

THEORETICAL AND PRACTICAL CONDITIONS OF DEVELOPMENT OF INFORMATION AND COMMUNICATION COMPETENCE OF FUTURE CULTURAL AND ART FIGURES

Kurbanova Aziza Tolibovna

Lecturer, State Institute of Art and Culture in Uzbekistan, Tashkent, **UZBEKISTAN**

E-mail address: caro_8787@mail.ru

ABSTRACT

This paper investigates theoretical and practical conditions of development of information and communication competence of future cultural and art figures. On this way it concludes with major points of the development in the research. The questionnaire was then analyzed with Multidimensional Statistic Data Analysis methods, which allowed for differentiation criteria to emerge as well as for their classification in groups, depending on the students' common answers to the questionnaires. The analysis showed that most students are positive towards using New Technologies in Art education and believe that their introduction in Art classes is possible to be implemented in schools.

Keywords: Theoretical, practical conditions, development, information and communication competence, future cultural figures, graphic editor.

INTRODUCTION

Psychologists often describe the concept of professional competence in different ways. According to T. Sorokina, professional competence is the ability of teachers to prepare for the theoretical and practical implementation of professional activities and to differentiate pedagogical tasks at different levels. M. Lukyanova argues that psychological and pedagogical competence is a set of personal qualities of a teacher, as well as a high level of professional training and mutually beneficial interaction with students in the learning process. [1]. Professional competence and knowledgecommunicative competence is always connected with each other. Developing the information and communication skills of cultural and art workers, they play an important role in the further development of their profession. The widespread use of flexible automated systems, microprocessor devices, software controllers and robots has contributed to the current development of scientific and technical developments.

This process paves the way for modern pedagogy to the task of preparing fastdeveloping and demanding personnel of modern high-growth development in the new qualitative development of society. This task, in turn, is a social order of society and in many respects depends on providing educational institutions with modern information and communication equipment and the readiness of students to receive a rapidly growing flow of information and their readiness for processing.

Theoretical background

Therefore, one of the important tasks is the organization of the effective use of modern information and communication technologies in order to improve the efficiency and quality of the educational process. The urgency of the above tasks is determined not only by the social order of society, but also by the student's personal needs, which is associated with self-development, improvement and assessment of an individually-oriented education system.

Main part

The effective use of modern information and communication technologies in the educational process provides the following features:

- fast feedback between modern information and communication technologies and users;
- computer visualization, virtualization of educational information about specific objects, technological processes or processes;
- the ability to store and transfer large amounts of information in the archive, easy access to the central data bank of users and data processing;
- automation of search and calculation of information, multifaceted and multifunctional processing of experimental results, the possibility of their repetition;
- automation of control and evaluation of information and methodological support of the educational process, management organization and management results.

These capabilities show that the use of modern information and communication technologies in the following areas is most effective:

- recording, collecting, storing, processing and transmitting large amounts of information about an object, event, state of affairs;
- interactive dialogue, i.e. the interaction between the software system and the user interaction; management of real objects (for example, training robots, imitating industrial devices and mechanisms, etc.);
- display objects, events, processes on the screen, including displaying existing processes on the screen;
- automated control over the results of work, processing, monitoring, implementation, control questions [2].

A step-by-step study of the process of creation reveals only specific, phenomenal aspects of human consciousness. Each stage of creation is a complex process that gives the creator information about the needs, values, emotions and intelligence of a person.

Research database

Creative activity is to invent a new thing, create a new model, bring an original work of art. At the same time, only a small aspect of the existing model, decision making, making personal conclusions is also creative. This is a creative activity that determines the position of a person in his life not by the rules, but in a new way. That's why creative abilities are called humans. As a result of creative activity, new material and spiritual values are created. Creativity is a historical and cultural phenomenon in its essence and has psychological aspects, such as personality and process. He emphasizes the creation of a novelty, a unique product, due to the presence of abilities, motives, knowledge and skills. As a result of studying these features, there is a need for imagination, intuition, invisible components of mental activity, as well as a need for self-awareness and the expansion of creativity. In the field of culture (production, technology, art, science, politics, pedagogy, etc.) Each of them requires the identification of features of the psychology of creativity, as well as the nature of the relationship between them [3]. The creative process includes the task, the formation of ideas, the implementation of ideas; personality, personality, temperament, age, character, and others. The environment and the environment reflect the environment, the collective, incentives and barriers to creative activity. Various ways of developing the professional competence of future artists and cultural workers have been identified. As is known, any system, including a human one, is transformed under the influence of internal (personal) needs and the external environment, that is, the User can view various types of multimedia information through a digital electronic device - multimedia - user interface. In general, multimedia is a good idea for this information.

As a result of the accuracy of multimedia information, its content and utility are further enhanced. Multimedia components: 1. Text; 2. Audio; 3. Image; 4. Video. Audio (Lot audio - Hearing) is a sound technology that transmits audio, sound and voice systems and technologies. The audio component of the multimedia information is used to transmit voice data.

DISCUSSION

A multimedia audio component is classified as a musical sound and speech tone. There are two main indicators for assessing voice:

1) the frequency of sound; 2) and its intensity and strength.

The frequency of the sound is measured in hertz, 1 hour represents a one-time vibration per second. Sound power is measured in decibel. When the sound spectrum ends, the headphone range is from 20 to 20,000 Hz, infrared (up to 20 Hz) and ultrasonic - more than 20,000 Hz. The musical sound has the following characteristics: The frequency is usually from 16 to 4500 Hz; The timbre comes from the audio source; height does not exceed the threshold of pain sensitivity; Duration The voice of speech can be seen with the help of human voices. The volume of speech consists of noise and tone: · The voice of speech is caused by the movement of sound; Noise may be caused by the addition of light air. The main characteristic of speech is tone.

This feature of the speech tone determines the frequency of the signal. The frequency of speech of different people varies from 50 to 250 Hz. Audio information is available in analog and digital formats. Multimedia technology restores digital sound values. [4]. The use of new information technologies in music education will help develop forms, methods and tools in education, find effective solutions for one or more of these problems, choose the best way to achieve perfect learning and eliminate the problems of traditional education The composer can also use his computer to create music. To do this, a small royal or electrostatic device can create a new piece of music, while simultaneously viewing musical notes on the screen and viewing it at the moment [5]. Musical literature programs include books, encyclopedias, various MIDI files (Digital Interface of Musical Instrument Digital Interface) - a collection of musical compositions in the form of a Special Computer Language that allows computers to communicate with electronic musical instruments (such as keyboard synthesis). illustrative reference to musical compositions. Through such programs, students can get biographies of various national composers, information about their work and various musical guides. The logical sequence of artificially created images for animating human images is an animation. Unlike video animation, the image is captured by video cameras. For animation, each frame is created individually, and the movement is simulated. An example of how to unpack animation technologies is an example. In this case, each frame is drawn separately and captured. This technology is called "crushing."

RESULTS

Types of animation: Drawing animation is an animation that draws each frame separately. Sand animation or powder technique (visual sand animation, powder animation) is one aspect of the visual arts, and is also used to create animation. Plasticine animation (animated animation) Animation stream is created by creating a single frame.

Silhouette animation - approximately flat figures (figures are made of paper, fabric and other materials) Computer animation - computer animation today is the most convenient and modern technology in creating animation. Audio systems are a set of hardware used to record and

process analog or digital audio signals. Audiobook organizers are: Audio adapter (sound card); · Acoustic system (amplifiers, speakers, headphones); Microphone. The process of video processing on a computer is to edit these video files using special software - a video converter. This process consists of three stages:

Get a video (full color); 2. Installation; 3. Squeeze the video product. Installation is a creative process that involves the creation of video using video technology. Assembly is divided into linear and nonlinear types. Before shooting video on linear media, the sequence of frames is determined by the installer. Non-linear editing arose and developed with the advent of computers.

In many Asian societies, the links and continuities between art and learning, art and knowledge, art and social history, art and values, and art and wisdom were severed, initially by the impress of colonization in which a different construct for the arts was imposed. The Western, industrial, Cartesian approach separated the fine arts from the crafts and “the arts” came to mean specialized art-objects and distinct art disciplines. More recently, the arts have been further de-contextualized from life functions by the construct of “art for art’s sake” and the influences of globalization. As a result, in most contemporary societies in the world, art has generally become a product which is marketed for consumption and investment, and restricted largely to the elite. [6]



Photoshop is specifically designed to allow users to create and edit raster images in multiple layers. These overlays or layers can support transparency and can also act as masks or filters that can alter underlying images in the layers below them. Shadows and other effects such as alpha compositing can be applied. It is also possible of apply several color models to these layers – CMYK, RGB, Spot Color, and Duotone and Lap color space.

Adobe Photoshop was originally developed in 1987 by Thomas and John Knoll, and then Adobe Systems Inc. bought the license to distribute in 1988. Thomas, then in school for his PhD at the University of Michigan, wrote a program on his Macintosh Plus that basically displayed images on a screen and called it Display.



Corel Corporation developed and released a software program called CorelDRAW, a vector graphics editor. The software is a robust graphics suite, providing many features for users to edit graphics. These features include contrast adjustment, color balancing, adding special effects like borders to images, and it is capable of working with multiple layers and multiple pages.

Coreldraw is vector based designing software which is used for creating logos, flexes, brochures, invitation cards and any kind of vector designing based on the lining. This is very old software which was released 29 years ago on 16th January 1989. It was developed by Corel Corporation so it is also known as Corel's Graphic Suite. As this works vector based images so it is used to edit two-dimensional images such as logos and posters.



Autodesk Maya is an industry leading 3D animation software application developed by Autodesk that enables video professionals who work with animated film, television programs, visual effects, and video games to create highly professional three-dimensional (3D) cinematic animations. Prior to two-dimensional (2D) and 3D animation software, manual hand animation tools such as drawing paper and pencils, erasers, paints and brushes, light tables, and transparencies only offered a subset of what can now be done with programs such as Maya. Maya 1.0 was originally developed and released in 1998 by Alias Wavefront and seven years later in 2005, Autodesk, Inc. acquired Maya and renamed it to "Autodesk Maya". Since its original release, Maya has become widely used in the film industry to create graphics for Academy Award winning films such as Rango and Hugo. Maya is also becoming more widely used in the video game industry to create visual effects for games such as Call of Duty and Halo. Maya includes MEL, short for Maya Embedded Language, and Python scripting, which both allow you to take advantage of its open architecture by programming complicated or repetitive commands. These programmed commands help to save valuable time and also offer a method of sharing them with others who might find them useful. In the film and television industry, Maya is the de facto standard for 3D visual effects, computer graphics, and character animation.

CONCLUSION

This technology gives you the ability to change, adjust and add sound parameters, except when you determine the sequence of work. The computer capability allows you to add additional effects to your video clips. Non-linear editing is carried out using special computer applications (video converter). "Information technologies in art education", which are taught in all areas of the Uzbek State Institute of Art and Culture, is an important factor in the development of students' information and communication competence.

Creativity serves an important role in culture, education, and the workforce as it "provides the impetus for any act, idea, or product that changes an existing domain or discipline into a new entity." In the 21st century, information technology is forming a powerful alliance with creative practices in the arts and design to establish new domains in information technology and creative practices.[7]. Likewise technology processes, tools, and interfaces rekindle an interest in creativity and its expression, as exemplified by the many online activities that are engaging creative innovation. In living with contemporary information technologies, more and more people are becoming active participants and co-creators with interfaces--expanding into

development of tutorials, blogs, wikis, and social bookmarks. These personally meaningful activities emphasize sharing and collaboration through transparent formats. As a result, art educators should recognize that creative and cultural education extends beyond classroom curricula and into contemporary everyday life and consider possible creative resolves in more formal education environments. As communication technologies offer a powerful union with creative and imaginative expression, the breadth of these technologies offers opportunities for creative synthesis and hybrid forms of information representations. This article explores a range of assumptions about creativity, art, and technology and the role that they play in pedagogical practices.

The goal of this study was to appoint the students' views on the use of New Technologies in Art education using modern teaching methods. The analysis showcased that the majority of the students is positive towards the use of New Technologies in Art education and believes that introduction of new technology methods in Art education can be implemented in schools. The use of image processing software (such as Photoshop and Corel), freeware such as PhotoMix, as well as websites, like Picnik, for example, have opened up ways for important changes in the teaching of Arts and adds a new interest to the research regarding New Technologies in Art education.[8]. Also, students can use internet tools like Webpage "piknik" where they can process online their photos. New applications, their acceptance by the academic community, the teachers' proper training, the students preparation through Pedagogical Institutes, the efficiency of new methods in teaching practice, technical and functional issues that might occur, as well as many other elements, are a major challenge for the researchers who would like to continue this study and reach further than its results in regard to the use of New Technologies in Art Teaching. [9]

REFERENCES

- [1] Dolgorukov A. Methodical case study of vocational-oriented technologies of vocational-oriented learning:
- [2] O.D.Rakhimov. Modern information and educational technologies in the education system of the information society. 9b. 2014
- [3] Onion A. Psychology of creativity. M. 1978, p.93.
- [4] Tai Vogan, Multimedia: make it work, 8th edition, 2011, p.481.
- [5]. Zabolotskaya I.V., Terentyeva N.A. New information technologies in music education // "Problems of informatization" theoretical and scientific-practical journal.
- [6] Educating for Creativity: Bringing the Arts and Culture into Asian Education UNESCO, Bangkok-2005 p7
- [7] Tillander, Michelle. Creativity, Technology, Art, and Pedagogical Practices. ERIC-2011
- [8] Hill, J., & Hannafin, M. (2001). Teaching and Learning in digital environments: The resurgence of resource-based learning. Educational Technology Research and Development, 49 (3), 37-52.
- [9] Athanasiadis, I., & Stefos, E. (Eds.) (2006). Interdisciplinary technological approaches. Applications in the High school of Ialysos, (pp.36-40). Rhodes: Municipal Library of Ialysos.