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DIDACTIC APPROACH TO INFORMATION TECHNOLOGY

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Annotation.

There are a number of didactic opportunities for information technology in education. According to the needs of our time, information technology educational institutions can be considered as a systematic, connecting, practical organizational factor of the educational process. In order to create a truly interesting and unique resource for the student, he must first study all the information, understand the characteristics of the psyche of its requirements, determine the novelty of the resource and understand its practical significance.

Keywords.

Education, information technology, innovation, didactic, development, process, network.

We are witnessing the rapid development of information technology, which opens up new opportunities and requires educational institutions to take a new approach to the educational process.

There are a number of didactic opportunities for information technology in education. According to the needs of our time, information technology educational institutions can be considered as a systematic, connecting, practical organizational factor of the educational process. Information technology allows the collection of information, such as libraries, documents and students' creative work, the creation of databases, the systematization of the educational process, the organization of practical creative work of students.

All of these tools allow students to practice the skills they have developed in the classroom under the supervision of a teacher.

The Internet allows students to quickly get acquainted with the work of educational institutions, to place their opinions. Surveillance can be distributed online and received via local email.

This type of work helps to model networking forms of distance learning in the classroom.

Distance networking courses and competitions are becoming more popular day by day. The teacher is no longer the only center for the transmission of knowledge, but is able to teach and receive distance learning using computer technology.

Students are often interested in self-learning through the Internet, interacting with their peers, and finding common ground. Such activities shape network interactions, providing students with a sense of telecommunications capabilities, and a means of meeting and collaborating with peers in other countries.

Information technology tools allow the reader to express their ideas in "electronic form" and check the competitiveness of their products, the popularity of their ideas. In order to create a truly interesting and unique resource for the student, he must first study all the information, understand the characteristics of the psyche of its requirements, determine the novelty of the

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resource and understand its practical significance. All this is related to the student's ability to form their own knowledge, to determine its practical direction in life.

The role of multimedia in engineering graphics. In today's world of science and technology, the demand for highly qualified, mature and qualified personnel is growing. This, in turn, imposes a responsibility not only on school and vocational college teachers, but also on university professors. In this system of tasks, education aimed at independent learning is one of the most important issues. It is important not only to teach a student this or that knowledge, but also to develop the ability to acquire knowledge independently, without the help of a teacher.

It is known that the lecture is mastered by about 25% of students. Experiments show that both listening to a lecture and viewing the material on a computer screen and actively controlling its display increase the quality of mastery. Multimedia training programs now use powerful software products such as Matt CAD and Pulse 6.0. Today, applications that use multimedia technology are not enough. The main problem is that professors are not organized to work with programmers who are well versed in multimedia capabilities. Such curricula should be developed and widely disseminated in drawing classes.

The basic meaning of the term multimedia is a multimedia environment. But the exact definition of the concept of "multimedia" is not known. Generally, multimedia is a set of tools for processing various forms of data. At the same time, it is primarily a means of processing sounds, video elements. However, in the case of animation and high-quality graphics, we can also talk about multimedia. In the future, it is likely that multimedia tools will be able to work with other types of data, such as virtual reality. In the process of drawing lessons, e-learning based on multimedia principles, animated graphics, reference books, encyclopedias, translations and dictionaries can be used as effectively used in history, geography, medicine, sports and other fields. Therefore, it is necessary to develop e-learning, animated graphics, reference books, encyclopedias and dictionaries for engineering graphics.

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