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THE USE OF INNOVATIVE EDUCATIONAL METHODS IN THE TRAINING OF STUDENTS OF THE CLINICAL PHARMACY DIRECTION.

Abstract*: In this article, the Institute of Medicine commented on the use of innovative educational resources and the requirements for resources in the teaching of clinical pharmaceutical science to students of the Faculty of Pharmacy.*

Keywords: *Technical requirements, Network requirements, Specific requirements, Ergonomic requirements.*

The performance of tasks in the field of higher education by the government of the Republic of Uzbekistan largely depends on the personality of the teacher. Teaching is an honorable but very complex profession. From education to the intended goal in the context of the transition to a market economy it is up to the teacher to achieve, to organize the diverse activities of students, to cultivate them as educated, polite, ecclesiastical, hardworking, business, competent people.

With the development of technology, the presence of only one computer for training using technical means remained sufficient. In addition, the quality of information transmission, storage, imaging has increased significantly. As of now, the computer his literacy has become an important sign of culture, and in the future it becomes a necessity for each person wherever he works, on which plot. So the computer there is no doubt that work, teaching to use a computer will become a common job in the closest time.

In the educational process, computers are basically in four orders:

- passive application-computer like a simple counter;
- reactive communication-computer as examinee;
- active communication – computer to guide the student and take the exam;

Interactive Communication – Computer Science as an artificial intelligence, that is, communication with a student used in making.

Wide introduction of modern information and communication technologies in education date:

- informatization of areas of science;
- the intellectualization of educational activities;
- let's deepen the integration processes;

leading to the improvement of the infrastructure of the educational system and the mechanisms of its management comes.

Introduction of modern information technology into educational processes:

ask the student to acquire professional knowledge;

to deep assimilation of the field of science by modeling the studied phenomena and processes; independent activity of the student at the expense of the diverse organization of educational activities of the student to the expansion of its field;

teaching process based on the introduction of interactive communication capabilities to individualization and differentiation;

the student's training through the use of the capabilities of the artificial intelligence system to master the strategy of mastering his materials;

as a member of the Information Society of information in it to the formation of information culture;

presentation of the studied processes and phenomena by means of computer technology with increasing interest and activity in the basics of Science in students becomes important.

The concept of pedagogical software tools "Pedagogical software tools"-training using computer technology didactic tool designed to partially or completely automate the process is. They are promising to improve the effectiveness of the educational process considered one of the forms and as a teaching tool of modern technologies used. Pedagogical software tools include: specific didactic in educational science software product (set of programs),

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technical, aimed at achieving goals and methodological support, additional auxiliary tools are included.

Pedagogical software tools can be divided into:

➢ teaching programs-from the level of knowledge and interests of students leads to the acquisition of new knowledge;

➢ test programs-examination of acquired knowledge, qualifications and skills or used for evaluation purposes;

➢ trainer (trainer) - previously mastered training material serves to repeat and strengthen;

➢ virtual presence systems – a virtual learning environment with the participation of a teacher formative applications.

There are a number of positive factors confirming their superiority over traditional tools in order to implement the technology of creating pedagogical software tools, the use of practical and pedagogical software tools in pedagogical activity. These factors were divided into didactic, psychological, economic, physiological uruhs. Didactic requirements for pedagogical software tools include: science, comprehensiveness, in combination with a strict and systematic statement (ensuring the possibility of building the content of educational activities, taking into account the basic principles of pedagogy, psychology, informatics, the fundamental foundations of modern science), continuity and integrity (logical consequence of previously studied knowledge as well as a complement), consistency, problemativeness, exhibitionism, activation (the presence of educational independence and the feature of activity), the robustness of mastering the results of teaching, the interoperability of communication, the holistic unity of teaching, upbringing, development and practice.

The methodological requirements include: taking into account the specifics of a particular academic discipline, taking into account the specifics of a particular discipline, interconnectedness, interconnectedness, heterogeneity, realizability of modern methods of informatization. Psychological requirements include

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perception (verbal-logical, sensory-perceptual), thinking (conceptual-theoretical, visual-practical), attention (perseverance, migration to another), motivation (active forms of work, high level of visibility, constancy of a high level of motivation of students with the help of timely feedback and individual psychological characteristics (taking into account the acquired knowledge, skills and abilities, compliance of the content of the discipline and the level of complexity of educational issues with the age capabilities and individual characteristics of students, protection from the effects of excessive emotional, nervous, mental stress during the assimilation of educational material).

Technical requirements include modern universal personal computers, external devices, resources on which testing is carried out.

Network requirements include" client-server " architecture, Internet navigators, network operation systems, telecommunications, management tools (individual and collective work of the training process, external feedback).

Specific requirements include: interactivity, goal orientation, independence and flexibility, audiolization, exhibitionism, Access Control, intellectual development, differentiation (stratification), creativity, openness, feedback, functionality, reliability.

Ergonomic requirements include: friendliness, adaptation to the user, organization of screen forms.

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