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A MODEL OF PEDAGOGICAL DESIGN OF EDUCATIONAL PROCESSES IN A DISTANCE LEARNING ENVIRONMENT IN MEDICAL INSTITUTES.

Abstract: this article reflects on the methods of using innovative educational technologies in the educational process.

Keywords: application of 3D printer, application of digital education ,improving the capabilities ,use of advanced data, use of virtual reality, use of cloud technologies.

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In the LMS programs currently in use, the possibility of teachers on electronic platforms is becoming wider open, taking into account the holiness of the teacher's course process. From this, it is imperative that each teacher is able not only to become an author, but also to effectively use digital technologies, which methods lead the course process, the reliability of the information, the wide coverage in terms of meaning, the quality of the prepared lectures.   In   distance education, which is different from traditional education, professors and teachers should also conduct classes, enriching and illuminating the subject of time-keeping with new designs.

And for this, we need to implement the goal of the concept of distance education. The purpose of the distance learning concept is to adapt the educational system to the digital generation (from computers, laptops, tablets, tablets, smartphones and other end devices)through the development and effective use of

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innovative educational technologies and didactic models in the teaching process, to make it possible to receive education at any time, place and from any teacher.

Digital technology is not a solution to all problems in the educational system, but a means of making lectures and seminars for the digital generation rich and interactive with information. It should be noted that teachers remain in the main role in the interactive learning process, which is focused on the educational areas of students.

It is necessary to maintain and guarantee the leading role of teachers through the following: develop an instruction on the use of innovative educational technologies; publish the instruction and convey it to all teachers in the form of a paper copy; appear interactive multimedia on networks; create a virtual library for video lectures on basic lesson views of the instruction intended for the teacher through innovative educational technologies; ; to make proposals to the competent authorities to expand the scope of the use of digital technologies in the organization of the educational process and to develop information resources, tools and technologies, to update independent and creative-minded students to regulatory legal documents regulating the activities of higher educational institutions by involving them in university digitization projects; Organization of "digital competencies centers", which include structures, study rooms, laboratories, mediastudias and others equipped with digital devices with high efficiency, as well as the application of the experience gained in it in all higher educational institutions of Uzbekistan; ensuring a solid integration of modern ICT and educational technologies, creating conditions for continuous improvement of professional qualifications and skills of pedagogical personnel in this regard;

* use of interactive presentation systems;

* development of interactive and multimedia presentations for lectures and seminars in classes in connection with the Internet;

• implementation of the real-time distance learning process using: interactive presentation systems; virtual halls; video conferencing systems;

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• implementation of the distance learning process at any time using electronic resources: in video/audio format; in text / graphic format;

* use of cloud technologies;

• use of virtual reality;

• use of advanced data;

* application of 3D printer in the development of didactic materials and experimental designs;

* application of digital education models and digital didactics;

* improving the capabilities of the scientific education website for teachers and students to discuss projects, diploma works, scientific research, etc.

Constant monitoring of the creation and uninterrupted operation of the internet infrastructure. 2. Equipping audiences with interactive presentation systems. 3. Equipping audiences with interactive tables at the request of the course process. 4. The creation of electronic resources based on cloud technologies in the process of teaching and obtaining, the cognitive skills of teachers and students. 6. Equip, taking into account the fact that the educational environment will be better and more comfortable in the team and when working with projects, using furniture that allows you to easily change the location of the auditorium transplant. 7. Effective use of systems that provide bilateral communication in the course of the lesson. 8. Equipping the common areas of the OSCE with interactive information screens that provide up-to-date information about social, cultural, sports and other activities. 9. The use of "lecture recorder" programs in auditoriums. 10. Using security systems to authenticate users and privatize their activities on educational websites.

Development of mixed education (traditional and e-learning) as the main method of training qualified professionals necessary for successful work in Social Digital Life: 1. Development of specialized courses based on andragogy on the application of HiTech complex technologies. HiTech-high technology (high tech, hi-tech) is a very complex technology, often used in electronics and robotics, including development and other processes. 2. Providing libraries on the basis of

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modern HiTech technology, extensive implementation of an electronic library system that allows remote use, continuous improvement of professional qualifications and skills of teachers by increasing the use of library funds, information bases after graduation in a higher educational institution of students.

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