



THE ROLE OF MODERN ELECTRONIC TEXT BOOKS IN THE PROCESS OF DISTANCE EDUCATION

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Annotation

This article is a breakthrough in the history of mankind in the information age, in the world of industry and science. Information has become the most valuable thing in the world. The invention of the computer made it easier for people to do what they did. Modern means of teaching and learning have been introduced in the fields of science and education. Now the importance of e-textbooks in this area is growing. Originally in the form of plain text, e-textbooks now include a variety of visual aids.

Keywords: electronic textbook, Flash, 3D Max, visual, CD-ROM, DVD, CD-R, CD-1, CD, 3D electronic textbook.

Introduction

We know that when we see information, we remember it more than when we hear or read it. Creating an e-textbook that takes these aspects into account can make it last longer. The development of various animation software has led to the development of high-quality e-textbooks in the field of e-textbook development. Now you can use Flash, 3D Max and other types of animations, various video and audio files in the electronic textbook with the help of electronic textbook developers. The ease of use of these opportunities depends on the e-textbook developer's skills and psychological approach [1].

Of course, e-textbooks are very important in the educational process. Because a student may not always be able to use the Internet. At this point, you will need to use the e-textbooks and manuals provided to you by the university or other educational institution. Great attention is paid to the computerization of professional activities in modern educational institutions. Curriculum and test programs in various disciplines of the educational process are used in the educational process.

Statistical research conducted at the Institute on the use of educational and test programs in various disciplines (as part of the educational process and computer courses) shows that their use is not only of interest in the future specialty, but also in this discipline. also increased academic performance. Most students are more receptive to information visually, especially if it is of high quality. These programs allow each student, regardless of the level of preparation, to actively participate in the educational process, individualize the learning process, self-control [2]. Don't be a passive observer, but gain active knowledge and evaluate your own capabilities. Students begin to enjoy the learning process regardless



of external motivational factors. This is also facilitated by the temporary transfer of certain functions of the teacher using information technology of computer training. The computer, on the other hand, can act as a patient tutor who can point out mistakes and respond correctly, repeating the task over and over again without expressing anger or resentment.

The institute is currently developing computer programs - electronic textbooks in various disciplines [3]. Computer training programs are designed for the main areas of vocational education. Of course, the software is primarily a science teacher, whose ideas are implemented in computer education, but the design and presentation of text and graphic information is done by the students. Basic concepts. The following descriptions of the e-textbook come from various sources:

graphic, text, digital, speech, music, video, photo and other data, as well as a collection of printed user documents. CD-ROM, DVD, CD-R, CD-1, CD +, etc.) can also be published. electronic computer networks [2].

- contain systematized material on the relevant scientific and practical field of knowledge, ensure the creative and active acquisition of knowledge, skills and abilities in this area by students and pupils. should be distinguished by the completeness of the data, the quality of the methodological tools, the quality of the technical indicators, the accuracy, logic and consistency of the presentation.

- An educational publication that meets the state standard and curriculum and contains a systematic presentation of the educational discipline or its section, part, officially approved as a publication of this type.

is an electronic publication that partially or completely replaces or complements the textbook and is officially approved as a publication.

- this is a text presented in electronic form and equipped with a comprehensive system of references that allows you to instantly move from one part of it to another in accordance with the hierarchy of certain fragments [4].

Basic forms of 3D electronic textbook.

As in the creation of any complex systems, the talent and skill of the authors is crucial to success in the preparation of an electronic textbook. Nevertheless, there are well-formed forms of electronic textbooks, more precisely, constructive elements from which a textbook can be constructed.

Test. On the outside, this is the simplest form of e-textbook. The main challenge is to select and formulate the questions, as well as interpret the answers to the questions. A good test allows a student to have an objective idea of the knowledge, skills, and competencies he or she has in a particular subject [5].

Task book. The e-textbook assignment book naturally serves a learning function. The student receives the educational information needed to solve a particular problem. The main problem is to choose tasks that cover all the theoretical material.

Creative environment. Modern e-textbooks should allow the student to work creatively with models of learning objects and interacting object systems. This is a creative work within a project developed by the teacher, which helps to shape and strengthen the set of skills and abilities in the student. Creative environment org There are now electronic publications in almost all industries. But not all of them are useful. Information may only be needed when it is used. Therefore, it is important to pay attention to this aspect when



preparing e-textbooks. At present, the use of hypermedia systems in the field of new information technologies is developing [6].

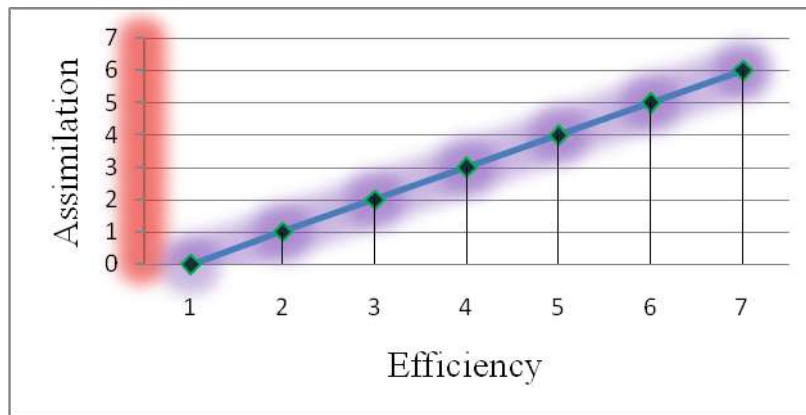


Figure 1: E-textbook efficiency chart

At the heart of such technologies is the idea of expanding and deepening the traditional curriculum on the basis of more advanced teaching materials and replacing them with courses and animation. This creates interconnected nodes between text sheets that are highlighted in one way or another. According to experts, hypertext imitates the ability of the human intellect to remember large amounts of information and to search through this information through the association of communication processes and thinking processes. In other words, hypertext is a complex system of learning materials that contains a lot of statistical and dynamic information and has a generalized network structure.

The most important of these is that the user (e-book reader) should not deviate from the content of the main study material provided in the e-manual, that is, he should only navigate through the hypertext system. This, in turn, limits the number of links to the main text of the text during navigation [7]. From a methodological point of view, it is better to go from one paragraph to the next, as opposed to the previous paragraphs, with separate links. This creates a number of conveniences for first-time users from ED.

These tools are used in the development of hypertext documents: Microsoft Front-Page (HTML-Hyper Text Markup Language), Alliare Home Site (HTML), Microsoft Power Point, Microsoft Word and others. You will need to use programs that work with raster or vector images to create strategic illustration materials (various landscapes). These include Corel Draw, Corel Xara, Corel Photo Paint, Adobe Photo Shop, Adobe Illustrator and more.

Special editors and the following Web animators are used to create dynamic illustration tutorials: Disreet 3D Studio MAX, Alais Wave Front, Maya, Light Wave, Soft Image 3d, Adobe Image Ready, Gif Animator, Macromedia Flash, Used by Adobe Premier and others. Audio recordings and sound editing are done using Sonic Foundry Sound Forge, Wave Lab, Sound Recorder and other programs. When you need to use a database, a database such as Microsoft Excel is called for help. Hardware such as scanners, video and assembly boards, and sound cards are also used to create illustrative materials for e-textbooks or study guides [2].



Conclusion

When creating e-textbooks with word processors and special software, it is natural for the student to have problems with not being able to use them in part. The fact is that the user will need to have a textbook creation program. There is also the problem of posting textbooks on the INTERNET. The use of HTML hypertext documents does not cause such problems, because HTML-INTERNET is a hypertext language, and the program for reading HTML documents is part of the Microsoft Windows operating system. It should be noted that the capabilities and perfection of the electronic textbook are limited only by the level of ability of the programmer. Originally, e-textbooks looked very simple, but now they are enriched with various visual aids that affect the human psyche. Such tools can stream various animation and video files. Initially, these options were not available. Over time, the development of Flash and 3D Max has made e-textbook development more meaningful and user-friendly.

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