

## MEDIA RESOURCES AS AN EFFECTIVE TOOL OF STUDENTS' SELF-EDUCATION

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### ABSTRACT

Today using digital media and media resources in learning and teaching process become a vital. In this study examined effectiveness of independent learning through media resources. This article discusses the using media resources in organizing self-education of curriculum of "IT in Education". Due to media resources in educational process, can be created new innovative way of teaching and learning practices. The results show that students are highly motivated by the methodology of independent learning through media resources and preferably engaged in the curriculum.

**Keywords:** Media resources, digital media, self-education, independent learning, learning process, motivation, IT in Education, learn by doing.

### INTRODUCTION

Everyone knows today that the best investment is investment in knowledge. In order to achieve success, you need to invest in yourself, in your education. As Benjamin Franklin said, "Investing in knowledge pays the best dividends." In this case, each person should invest daily in self-education itself. This is the actual requirement of the 21st century.

Independent learning is defined as the mastery of knowledge, skills, abilities at the initiative of the student himself in relation to the subject of knowledge, volume and source of knowledge, setting the duration and time. "Independent learning is learning activities in which the student's consistent thinking, mental and practical operations, and consistency of actions will be depend on them." [1]

According to Doctor of Pedagogical Sciences N.A. Muslimov, "Independent learning (autodidactics) means organizing regular, independent and autonomous activities in accordance with the subjective purpose of the educational process for the acquisition of knowledge, development of imagination, formation of concepts, skills and competencies." [2]

Independent learning is a skill, from the very beginning you need to correctly set a goal and have motivation till the end. Self-education is like a long way if you have strong enough motivation nothing cannot stop you from learning. Unfortunately, among our students there is who has a problem with the motivation. And they can meet some obstacles in organizing self-education. For them learning is a torture and self-education is a deliberate torment.

Based on this, the goal of our research is to improve the methodology of organizing self-education of students and to find an answer to the following question: "If self-education is main requirement XXI century pedagogy, so, how can you ensure that each student is engaged in self-education, preferably and independently?"

Today the majority of our students are modern youth. If we calculate them that they were born and raised in the digital age, that is, at the beginning of the 21st century, it would be natural to call them as "digital natives". Besides that, as we know XXI century is information era and mediatization is the main process of this time.

Young people now enjoy unprecedented levels of access to media although they are also being enthusiastically targeted as a valuable consumer market. For most children, computer is no longer primarily an educational medium as it was 10 or 15 years ago. [3]

### Materials and methods

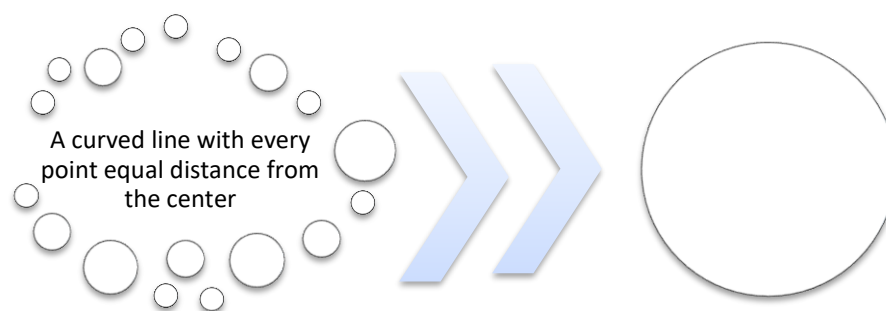
Today the development of digital technologies has presented significant new opportunities as introduction digital media into education.

Digital media in education refers to the use of interactive multimedia in the classroom setting.[4] Digital media in education involves the processes of incorporating digital media, such as specific software, mobile devices as a tool for learning, and many other things.[5]

Based on this, using digital media and media resources in independent learning is an effective way of organizing students' self-education process.

Using media resources in educational process means combining and implementing words, pictures, graphics, charts, illustrations, infographics, audio, video and others to maximize teaching and learning effectiveness.

Many researchers argue that educational media resources are human brain friendly and using them in teaching and learning process helps people to learn efficiently. [6] Media resources are a great way to grab students' attention on learning by visualizing information. Mike Parkinson's example is suitable there to illustrate the importance of graphic (visual) content. But first try to answer the question: "What is a circle?" "Circle is a curved line with every point equal distance from the center".



We can clearly see that the textual definition is much more difficult to understand than the visual image. [6]

It is easier to interest and teach a learner when he perceives a coordinated stream of sound and visual images, and not only informational, but also emotional impact is exerted on him. Media creates a multi-sensory learning environment. Involvement of all senses leads to an exceptional increase in the degree of assimilation of the material in comparison with traditional methods. Teaching using audiovisual means of complex presentation of information is the most intensive form of teaching. Individual dialogue communication with the help of video, graphic, text and musical-speech inserts is so intense that it makes the learning process as easy as possible. Solving the problem of connecting streams of information of different modality (sound, text,

graphics, video) creates a universal teaching and learning environment for almost any branch of knowledge and human activity. And this is not accidental, since according to UNESCO, only 12% of information is assimilated with audio perception, with visual perception about 25%, and with audio-visual perception up to 65% of perceived information.

The use of media resources opens up didactic opportunities related to the visualization of material, its "revitalization", the ability to make visual travels, the ability to visualize those phenomena that cannot be effectively demonstrated in other ways, allow you to combine control and training procedures.

Yan Amos Kamenskiy noted that, "The golden rule of didactics is visualization". It is no doubt that, media resources make it possible to make the presentation of didactic material as convenient and visual as possible, which stimulates interest in learning and helps eliminate gaps in knowledge.

The use of media resources in the educational process is one of the ways to increase the motivation of learning. Media resources contribute to the development of the creative personality of not only the student, but also the teacher. Media helps to realize the main human needs - communication, education, and self-education. The introduction of media into the educational process is designed to increase the efficiency of teaching lessons, free teachers from routine work, enhance the attractiveness of presenting material, differentiate the types of tasks, and diversify feedback forms.

Traditional forms of organizing self-education in our universities, which involve the transmission of a fixed body of information borders student's learning and researching process.

The organization of self-education using media resources is not like the traditional one. Materials based media resources allow the student to learn, to see and correct their mistakes by one's own will and independently. In this case, teacher participates in this process to guide the student's independent activities "Helping them doing it themselves".

This methodology can enable student to produce their own media texts, and even interactive hypermedia while learning. Especially this process, learning by doing can increase student motivation and engage them active independent learning process.

## **RESULT AND DISCUSSION**

The methodology of using media resources in the educational process provides for classes based on problematic, heuristic, game based and other productive forms of learning that develop the individuality of the student, the independence of his thinking, stimulate his abilities in assimilation of knowledge through direct involvement in creative activity, perception, interpretation and analysis of media information.

If we organize student independent learning process by one of that methodologies such as project based learning, game based learning etc. then we can reach maximal engagement of students into active self - education process.

Thus, we may give opportunity to learners being independent, self-confident and autonomous. Besides that, they learn by doing. Media resource based learning like an experiential learning, students learn through reflection on doing.

For example, by the curriculum subject of “IT in Education” during independent learning students can learn with the help of implementation digital media and media resources (video, infographic, etc.) how to create electronic FlipBook and simultaneously doing their own educational e-FlipBook.

The subject “Information Technologies in Education” is one of the compulsory for every specialty in pedagogical universities of Uzbekistan. Typically it dominated by narrow training in technical skills. Students are taught about spreadsheets, databases and file management—the Microsoft Office, CorelDraw, multimedia in different sphere, history of the net and services of the net etc.

As part of our research, was offered in addition to the above mentioned themes students to independently choose one of the following topics (creating “caption video”, creation “infographic”, how to create “animated presentation”, creation “e-FlipBook” etc.) to study individually, at the end, prepare their own product.

Then according to their choice delivered online course materials in shape of different media resources. For example, if student choose topic about creating “caption video”. In this case, at first he/she watches video, which lasts 1-3 minutes about "What is the caption video?" After that, can be offered to learn information "special features of caption video, what to keep in mind during creation caption video etc." in shape of infographic. After watching full video info about how to create "caption video" step by step, besides that, we can deliver students additionally links to learn more about this topic.

It was obvious that, such topics, which is enriched with digital media and media resources fully interest and engage students into self - learning of curriculum topics.

All in all, media resources can be used to stimulate interest in and develop knowledge of the material being taught.

## CONCLUSION

This means that they acquire knowledge in an inductive way: in practice, independently, on their own mistakes, using peer advice or imitating their behavior.[7] The best thing about a using digital media and media resources in learning process is that it allows for student to learn, work and develop at their own individual pace and preferably and independently.

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