Technology for Improving Computer Graphics Competencies of Future Teachers

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Abstract

This article explains the widespread use of computer programs in the formation of professional graphic skills among future streamers and their application in educational practice. The concept of inseparable competence with pedagogical skill finds its embodiment in practice. Therefore, in a number of higher educational institutions, practical experimental work based on integral concepts is used according to the modern method of personnel training. In their professional activities, future teachers should use modern tools, apply various active management techniques, ensure the improvement of the quality of the lesson, and form competence and competence.

Keywords: integral, design, lens, information technology, IT, computer, technology, graphics.

Introduction. [1]The existence of art in the educational system is consistent with the concepts of ethics and aesthetics. From this point of view, the formation of the psyche of artistic creativity has its own positive effect on a person. Regardless of the type of form of education, it will be necessary to subtly educate students' creative abilities. It is important that the student be attentive to the issue of artistic vision. It is these abilities that shape the design of the field. It also doesn't fully reflect his result at the moment. Artistic vision began from the very beginning of mankind. The essence and origins of the development of artistic and graphic competence of future teachers in the field of fine arts, among the ancient Greeks, the term "art" originally referred to several things related to a person, which were used by many peoples. Craftsmanship and crafts, crafts and sciences, sports and artistic creativity. Artistic creativity enriches the spheres in terms of content and internal form. Develops visibility, cultural attitude. Art remained a separate field, followed by the expression of design. Design (from English Design, which means to design, draw and invent). The design phrase began to develop from the middle of the XIX century. It was formed mainly in the industrial sector and by now covers all industries. Architecture and design, Industrial design, Fashion design and.h.k. Technology development is impossible to imagine without modern design.

The main part. The rapid development of industry in the world has led to the emergence of such a trend as industrial design. The abundance and variety of industrial products, ergonomic and even different from each other, and their complete identity put them on the agenda. For example, smartphones, its main function is to provide communication, but beyond that it opens up many opportunities as a result of advances in technology. At the same time, convenience, vision, colors and perception of the possibility of work are processes related to design. Innovations have developed as a result of a unique approach to industries. In education, effective results are achieved by organizing classes according to optimal programs. Although this is a form of learning method, it has its own form of approach. The deep penetration of design into the

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[1] M. V. Matveeva.Oliy ta'lim muassasalarining muhandendiklik maxsusligi talabalarini grafik madaniyatini shakllantirish asoslari.

industry is also seen as a modern form of approach. Above, we have considered the aspects of fine art. If we consider the problem on the basis of modern pedagogical technologies and an innovative approach, then from the objective and subjective sides it is necessary to clarify the concepts of analysis and synthesis. The teacher's self-confidence in the development of competence abilities should be formed precisely as a professional approach.

Discussion and results. The process of learning and formation of knowledge, skills and abilities among students of the humanities in the specialties of the pedagogical university, the repeated use of modern information technologies differs from the standard study of computer science. This is because the specifics of the thinking of humanities students and the inability to study each technology thoroughly are the time allotted for studying computer science in these specialties.

To enhance the independent work of students in the study of graphic disciplines, various electronic learning products have proven themselves well - training programs, self-control tests, electronic textbooks. These innovative textbooks create positive motivation to study subjects, stimulate the active use of computer technology in educational activities. At the same time, the student is not a passive participant in the educational process, he can adjust the pace of learning, choose a convenient time for himself, as well as topics for study. That is, by engaging in the process of self-education, the student assumes part of the teacher's functions. In addition, the computer acting as a tutor can repeat the task several times, point out the error and give the correct answer.

Information technology is the most important tool of higher education, including the implementation of pedagogical reform. The pedagogical technologies that most correspond to the set goals of modernization are as follows: co-education (cooperative learning); the project method; multi-level learning; an approach to individual and differentiated learning, the possibilities of reflection implemented in all of the above technologies.

Over several years of the competence-based approach applied abroad, methodological material has been accumulated, it is advisable to adapt it to local peculiarities, put it into practice and develop it taking into account specific learning conditions. The analysis showed that the leading ideas and the content of the training of education specialists in the field of information technology are generally similar to the domestic experience. In comparison with Russia, active teaching methods are widely used, the project method, as well as case studies, and extensive portfolio experience has been accumulated. These methods correspond to the basic ideas of modernizing the practice's home use.

[2]The development of information technology competence includes: The ability and willingness of a future primary and secondary school teacher to choose an IT tool appropriate to the task, to formalize the task taking into account the selected tool. It should be noted that the development of information technology competence as a natural means of processing various information implies the availability of a wide range of IT tools, as well as knowledge of the purpose, capabilities and capabilities of IT tools. Community and uniqueness. In order to demonstrate new IT competencies and qualities, a teacher should be able to make an educational and methodological presentation using a set of materials and IT tools that correspond to the task. This implies the ability to identify sections in the subject area or subjects that are advisable to study with the help of IT tools, select adequate IT tools, develop didactic material in an appropriate form involving a large number of drawings, pictures, diagrams, graphs, diagrams. The student should be able to describe the processes and results of experiments based on complex calculations, etc.

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[2] Е. В Баранова, И. В.Симонова РАЗВИТИЕ ИНФОРМАЦИОННО-ТЕХНОЛОГИЧЕСКОЙ КОМПЕТЕНТНОСТИ СТУДЕНТА В СИСТЕМЕ ПЕДАГОГИЧЕСКОГО ОБРАЗОВАНИЯ

[3]If we consider educational technology as a system, then its structure can be represented in the form of organizational and functional elements: organizational elements of educational technology-teacher, student, purpose, result, information content, methods, means and organizational forms of education, methods and means of monitoring, diagnosis, and information acquisition. The pedagogical process begins with setting a learning goal. The goal should be so specific that in its means it is possible to determine at what level the learning process is carried out, to see the didactic process that ensures the achievement of the goal at a given time. The purpose of educational technology is determined on the basis of the purpose and content of the discipline being studied, its educational impact, and also relates to the purpose of education.

Conclusion. During the learning process, it can be understood that the concept of competence must be mastered in connection with educational technology. Technologies for education are very advanced, and be technologies can only be applied in certain areas. In particular, the development of artistic and graphic competence of a teacher is considered as one of the problems of modern education. In order to establish a high-quality educational process, experimental tests are conducted at the university and by independent researchers. Ta; When developing technologies, lim, of course, will need to be formed depending on minimalism. In groups, using independent, modern means, it will be necessary to teach the teacher to search in this spirit for critical thinking and the ability to positively assess the problem.

literature.

1. https://ru.wikipedia.org

2. M. V. Matveeva.Oliy ta'lim muassasalarining muhandendiklik maxsusligi talabalarini grafik madaniyatini shakllantirish asoslari.

3. Е. В Баранова, И. В.Симонова РАЗВИТИЕ ИНФОРМАЦИОННО-ТЕХНОЛОГИЧЕСКОЙ КОМПЕТЕНТНОСТИ СТУДЕНТА В СИСТЕМЕ ПЕДАГОГИЧЕСКОГО ОБРАЗОВАНИЯ

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[3]http://lib.jizpi.uz/pluginfile.php/1113/mod_resource/content/0/%D1%8F%D0%BD%D0%B3%D0%B8%20%D0%BF%D0%B5%D0%B4.%D1%82%D0%B5%D1%85%D0%BD%D0%BE%D0%BB-%D1%8F%D0%BD%D0%B3%D0%B8%20%D1%87%D0%B8%D0%BA%D0%B0%D1%80%D0%B8%D0%BB%D0%B4%D0%B8.pdf