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THE IMPORTANCE OF INTERACTIVE SOFTWARE TOOLS IN INCREASING THE EFFECTIVENESS OF GEOGRAPHY EDUCATION

Abstract: The article examines the effectiveness of interactive software in education, basic concepts of interactive technologies, electronic resources used in the creation of interactive software for geography.

Key words and word expressions: information technology, interactive software tool, electronic complex, electronic resources, organizational and administrative, explanatory and motivational, cognitive, technological, creative, virtual laboratory, animation, virtual experiment system.

According to the 41st goal of the development strategy of New Uzbekistan for the period of 2022-2026 by the President of the Republic of Uzbekistan Shavkat Mirziyoyev, the development of schools includes the construction of new schools, the increase of private schools, the production of national programs that provide for the improvement of the quality of education, goals such as acquiring knowledge and skills in the field of computer and IT technologies are set.

The main goal of sequential and step-by-step informatization of the educational system is:

- development of a mechanism for introducing modern information and communication technologies into the educational system;
- creation of an information system of the teaching process, organization of its management system based on modern technologies.

The main tasks of implementing advanced pedagogical and information technologies in the educational system and improving the material and technical base of educational institutions are as follows:

- creation of the necessary material and technical base for the implementation of new information technologies in the educational process;
- creation and application of new informational educational technologies for the educational process;
- formation of students' knowledge and skills in the field of modern information and communication technologies;
- increasing the efficiency of the education and training process.

Active and interactive educational technologies require the organization of training on the basis of productive creative activity, unlike reproductive ones. Each of them essentially emerges as a means of managing the process of cognitive activity development. In the system of active technologies, problem situations are analyzed and solved by the teacher and the student in cooperation. Finding a solution to a problem in interactive technologies is a collective solution in the process of situation analysis and game design with the active participation of the teacher and the whole group. Active technology becomes interactive if the entire audience is involved in solving the problem.

It is known that interactivity is a concept that sheds light on the nature and degree of interaction between objects, and is used more in the fields of computer theory, computer science and programming, as well as in telecommunications, sociology, industrial design, and other systems. Interactivity is the principle of organizing systems, which aims to achieve information exchange between system elements.

Information and communication technologies create opportunities for optimization of processes such as creation, storage, delivery, search of interactive software tools. Currently, various pedagogical information-educational resources have been created in electronic form in educational

institutions, but research on creating organizational bases for their use cannot be said to be sufficient. All educational institutions pay special attention to the use of innovative technologies in the educational environment in order to ensure that learners receive knowledge in accordance with modern requirements. In particular, with the help of interactive exercises and laboratory exercises in geography, any complex phenomenon or process can be demonstrated and explained to students through unobservable experiments.

It is necessary to analyze the specific conditions and importance of integrated teaching of the educational process with the help of interactive software tools, assuming that students can use the latest achievements of science and technology in their practical activities.

Organization of the geography education process with the help of interactive software tools has its own positive aspects. As a result of the pedagogue processing the educational material with the help of interactive software tools, the reception of information on the educational material, their comprehensive strengthening and testing becomes a single system. A psychological, pedagogical, didactic, and methodological basis is created for the complete mastery of the subjects. Reasonable design of the geography education process with the help of interactive software tools has a positive effect on the coordination of education and scientific training through science, and the development of students' scientific and research capabilities. Based on the use of interactive software tools:

- the skills of students to receive and use information will increase;
- opportunities for unique understanding and application of information in practical activities will expand;
- free communication with world mass media is ensured.

The sources of electronic resources that are used and need to be used in the creation of interactive software tools in geography education include: educational materials (textbooks, manuals, audio lessons, video films, control

materials, etc.), audio discs, video cassettes and video clips, includes telephone, radio and television, electronic communication, computer-based educational programs, teleconferences (audio and videoconferences, audiographic conferences, etc.).

Students can create their own source of information from the objects included in the program, fill them in, master it within the minimum framework of education, study some topics and certain parts of the course at a deep level, test their knowledge using interactive elements. will have the opportunity to conduct various experiments.

Computer tools used in education can be different in terms of the functional tasks they perform:

- presentations, i.e. animation, audio and video clips, electronic slides that can incorporate interactive elements;
- ordinary informational publications, i.e. electronic encyclopedias similar to encyclopedias, dictionaries, reference books;
- examples and problems, set of exercises, i.e. didactic materials;
- complex programs that give the learner the opportunity to conduct experiments and tests in a "virtual laboratory", that is, a virtual experience system.

It should be noted that the advantage of such programs is that they allow students to conduct experiments that cannot be carried out in real life in terms of safety and time. At the moment, the disadvantage of such programs is that due to the limited nature of the models included in them, the student cannot go beyond their limits during the course of his experience.

In the literature, their characteristics distinguishing them from all previously known tools are shown, only in relation to pedagogical software tools:

- ensuring the individual work speed of the user;
- performing simulation-modelling activities;

- management of objects and processes, both real and reflected on the screen;
- work in interactive mode;
- use of various visualization tools of studied objects, events and processes.

Interactive educational technologies ensure the acquisition of teaching materials in the form of dialogue with the teacher and student, textbook, text, various didactic materials.

In short, in the process of interactive education, the student is influenced on the basis of a conversation or in the form of a dialogue, and conditions are created for the development and formation of the student's personality, intellectual and creative abilities, and self-development in the future.

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