THE PROBLEMS OF CREATING VIRTUAL RESOURCES FROM ENGLISH

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ABSTRACT

This article discusses the need for learning a foreign language as the need for it grows. However, the lack of information resources in foreign languages is now considered a problem. Learning a foreign language (English) requires not only books, but also visual materials, virtual resources, ICT tools. It is clear that every lesson conducted with the help of these ICT tools will be effective, because in learning a new language, every piece of information received through sight and hearing will be sufficiently imaginative in the human mind.

Keywords: foreign language, needs, ideas, information resources, books on learning, visual materials, virtual resources, ICT tools, effective results, sufficient imagination.

АННОТАЦИЯ

В данной статье рассматривается необходимость изучения иностранного языка по мере роста потребности в нем. Однако в настоящее время считается проблемой отсутствие информационных ресурсов на иностранных языках. Для изучения иностранного языка (английского) необходимы не только книги, но и наглядные материалы, виртуальные ресурсы, средства ИКТ. Понятно, что каждое занятие, проведенное с помощью этих средств ИКТ, будет эффективным, ведь при изучении нового языка каждая крупица информации, полученная посредством зрения и слуха, будет достаточно образной в сознании человека.

Ключевые слова: иностранный язык, потребности, идеи, информационные ресурсы, учебные пособия, наглядные материалы, виртуальные ресурсы, средства ИКТ, эффективные результаты, достаточное воображение.

INTRODUCTION

One of the requirements of the "National Training Program" of the Republic of Uzbekistan is the use of new pedagogical and information technologies in the educational process, the acceleration of training of students using a modular system of training. Extensive work is being done in our country on the use of pedagogical

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and information technologies in education. The scientific and theoretical basis of this problem, the specifics of each pedagogical technology have been developed and sufficient experience has been accumulated. Relevant organizations of foreign countries are closely assisting in the introduction of pedagogical and information technologies in the educational process. At present, the government pays special attention to the issue of informing the public. This can be seen in the Resolution of the Cabinet of Ministers of the Republic of Uzbekistan dated June 6, 2002 "On measures to further develop computerization and the introduction of information and communication technologies." Nowadays, learning a foreign language (English) has become one of the most pressing issues. There are likely to be several problems with language learning. Because language is such an abstract study process in which a set of elements is considered. The organization of the educational process on the basis of KIM allows you to teach English live.

MATERIAL AND METHODS

In teaching some topics, it is convenient to create imitation models for dynamic processes, to observe and repeat them. In addition, on the one hand, it provides a basis for the preparation of topics on the basis of KIM and the acquisition of related concepts and schemes of grammar rules, and on the other hand, it creates effective tools for students to read and master independently. Currently, the solution to the problem of creating virtual resources in English and its introduction in the educational process is currently being found by ICT professionals. Because in the introduction of foreign language lessons through ICT, first of all, it is necessary to have sufficient language skills and be able to work with ICT.

In the study of English, along with the use of ICT tools, it is important to know the concept of multimedia, because multimedia is a tool that carries this image in the form of images, which accelerates the process of gaining understanding. The first of them is computer multimedia, which works with audio and video elements with special technical and hardware devices called multimedia. Electronic reference books, encyclopedias, translators and dictionaries based on multimedia principles are amazing. There are various electronic encyclopedias in history, geography, medicine, sports and other fields. However, the creation of multimedia programs in English and their use in the educational process is currently under solution. It is known that the lecture is mastered by about 25% of students. Experiments show that both listening to a lecture and viewing the material on a computer screen and actively controlling its output on the screen increase the quality of learning. There are currently no serious

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enough applications using multimedia technologies. The main problem is that professors and teachers are not organized to work with programmers who are well versed in multimedia capabilities. Such curricula should be developed and widely disseminated in educational institutions. This is a new technology in the creation of modern software products. This frees the non-professional user from the complex task of programming objects such as dialog menus, beautiful images, synthesized sounds, music sounds, various effects of dynamic graphics.

RESULT AND DISCUSSION

Transmits information appropriate to multimedia hardware, such as audio and video elements, from a simulated, continuous form to a computer-readable digital form. At the same time, multimedia creates the necessary images, such as sound and video elements, from the numbers of interest so that the person can adequately receive the stored and processed information.

Multimedia is a necessary element of a computer, a sound card that processes sound. The sound card is connected to a sound system, acoustic systems or individual listeners, as well as microphones for audio input. Audio kits such as tape recorders and electric musical instruments can also be connected to the sound card. In order to work with video, you need a video card with a device that returns the video data to the appropriate shape and original. Devices such as a video camera, VCR and TV can be connected to it. However, computer processing of video forms is usually done by a narrow range of specialists. For most users, it is enough to display video elements on the monitor. A video adapter and monitor available on any modern computer are enough to solve this problem. Compared to storing audio and especially video data on a computer, very small capacities appear. Therefore, software products with multimedia quality (textbooks, reference books, encyclopedias, various programs for recreation) are usually distributed on CDs. In order to use such products, we need a compiler called CD ROM. Otherwise, the possibilities of the computer in the sense under discussion are limited to computer games.

The compiler, called a CD ROM, is needed not only for use in multimedia applications, but also for distributing large amounts of other software products on compact discs. They can replace dozens of high-density floppy disks. In other words, aggregators are devices that not only belong to multimedia, but also have a wide range of applications. Users who want to work with audio and video should be aware that multimedia products have high demands on the computer's non-volatile memory, as well as the computer's microprocessor, RAM and video system. Such high

qualities are especially important when working with video data. Naturally, the requirements in this direction will increase in the future. Since the capabilities of modern personal computers are not enough to fully display widescreen video data, they are forced to condense this data. This process, unlike ordinary data compaction, loses the completeness of the relevant data. There are hardware and software tools for compacting VCRs, it is also possible to compact audio data, which is not relevant due to the small size of the corresponding volumes. Minimal applications that satisfy most users, a set of software tools for working with audio and video are available directly in windows. We will get acquainted with the content of use of these applications. They allow you to listen, record and edit audio and music CDs, audio files, watch video clips, connect signals from different sources, set their pitch and timbre. You can listen to CDs with the help of CD Player. Before the creation of CD ROMs, CDs with works such as melodies, music and sound compositions were played on CDs. It is known that in the modern age of information and communication technologies there is no need for technology. Creating a database has also become easier through ICT.

We think that there is enough information in e-books and websites to learn English. It is known that a number of measures are being taken in our country to learn foreign languages, especially English. Textbooks, books, newspapers and magazines that meet various state standards are published. There are special rooms for learning a foreign language from primary school. In addition, you will need virtual resources to learn a foreign language. Because it is difficult to imagine the teaching process without them. To solve these problems, the Uzbek Academy of Sciences is also implementing various innovations.

CONCLUSION

Currently, a number of working groups on foreign languages are conducting research on the preparation of virtual resources and their introduction in the educational process. As a result, we can cite the example of the team for the creation of virtual resources at Karshi State University. Previously, the problem of creating virtual resources from a foreign language was one of the most pressing issues. Previously, virtual resources were created in biology, chemistry, physics and other specific sciences, but now, due to the strong focus on foreign languages, imitation models are being created from English as well as the above-mentioned disciplines. The level of convenience is that the student not only perceives himself in the acquisition of knowledge through vertical, ie visual vision, but also through hearing.

Another convenience is that these special programs can be used by the student even at home. This improves the quality of the student's ability to work with ICT tools, as well as language learning.

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