



THE ROLE OF MULTIMEDIA AND ITS FUNCTIONS IN EDUCATIONAL SYSTEM

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ANNOTATION. *This article describes the role of multimedia and its functions in educational system. Additionally, this article analyzes some multimedia applications and their functions during the educational process, and also says some features of multimedia in education.*

Key words: *multimedia, education, interaction, communication in multimedia.*

The world in which we live is changing rapidly and the field of education is experiencing these changes in particular as it applies to Media Services. The old days of an educational institution having an isolated audio-visual department are long gone! The growth in use of multimedia within the education sector has accelerated in recent years, and looks set for continued expansion in the future. The word multi and media are combined to form the word multimedia. The word “multi” signifies “many.” Multimedia is a type of medium that allows information to be easily transferred from one location to another. Multimedia is the presentation of text, pictures, audio, and video with links and tools that allow the user to navigate, engage, create, and communicate using a computer.

Multimedia is a form of communication that combines different [contentforms](#) such as [text](#), [audio](#), [images](#), [animations](#), or [video](#) into a single interactive presentation, in contrast to traditional mass media which features little to no interaction from users, such as printed material or audio recordings. Popular examples of multimedia include video podcasts, audio slideshows and animated videos .Multimedia refers to the computer-assisted integration of text, drawings, still and moving images(videos) graphics, audio, animation, and any other media in which any type of information can be expressed, stored, communicated, and processed digitally.To begin, a computer must be present to coordinate what you see and hear, as well as to interact with. Second, there must be interconnections between the



various pieces of information. Third, you'll need navigational tools to get around the web of interconnected data.

Multimedia is being employed in a variety of disciplines, including education, training, and business. In the sphere of science and technology, multimedia has a wide range of applications. It can communicate audio, films, and other multimedia documents in a variety of formats. Only multimedia can make live broadcasting from one location to another possible. It is beneficial to surgeons because they can rehearse intricate procedures such as brain removal and reconstructive surgery using images made from imaging scans of the human body. Plans can be produced more efficiently to cut expenses and problems. In the subject of education, multimedia is becoming increasingly popular. It is often used to produce study materials for pupils and to ensure that they have a thorough comprehension of various disciplines. Edutainment, which combines education and entertainment, has become highly popular in recent years. This system gives learning in the form of enjoyment to the user.

In [education](#), multimedia is used to produce [computer-based training](#) courses and reference books like encyclopedias and almanacs. A computer-based training lets the user go through a series of presentations, text about a particular topic, and associated illustrations in various information formats. Learning theory in the past decade has expanded dramatically because of the introduction of multimedia. Several lines of research have evolved, e.g. [cognitive load](#) and [multimedia learning](#). From multimedia learning theory, David Roberts has developed a large group lecture practice using PowerPoint and based on the use of full-slide images in conjunction with a reduction of visible text (all text can be placed in the notes view' section of PowerPoint). The method has been applied and evaluated in 9 disciplines. In each experiment, students' engagement and active learning have been approximately 66% greater, than with the same material being delivered using bullet points, text, and speech, corroborating a range of theories presented by multimedia learning scholars like Sweller and [Mayer](#). The idea of media convergence is also becoming a major factor in education, particularly higher education. Defined as separate technologies such as voice (and telephony features), data (and productivity applications), and video that now share resources and interact with each other, media convergence is rapidly changing the curriculum in universities all over the world. Higher education has been implementing the use of social media applications such as Twitter, YouTube, Facebook, etc. to increase



student collaboration and develop new processes in how information can be conveyed to students.

Technology is evolving and scholars in the areas of Information Technology and education technology are continuing to study how multimedia technologies can be harnessed for the enhancement of teaching and learning. A software tool can be used to expand teaching and learning in various fields. It is important to provide students with practical experience in most fields of learning.

The importance of multimedia technologies and applications in education as a teaching or learning tool cannot be over emphasized. This has been confirmed in several studies that have investigated the impact of multimedia technology to the education system. [Milovanovi](#) demonstrated the importance of using multimedia tools in Mathematics classes and found that the multimedia tool greatly enhances students' learning. Several works exist that show that multimedia enhances students' learning. Multimedia communication has close similarities to face-to-face communications. It is less restricted than text and ensures better understanding. Multimedia technology helps simplify abstract content, allows for differences from individuals and allows for coordination of diverse representation with a different perspective. The use of the computer-based technique as an interface between students and what they are learning with suitable fonts and design can be very valuable.

Certainly, multimedia technology brings about improvement in teaching and learning, however, there are a number of limitations in this technology for educational purposes. Some of these limitations include unfriendly programming or user interface, limited resources, lack of required knowledge and skill, limited time and high cost of maintenance among others.

Using educational multimedia in the classroom effectively and meaningfully demands a careful selection of materials. Multimedia products and online services should be selected according to the overall objectives of learning activities, learners' prior knowledge and experiences, curriculum, etc. It's a better chance to gain knowledge with graphical views. Allow students to function as designers, using tools or software for analyzing the words, accessing and interpreting information, organizing their personal knowledge.

It is true that one of the ultimate goals of multimedia language teaching is to promote students' motivation and learning interest, which can be a practical way to get them involved in the language learning, Context creation of ELT should be based on the openness



and Accessibility of the teaching materials and information. Concerning the development of technology, we believe that in future, the use of multimedia English teaching will be further developed. The process of English communication learning will be more student-centered but less time-consuming. Therefore, it promises that the teaching quality will be improved and students applied English communication can be effectively cultivated, meaning that students' communicative competence will be further developed. In conclusion, we believe that this process can fully improve students' ideation and practical language skills, which is helpful and useful to ensure and fulfill an effective result of teaching and learning. Barring a few problem areas multimedia technology can be used effectively in classrooms of ELT with proper computer knowledge on the part of teachers, overcoming the finance problems in setting up the infrastructure and not allowing the teachers to become technophobes. Technology is advancing rapidly and is beginning to provide educators with a wealth of potential tools. The future of education is in finding those technologies that enable active learning experiences for students.

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