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Analysis of a New Approach in Higher Education

Toshnazarov Nurislam Bakhodirovich

Teacher, Tashkent State University of Oriental Studies

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Abstract: In this article, educational platforms that include the adaptive implementation of the educational process, which is possible through the use of SMART educational technologies, flexible interaction with the social, economic and technological environment in the implementation of the SMART education paradigm. It is aimed at forming the education and training process to acquire the knowledge, skills and abilities necessary for communication, and opinions and considerations were made about the possibility of using the global information society to meet the needs and interests of SMART education.

Keywords: smart education, information, smartphones, tablets, projectors, interactive, communicative, Wi-Fi, Play Market.

Introduction:

In Uzbekistan, the first steps towards SMART education have been taken at all levels of the education sector. Many organizational, legal and scientific research works are being carried out on the reform of the education system, improvement of teaching technologies, formation of modern knowledge and skills of students, and the use of SMART educational technologies for this purpose. Today, many other countries are following the path of developing SMART education. The new SMART-society model envisages the creation of a smart, high-tech, human-friendly environment with the help of modern information and organizational systems. Every year, a person acquires more and more new knowledge, which he can no longer reproduce without the help of information technology. One of the main tasks of education is the formation of a modern education system based on SMART technologies, the main goal of which is to achieve quality education.

Innovation is impossible without SMART technologies. If the education system lags behind these directions of development, it will come to a halt." SMART technologies in the field of education include:

- How to use various gadgets (SMARTphones, tablets and other similar devices) to impart knowledge to students;
- as a means of forming an integrated intellectual virtual learning environment.

The need to develop an integrated intellectual educational environment is based on the sufficient development of SMART technologies, the intensity of their penetration into everyday life, and the laws of the educational system's response to the ever-changing problems of the times. The main reason for using and introducing SMART education is the need to improve the existing education system in accordance with the new requirements of the economy and society. The formation of SMART society is manifested as a global trend.

The Netherlands, Australia, South Korea announced SMART as a national idea and main political task: in the Netherlands, the development strategy "High economy, SMART society" until 2021 was

adopted, in Australia the strategy "Towards a stronger SMART country 2020" was adopted, in South Korea - "SMART Education" - SMART is considered as the main system solution in building society and one of the main ways to strengthen the competitiveness of the national economy.

Modern society is an information society, which is characterized by the development of computer technologies and communication tools, the things and devices around us are quickly becoming "smarter", making life more convenient, safe and interesting. This stage of development of society and economy is characterized by:

- increasing the role of information, knowledge and information technologies in society's life;
- increase in the number of people employed in the production of information technologies, communication and information products and services;
- strengthening of public information using telephony, radio, television, Internet, as well as traditional and electronic mass media;
- creation of a global information space that ensures effective information cooperation of people, their use of global information resources, satisfaction of their needs for information products and services. Through SMART learning, conditions are being created for the implementation of the leading principles of 21st century education, "Education for All" and "Lifelong Education" announced by UNESCO. Remote learning "SMART - learning" increases the possibility of learning anytime, anywhere.

Main part

1. Using up-to-date information in the educational program to solve educational problems: the speed and volume of information flow in education is growing rapidly in any professional activity, available educational materials are available in real time. filling with information and preparing students to solve practical problems.
2. Organization of students' independent learning, research, and project activities. This principle prevails in preparing children for creative research, independent information and research activities to solve the assigned tasks.
3. Implementation of the educational process in a distributed educational environment. The educational environment should not be limited to the territory of the educational institution or the distance education system. The learning process should be continuous.
4. Flexible educational trajectories, individualization of learning.

The diversity of educational activities requires providing students with ample opportunities to study educational programs and courses, to use tools in the educational process in accordance with their health, material and social conditions. Smart education is a concept that includes comprehensive modernization of all educational processes, as well as the methods and technologies used in these processes.

The concept of SMART refers to the emergence of technologies such as "smart boards", "smart screens", access to the Internet from anywhere in the context of education. Each of these technologies enables the construction of a new process of content development, delivery and updating. Learning is possible not only in the classroom, but also at home and everywhere: public places such as museums or cafes. The main element that binds the educational process is the active educational content, based on which uniform repositories are created that allow removing the boundaries of time and space.

How do SMARTphones, mobile phones, tablets and other smart devices help learning? In the educational practice of schoolchildren, mobile technologies are used for:

- ✓ getting information from internet encyclopedias;
- ✓ search for necessary information;

- ✓ translate words or phrases through the translator program;
- ✓ visualization of information;
- ✓ watching video lectures;
- ✓ online test or questionnaires;
- ✓ conducting various laboratory experiments.

The use of new technologies with the smart prefix cannot define the essence of a new type of education.

If we analyze the various technological solutions that are positioned as smart for the education sector, we can list the following: SMART boards, smart textbooks, smart projectors, software for creating and distributing educational content of an interactive and communicative nature. .

A number of other technologies, primarily social media and information technology, are used in the SMART education segment.

Facebook social service, google services and tools, Wiki website, podcasts for distributing sound files or videos on the Internet, blogs, video hosting youtube, cloud technologies - all this can and should be used in training. Blogs are well-suited to education as a means of sharing ideas between teachers and students.

Video lectures can be edited and displayed on YouTube. With the help of Google services, you can make the learning process flexible and interesting. The widespread use of SMART education is primarily related to the improvement of Internet technologies.

Secondly, with the development of wireless technologies such as Wi-Fi, 3G, 4G, 5G, and thirdly, the wide use of interactive educational resources on the Internet. The basis of the formation of SMART is related to education, as well as the development of Web 3.0 technologies such as Facebook, YouTube, Twitter and blogs, which allow people to create their own Internet content. And how to use the capabilities of Web 3.0 technology in pedagogical practice? There are a number of answers to this question: using online communities to distribute educational materials for free; independent creation of educational materials; participation in new forms of activity without having special knowledge and skills in the field of informatics.

Teachers can use these technologies to communicate with each other and with students' parents, share professional experience, enrich lesson content with new material, increase students' enthusiasm for learning, and improve their professional skills. The teacher and students become equal participants in the educational process: the necessary information is the same for everyone, and everyone completes the general conclusion of the research with the results of their work. It has already become common to conduct training sessions using multimedia presentations prepared in software packages such as Microsoft Power Point or Micromedia Flash.

However, along with the usual presentation technologies (Microsoft Power Point, Micromedia Flash), new so-called interactive technologies are entering the field of education, which allows you to move away from the presentation in the form of a slide show.

A new form of presentation of material using interactive equipment, such as SMART Boards, a presentation created by the speaker during his speech is a presentation created here and now. On SMART Boards interactive boards, you can write with a special marker, show educational material, and make written comments on the image on the screen. At the same time, all information written on the SMART Board interactive board is transmitted to students, stored on magnetic media, printed, sent by e-mail to those who are not in class. The educational material created during the lecture on the SMART Board interactive board is recorded by the built-in video recorder and can be played back several times.

Conclusion

Special software has been created to maximize all the features of Boards interactive boards (SMART notebook, Bridgit, SynhronEys). Each of these programs has its own characteristics. SMART notebook allows you to work with text and objects, save information and convert written text into printed text, create interesting lessons for teachers, use a large amount of ready-made content and attract students to the world of interesting knowledge. New licensing options give educators access to intelligent software.

Laptops and third-party interactive whiteboards unify the school-wide learning platform and encourage sharing of experiences and best practices among teachers. Bridgit software allows you to easily and quickly make presentations around the world and receive feedback on your document. It is enough to highlight the main points of your speech on the common desktop, and the program will immediately show all the notes made by the teacher on the screens of other conference participants in real time. Using the SynchronEyes software package, it is possible to monitor what students are doing, show all student monitors on the board, block student monitors, and send educational material, such as a test, from the interactive whiteboard to all computers.

In the process of working on an interactive whiteboard, the concentration of students improves, the learning material is mastered faster, and as a result, the work ability of each student increases. It is difficult to imagine modern education without the use of gadgets in new teaching approaches. To create a SMART training tool from your gadget, you need to install additional programs. This raises a number of questions: what software should be installed on a SMARTphone or tablet? How to do this? To solve these problems, Google's Play Market is a marketplace for installing any SMART application on a device.

"Play Market is a program installed in the standard tools of the Android mobile operating system of SMARTphones and tablets. To use this application, you need to register an account with Google. Registered users have access to all Google network applications. The app offers the user a wide range of categories for both fun and learning.

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