USE OF VISUALIZED ELECTRONIC TEXTBOOKS TO INCREASE THE EFFECTIVENESS OF TEACHING FOREIGN LANGUAGES

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ABSTRACT

This article describes the effectiveness of teaching foreign languages using modern visualized teaching materials and the advantages and disadvantages, components and main parts of the use of visualized e-textbooks in the educational process. It also covers the software used in visualized e-textbooks and their analysis.

Keywords: Visualization, e-textbook, visualized e-textbooks, Test Test, Encyclopedia, Creative Environment, Copyright Environment, Information, Normative, Reference, Wondershare Quiz Creator, Autoplay Menu Builder and more.

INTRODUCTION

The creation of innovations in the field of education in developed countries, the adaptation and development of new knowledge on the basis of a person-centered approach to modern pedagogical processes are among the most pressing issues of our time. The growing popularity of visualization of educational materials, not only based on the principles of traditional pedagogical visualization, but also the need for effective use of pedagogical and informational educational resources in higher education, increasing the opportunities for its interpretation and application.

At present, information and communication technologies are developing rapidly and are widely used in all spheres of society, including education. That is why the problem of effective use of computer technology in education remains relevant. New information technologies in higher education require not only new technical means, but also new forms and methods of teaching and a new approach to the educational process.

Purpose
In an informed society, the need for knowledge, skills, and competencies always necessitates a visual representation of the knowledge base. Accordingly, "visualization" refers to the presentation of information that is controlled by images, graphics, and tables to simplify comprehension and processing. Because visualization is derived from the Latin word "visualis" - visual, visual.

A distinctive feature of foreign language teaching is that students may have difficulty learning and mastering a completely new language. Increasing the effectiveness of foreign language teaching can be achieved through the widespread use of computer technology and various technical teaching aids. Therefore, the use of information and communication technologies in foreign language teaching requires new knowledge and skills to use a variety of visualized electronic software.

The main purpose of teaching foreign languages is to form and develop the communicative culture of higher education students, to teach them to master foreign languages. The task of the teacher is to activate the student's cognitive activity in the process of teaching foreign languages, to create conditions for each student to practice the language, to choose such teaching methods that allow each student to demonstrate their activity and creativity.

Scientific novelty of the article

The use of computer technology in foreign language classes can be provided in a variety of options, including: working with specialized web pages, searching for relevant information on the Internet, watching science films, using curricula and games, and more. Currently, an effective and relatively inexpensive way to teach foreign languages is to use a visualized e-textbook. Visualized e-textbooks allow to implement the principles of differential and individual approach to teaching. Performing exercises such as listening, reading, and testing using visualized e-textbooks can effectively develop speech activity. It also shapes students 'grammatical, lexical, and vocal pronunciation skills.

Visualized e-textbooks are computer and pedagogical software tools that mainly replace printed publications, serve for individual learning and allow students to apply their knowledge and skills in practice. designed to provide new information [6].

Results and practical applications

 The following features of the visualized e-textbook should be noted:

    1. An e-textbook should have minimal textual information, as prolonged reading from the screen can lead to physical fatigue and consequently a decrease in cognitive levels.

    2. Visualized e-textbooks should contain a large amount of visual aids. It is advisable to use graphic file formats (GIF, JPEG) to limit the amount of textbook memory, use a limited color palette or vector graphics files.

    3. The use of videos allows to increase the effectiveness of learning. Despite the large size of the video files, it is advisable to use them, as this will increase the interest of students and improve the quality of learning.

    4. In traditional teaching, oral means lead when new materials are presented. In this regard, the use of audio files in a visualized e-textbook not only brings us closer to the usual ways of presenting information, but also improves the perception of new material while activating not only the visual but also the auditory centers of the brain.

    5. Visualized e-textbooks may contain link elements and may be linked to other visualized e-textbooks and educational resources. By quickly navigating to the desired chapter or page, its availability and convenience can be further enhanced. For example, using OLE (Object Linking and Embedding) technology, it is possible to run other computer programs for demonstration, testing, and other purposes.

The placement of text, graphics, and other materials is of didactic importance. The quality of reception of new information, the ability to generalize and analyze, the speed of memorization, the completeness of the acquisition of learning information largely depends on the location of the information on the computer screen [5].

There are three main modes of visualization of the electronic textbook:

    1. Study without the use of control tests (Tests).

    2. Study using a control test (Test), in which at the end of each chapter (paragraph) the listener is asked to answer several questions to determine the level of mastery of the material.

    3. Test control designed for final control with knowledge assessment [4].

As in the creation of any complex systems, the skill and creativity of the authors are crucial in the preparation of a visualized e-textbook. However, there are specific forms of visualized e-textbooks, i.e., components that can be used to construct a textbook, including:

Testing - is the simplest form of visualized e-textbook. The main challenge is to select and formulate these questions, as well as interpret the answers to the questions. A thorough test allows a student to have an objective idea of the knowledge, skills, and abilities they have acquired in a particular field of science.

An encyclopedia - is the basic form of a visualized electronic textbook. In terms of content, the term encyclopedia means that the quality of the information contained in a visualized e-textbook should be complete and even higher than the educational standards. The main tasks that are suitable for electronic encyclopedias are: replication of links, bookmarks, animations and audio recordings, search by keywords.

Creative environment. Modern visualized e-textbooks should allow students to work creatively with models of learning objects and interacting object systems. The aspect that helps a student form and strengthen a set of skills and competencies is creative work. From a programmer's point of view, the creative environment is one of the most labor-intensive parts of a visualized e-textbook.

Copyright environment. Visualized e-textbooks should be adapted to the educational process, that is, a specific area of higher education, taking into account the characteristics of a particular student. The author's environment provides additional information for inclusion in the electronic encyclopedia, allows you to complete a set of assignments, prepare handouts and methodological manuals on the topic.

It is worth highlighting the following didactic functions of visualized e-textbooks:

Information - that is, the existence of concepts and definitions; provide information about the subject using text, pictures, diagrams, tables, audio and video files; coverage of the properties of the studied objects and events, the parameters of the studied objects; examples, availability of rules, etc.

Normative - that is, a list of basic knowledge and skills required to work with a visualized electronic textbook; questions and tasks for self-monitoring of readiness to work with the textbook; questions and tasks for self-monitoring of material mastery; visual demonstration of the structure of the studied material; control assignments, etc.

A reference - is a way to determine the direction of students through a conversation on a specific topic, a table of contents, a topic index, a glossary of terms, tables, etc. in the primary sources [2].

Implementing these functions in a visualized e-textbook will help improve the quality and efficiency of training.

Visualized e-textbooks, like any teaching tool, have their advantages and disadvantages. There are two major drawbacks to a visualized e-textbook:

1. Special additional equipment is needed to work with the visualized e-textbook. First of all, you will need a computer with the appropriate software and a high-quality monitor, and sometimes an additional DVD-ROM drive and network card, as well as modem devices to work on a local or global network.

2. Unconventional electronic form of presentation of information and excessive sitting in front of the monitor leads to rapid fatigue and a decrease in the level of mastery.

There are also several other advantages of visualized e-textbooks. These include:

1. Ability to customize and optimize the user interface for individual student requests. In particular, this means the ability to use both text or hypertext structure and textbook structure.

2. Ability to use additional tools that affect the student, allowing them to quickly master the learning material and better memorize. It is especially important to include animation models in the manual text. Positive results can also be achieved with the help of audio and video materials that are relevant to the educational content.

3. It is possible to create a simple and convenient navigation mechanism within the visualized electronic textbook. Visualized e-textbooks use links or image maps, which allow us to quickly navigate to the desired section or sections without flipping through the pages and return quickly if necessary. You do not need to remember the pages where the relevant sections are located.

4. Possibility of internal automated control of students' level of knowledge and on this basis the possibility of automatic selection of the type of textbook corresponding to the level of knowledge.

5. Improved comprehension and memorization of information is achieved as a result of the ability to adapt the studied material to the level of knowledge of students.

6. The main advantage of the visualized electronic textbook is the possibility of interactive interaction between the student and the textbook [3].

The above advantages of visualized e-textbooks allow them to be widely and effectively used in the educational process.

The main problem today is that it takes a lot of work to create high-quality visualized e-textbooks, and most teachers of specialty subjects do not have enough skills to create visualized e-textbooks independently.

To develop listening skills in English lessons, it is possible to create a visualized e-textbook in the form of a test using Wondershare Quiz Creator [9].

The advantage of Wondershare Quiz Creator is the availability of Flash software, which is convenient for checking multimedia files and results and creating reports, as well as for creating various electronic tests using a test management system. Wondershare Quiz Creator allows teachers to create programs even without programming skills and helps to significantly overcome the above problems. Ready-made tests can be used on almost any computer, and their use does not depend on the availability of Wondershare Quiz Creator. The program has a user-friendly interface, so the absence of a menu in Russian does not cause problems with its development. The main features of Wondershare Quiz Creator are:

1. Possibility to include illustrations, sounds, videos, formulas in the test.

2. Ability to create different types of questions (true or false, multiple choices, multiple answers, fill in the blanks, sequence, etc.).

3. Convenient monitoring of test results and detailed reporting of statistical data.

4. Ability to store tests in different formats.

5. Ability to preview the created test.

6. Ensuring randomness of questions and answers (mixing).

7. Possibility to limit time.

8. Ability to select or recreate a predefined template for a test taker, and so on.

The only major drawback of this software is that its price is high. However, by downloading the demo version of the program for free from the official website, you can develop the required number of tests within 30 days and use the ready-made tests regularly.

Visualized e-textbooks should include the following tasks: true or false, multiple choice, matching, sequence, and space filling options. In addition, the tests are stored in *.exe format and can be run on any modern computer without prior preparation and without the installation of additional software. For the convenience of teachers and students, an interactive menu will be created, from which you can take any available test, as well as see the system requirements required for the proper functioning of the e-learning manual. . It is recommended that you create the manual menu using Autoplay Menu Builder [7]. This program is widely used in the creation of various menus using ready-made and authoring templates, as well as supports the inclusion of images, comments.

CONCLUSIONS AND SUGGESTIONS

Almost all tests are based on materials from educational standards, so they can be used as learning tasks in preparation for control exams [8]. In addition, the visualized e-textbook will be of great help to students in preparing for English language science olympiads.

Based on the above, it can be added that the use of visualized e-textbooks in the organization of educational processes contributes not only to the study of foreign languages, but also to increase the effectiveness of mastering special subjects for all areas of education. In particular, the role of foreign language learning in solving the above-mentioned problems and improving the quality and efficiency of learning is growing.

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