

Forms And Methods Of Applying Sibelius, Auralia, Steinberg Cubase Programs In Improving Teaching Methodology In Music Education

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Abstract: This article describes the forms and methods of using Sibelius, Auralia, Steinberg Kubase programs in improving the teaching methodology in music education. Also, using the possibilities of these programs, the ways to improve the quality of lessons are shown and necessary recommendations are given.

Keywords: music education, teaching methodology, Sibelius, auralia, Steinberg kubase, program, form, method, methods.



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Introduction:

Our President SH.M.Mirziyoyev said that " the art of music as a cultural phenomenon has endless opportunities to educate and mature a new generation. With art, the attitude of young people to life, respect for national traditions and universal values will be high. In this sense, we will say the same truth if we say that music has the power of divine influence that cannot be measured by anything and compared". That is why the formation of musical abilities of students and young people, increasing their passion and affection for music, giving practical skills and taking the necessary measures is considered one of the important tasks facing our state. Recorded in almost all areas of human activity, including education. In the field of education, there are processes of computerization, internalization, as well as informatization. As a result of this change, the quality, efficiency and availability of education are improving. In addition to the focus on student-oriented education and the development of students creative abilities, the introduction of information and communication technologies into the educational process, the creation of a single interactive information space has become an urgent issue. The improvement of information and communication technologies (creation of local and global networks, databases and knowledge, as well as expert systems) constitutes a kind of educational, information, computer space that enriches traditional forms of Education technologies and teaching methods aimed at further developing and improving the selection system. It is necessary to literacy, including through increase computer various programs, to actively master information technology. In the late 20th and early 21st centuries, the spread of Information Technology has been education more accessible.

In recent years, schools, colleges and universities of general education are increasingly resorting to the use of Information Technology in the study of educational subjects, informatization of the educational sphere is carried out. Informatization refers to the active process of production of computer technologies and new information technologies, education, introduction into various spheres of social and personal life of people.

increase the speed of perception, understanding and the depth of mastering a large amount of knowledge of what is important. In pedagogy, there is a concept of Information Technology of Education. This concept describes the process of preparing information and communicating it to the student. The tools for implementing this process are computer hardware and software. In educational information technology, there are two components that serve to transmit educational information: technical tools: computer technology and communication tools; software that can be for different purposes.

Pedagogical goals for the use of Information Technology are: in the development of personality, that is, in the development of thinking, in aesthetic education, in the development of skills in experimental research activities, in the formation of an Information Culture, in the implementation of a social order: the implementation of general information training of the user (so-called "computer literacy"), the training of; in intensifying the educational process, which involves improving the effectiveness and quality of education, ensuring the motives of cognitive activity, deepening interdisciplinary communication

The rapid development of information and communication technologies makes it possible to implement two basic principles of the future educational system: the principle of existence and the principle of continuity. It was information and telecommunication technologies that made student-oriented through the integration of information and subject learning.

Currently, there are a huge number of different classifications and typologies of pedagogical software. Pedagogical software tools for this methodological purpose can be: computer textbooks (classes); training programs (tutors); control (test shells); reference and reference (encyclopedias); imitation; modeling; demonstration (slides or videos); educational games; leisure (computer games: role-playing, logic, sports and other types). The use of new information technologies in musical education allows you to optimize teaching tools, forms and methods, find rational solutions to certain educational problems, choose appropriate methods of improving the educational process, help to overcome a number of difficulties arising from traditional problems.

Programs, as a rule, include game and educational sections that explain many musical terms, elements of musical literacy and music theory, test assignments for identifying notes, chords, etc. Solfedgio, harmony, Polyphony represent an imitation of a lesson in one of the theoretical disciplines in accordance with the traditional form of training or are aimed at developing individual abilities that require long-term exercises. At the same time, the program should conduct pedagogical communication with the student, have feedback and give an assessment.

Programs aimed at developing hearing - intonation, harmonic, melodic hearing, etc. - include various trainings on the development of purity. They contain a variety of auditory dictations that allow you to practice identifying notes, intervals, scales, etc. Musical literature programs - these can be books, encyclopedias, a small set of musical works in the form of MIDI files, small illustrated references to various musical works containing short biographies of the respective composers and musicians, and a small quiz on this material.

Texts of programs on the history of music and musical literature can include narratives accompanied by slides and reproductions, excerpts from musical works, videos, selected musical and artistic works and a slideshow of articles. With the help of such programs, you can get acquainted with the work of composers of different countries and eras, know their biographies, learn about the music he created, sort out some parts by plates, learn about different genres of musical art, musicians and musical instruments.

Hypermujoats allow you to quickly switch from one part of the program to another. Programs have a wide range of search options. You can get information on the composer, performer name, label, type of music and time period, or a specific topic. Programs that provide knowledge and skills in the specialty - they, Of course, provide to some extent the mastery of any musical instrument (piano or synthesizer, guitar). Creative programs are usually programs that teach games in a general developmental direction.

With their help, children learn to write simple melodies, like cubes, or for example: make simple melodies, play with different versions of rhythm, instruments, and create their own compositions. Combined programs include knowledge about the basics of history, music theory, composition. Includes lectures, exercises, games and develops creativity.

New information technologies are increasingly used in modern music practice, which has become part of modern culture. There are an increasing number of types of electronic musical instruments (synthesizers, samplers, music computers). The use of multimedia systems in musical education provides the opportunity to use various anthologies written on musical encyclopedias, books, reference books and laser CDs for educational purposes.

Modern music lesson-this lesson uses modern pedagogical technologies, computer technology and electronic musical instruments. The music lesson is characterized by creating a creative atmosphere, since the content of music lessons consists of emotions and their subjective experiences. This specific content determines the choice of different techniques, types of work and new multimedia tools.

Musical computer technologies opened a fundamentally new stage in the technical reproduction of musical products. Musical notation has been used in applied musical genres, sound recording media, qualitative capabilities of sound recovery equipment, theater and concert events, sound design, and musical broadcasting. One of the leading areas in the field of music pedagogy of the 21st century is the introduction of students to information and computer technology.

Computer programs allow you to determine the range of the instrument, the fluency of the performer's passages, the execution of strokes and dynamic shadows, articulation, etc. In addition, the computer allows you to learn parts with an "orchestra". It can also act as a conductor "simulator" (using television equipment). Computer programs allow for musical and audience analysis of the tones (themes) of works throughout the history of music. For most musical disciplines, the computer is a valuable source of bibliographic and encyclopedic information.

Common project assignments with computer presentations that allow visual presentation or illustrative material, the introduction of new information technologies into teaching determines the modification of the established organizational forms and teaching methods.

Computer music programs also include audio editors, such as Adobe Audition, Sony Sound Forge, Steinberg Wave Lab. These programs are designed for more professional users. With their help, an audio CD can be converted to MP3 format with a large number of additional options. It is also possible to edit an audio wave of one track (sticky cut sound). With the help of a sound editor, it is possible to create a collage, popurri from several songs.

Result And Discussion, In addition, audio editors are also used to recover old recordings from recordings and audio cassettes. It should be noted that this process takes a lot of time, for example, actions in the process of restoring audio cassettes. Not only does such recordings lose sound quality polish and dynamics over time, but what is most unpleasant is that the tape stretches and begins to float with time and intonation, in order to bring audio recordings in such cases to their original

state and or closer to the original, it is mainly advisable to use computer music programs extensively in digitization. Recording digitization is also a laborious process, but automation work in computer music software audio editors is easy.

Naturally, the sound card, any other hardware, needs software. The musician usually works with a sequencer program. The most famous of these were Cakewalk Pro Audio, Cubase and Digital Orchestrator, each presented in several versions. It should be noted that these programs of competing firms provide the user with different options, but their interfaces and methods of working with them are very similar. On individual tracks, acoustic instruments and vocals can be recorded, and then, signal processing and multichannel Phonograms can be lowered into the stereo. It is possible to select the composition of the musician's orchestral instruments, to see the correct signs of their parties, to pre-tune the relative sound level of each of them, to mark the placement of performers in the panorama of the orchestra, to immediately transpontrate the batch of any instrument. The ability to record sound is often associated with the idea of producing electronic music.

In conclusion, In conclusion, it can be said that when taking music lessons, such programs as Sibelius, Auralia, Steinberg Cubase are used, high efficiency is achieved in the lesson. Computer programs are also used in teaching how to play instruments, developing a musical ear, listening to musical works, choosing a melody, arranging, improvising, typing, and editing. Computer programs allow you to determine the fluency of the performer's passages, the execution of strokes and dynamic Tues, articulation, etc.

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