

ACCESS TO ELECTRONIC EDUCATIONAL RESOURCES IN THE EDUCATION SYSTEM

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ABSTRACT

This article outlines the concepts, features, functions, and benefits of using electronic learning resources and access to education.

Keywords: Electronic education, computer technology, digital education, resources, functional, communicative, interactive, information-education, assessment, testing, electronic textbooks, hypermata and modeling.

INTRODUCTION, LITERATURE REVIEW AND DISCUSSION

E-Learning Resources is the most common term for combining learning tools that are developed and implemented on the basis of computer technologies. Digital education resources, which are the exclusive status of e-learning resources, are educational resources created and functioning on the basis of digital technologies. The distinction between these terms is fundamental because digital technologies are just a way of recording and processing information. Other systems (quantum, laser, etc.) are currently being developed. Therefore, e-learning resources are the most common name that describes not just a technology but a whole field of technology.

There are various approaches to the classification and typology of e-learning resources - target mark, type of training, methodological purpose, functional purpose, didactic objectives and training form, and so on. It should be noted that these types of classifications are sufficiently conditional that they may intersect in different classes of technology. We will look at the classification of electronic resources for functional purposes.

Demonstrative resources - they allow visualizing objects, events, processes, and provide a complete picture of any educational information.

Training resources - they are designed to create different skills and abilities, to replicate and strengthen the topic.

Diagnostic and testing resources - assess the knowledge, skills, abilities of the student, determine the level of training, the formation of personal qualities, the level of intellectual development.

Controlling resources - Automate the process of self-monitoring of learning outcomes, setting the level of possession of learning material.

Expert resources - These are the learning processes that facilitate communication between the user and the learning system in the implementation of learning tasks.

Communicative resources - provide access to any information on local and global networks, interactive communication between subjects of the educational process.

Computational resources - automates the process of learning, calculations, measurements processing in the processes and events under consideration.

Service resources - these provide the user convenience and security of the computer.

Recreational resources are computer communication and computer games for leisure activities, extracurricular activities for students' personal development and upbringing.

The use of e-learning resources can successfully address almost all problems of distance learning in educational institutions, as well as the problems of psycho-pedagogical nature and methodological support by means of modularity, interactivity and variability [1].

We will consider the function of promoting student learning and the importance of e-learning resources in implementing these functions:

- The choice of educational content of the subject on the basis of the intersection of student and teacher information flows, the relevance of students' hidden experiences, as well as the interdisciplinary integration of knowledge in educational and social projects. Creation of e-learning resources will allow expanding the range of sources of information used by the teacher at the content selection stage, which will help meet the information and educational needs of students and facilitate interdisciplinary integration.

- Selection by the teacher of educational technologies that address not only the content of the subject matter, but also the technology that contributes to the development of students' competence. E-learning resources also create a situation where the use of a variety of educational technologies becomes more and more methodically grounded. Learning activities with e-learning resources are more focused on independent learning and self-education, which contributes to the development of students' competence, and with the use of modern educational technologies, this process becomes a goal-oriented process.

- Formation of an open information and educational environment, which is considered by the teacher as a kind of socio-cultural environment and where the learning environment and real conditions for students' learning are created; The open learning environment facilitates the emergence and manifestation of students' competencies in which learning knowledge becomes the basis for solving real-life problems.

Different ways of evaluating students in educational institutions and taking into account their achievements, choosing different forms of self-assessment. New opportunities have been created in e-learning resources to record students' achievements and record their achievements, first of all, by recording student achievement in various types of practical and supervisory tasks [2].

The variety of test tasks allows the teacher to design a personalized control system. Self-monitoring capabilities built into e-learning resources help students to develop self-control and self-education skills.

E-learning resources are one of the most valuable components of the information-learning environment. It is in these educational resources that the content of the learning process is concentrated. The importance of e-learning resources in the learning process is considerably greater than that of traditional paper manuals, because new educational technologies involve the reduction of personal and teacher-student interactions [3].

Electronic textbooks are the basis of the information and educational environment. they concentrate on the learning materials they need. The main features of electronic textbooks are:

completeness and timeliness of the material; Creation of new didactic work schemes with the use of modern media; complex use of multimedia technologies, navigation capabilities. The high quality of e-textbooks (apart from their obvious content) can be seen in the loss of their didactic properties in the paper format.

Testing system. Software for monitoring the level of knowledge, skills and abilities automates the process of assessing the student's knowledge.

Testing system has been used in the education system for a long time. However, it should be noted that modeling teacher-student interactions in the assessment of acquired knowledge is a very sensitive matter from the point of view of information. In many cases, it cannot be implemented qualitatively without the use of state-of-the-art information technology and artificial intelligence techniques. For example, an interactive math test system should monitor the logic of the student's response and base their knowledge on the subject being studied. Developing such systems will require significant labor, time and financial costs. Fortunately, the use of such sophisticated technologies is not always required [4].

Information retrieval systems are designed to support students' independent work. They fill out a regular and consistent presentation of textbook materials with direct access to relevant blocks of information by searching for key questions, inquiries, and so on. The information system operates with the database, the information contained in it is usually organized in tree form, hypertext format, in the form of relational databases. Advanced information retrieval systems can provide a wealth of service to users, such as creating dynamic directories, profiling (compression), and so on. The most advanced information systems can act as expert systems implemented using artificial intelligence technologies.

Tools for automating professional activities can also emerge as e-learning resources. Specifics of this type of electronic resources should, as a rule, include resources developed outside of the educational environment, which are readily available for use in the learning process and require only methodological training. These types of electronic resources are particularly popular in teaching computer science: students work in such software environments and in database management systems, where they will later face the same conditions in their professional activities.

Public Utility Software - This category includes tools for automating small-scale learning activities. The scope of application of these tools can vary widely: automation of small works, registration of training documents, processing of experimental research data and so on.

Comprehensive training programs consist of components that are relevant to each of these types. Modeling the learning process in e-learning environments is essentially modeling teacher and student activities. It is possible to create a hierarchy of educational resources, ranging from simple test programs of the "select answer" to the more sophisticated intellectual systems, according to the level of traditional learning. An important methodological moment is the right choice of the level of modeling in the implementation of a particular educational process, which will ensure the adequacy and efficiency of the use of resources, as well as the optimization of the quality ratio in the process of their development.

The modeling and automation of the educational process through e-learning resources is now widely developed. Significant intellectual, labor, and financial investment and time will still be

needed to stabilize the industry, to enrich it with a sufficient number of ideas, experience, didactic and technological achievements [5].

There are various approaches to the classification and typology of e-learning resources - target mark, type of training, methodological purpose, functional purpose, didactic objectives and training form, and so on.

The usefulness of the information available to e-learning resources is determined by how important it is to ensure that the recipient can achieve the learning objectives. This is related to the quantitative dimension, because the higher the level of uncertainty, the greater the likelihood of making the right decision, and hence the greater the probability of achieving the goal. Naturally, the usefulness of the information is determined by its intensity - incorrect information only distances the target, thus making the usefulness of the information negative.

E-Learning resources should be of interest and interest in the issues and tasks that create problematic situations. E-learning resources, based on the requirements of modern education, increase the efficiency of teaching, provide systematization of students' knowledge, develop their creative abilities and enhance their interest in the profession.

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