, multimedia tools have become an integral part of our daily lives, changing the way we communicate, learn and have fun. Multimedia tools offer a variety of functions, from creating attractive presentations to creating engaging videos and designing stunning graphics, enabling both individuals and businesses.

Multimedia is translated as multi-many, media-environment. Multimedia refers to information in various forms (text, graphics, images, sound, animation, video). In this case, the information may be available on different information carriers (magnetic and optical disks).

The main goal of multimedia technologies is to create software products with sound, video, animation and other visual effects. Working with sounds and video elements is carried out with special technical and hardware devices called multimedia tools. A computer equipped with such technical tools is called a multimedia computer. In this article, we will delve into the world of multimedia tools, explore their various applications, and highlight their importance in enhancing our digital experience.

Presentation software: Presentation software such as Microsoft PowerPoint and Google Slides allow users to create visually appealing slideshows for educational, professional, or personal purposes. These tools provide a platform for combining text, images, video and animations, allowing presenters to effectively convey information and engage their audience.

Video editing software: Video editing software such as Adobe Premiere Pro and Final Cut Pro allow users to edit and enhance video footage by adding special effects, transitions, and audio elements. These tools are widely used by content creators, filmmakers, and video enthusiasts to produce high-quality videos for various platforms, including social media, websites, and television.

Graphic design software: Graphic design software such as Adobe Photoshop and Canva allow users to create visually stunning graphics, including logos, posters, banners, and social media posts. These tools provide a wide range of features, including image editing, typography and layers, allowing individuals and businesses to showcase their creativity and communicate their message visually.

Audio editing software: Audio editing software such as Audacity and Adobe Audition make it easy to manage and enhance audio recordings. These tools offer the ability to edit, mix, and add effects to audio files, making them valuable for podcasters, musicians, and sound engineers.

Animation Software:

Animation software such as Adobe Animate and Toon Boom Harmony allow users to create attractive animations in a variety of styles, from traditional 2D to modern 3D. These tools are used to bring characters and stories to life in industries such as entertainment, gaming, and advertising.

Screen recording software: Screen recording software such as Camtasia and OBS Studio allow users to capture and record their computer screens with audio narration or annotations. These tools are useful for creating software tutorials, online courses, or recording gameplay for streaming or sharing.

Virtual Reality (VR) and Augmented Reality (AR) Tools: VR and AR tools such as Unity and Unreal Engine provide a platform for developing immersive experiences by blending virtual elements with the real world. These tools have applications in gaming, education, architecture, and many other fields, offering innovative ways to engage users and enhance their interactions.

Based on this, multimedia tools allow to present information in the most effective way. Unlike video, multimedia technologies allow information management, that is, it can be interactive. Multimedia presentation provides direct reception of information. The user sees all the information provided and can use the parts that interest him. Receiving information does not require a lot of work and time.

Unlike other forms of information presentation, a multimedia presentation contains several tens of thousands of pages of text, thousands of pictures and images, hours of audio and video recordings, animations and three-dimensional graphics. despite this, it ensures low costs of reproduction and a long shelf life.

SUMMARY

Multimedia tools have revolutionized the way we create, communicate and consume content. From presentations to videos, graphics, and animations, these tools allow individuals and businesses to creatively express their ideas and effectively engage their audiences. As technology continues to advance, multimedia tools play an increasingly important role in shaping our digital experience and pushing the boundaries of creativity and innovation. Thus, future teachers of professional education can open their creative abilities during the study of the possibilities of multimedia tools and their use.

The use of these multimedia tools is necessary to improve the creative thinking skills of future vocational education teachers, and it is important that they can use computer programs independently and practically.

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