



Types, Functions, Role, Application of Multimedia Technologies

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ABSTRACT

Multimedia technologies also include interactive interfaces and other control mechanisms. In order to better understand and understand what types of multimedia technologies exist, it is necessary to identify and distinguish the main directions of their use.

Keywords:

Interactive interface, (computer graphics, projects, etc.), CD-DVD, Play Station, internet.

Enter. Features of multimedia technologies are the basis for the development of information direction. Today, this is one of the most promising, popular, continuously developing fields of mathematics and informatics. This concept refers to the creation of a product that communicates a collection of images, texts, and information to an audience with sound, video, animation, and other visual effects through the introduction and use of new technologies.

Multimedia technologies also include interactive interfaces and other control mechanisms. In order to better understand and understand what types of multimedia technologies exist, it is necessary to identify and distinguish the main directions of their use. This is really important.

Types of multimedia technologies

The use of multimedia technologies is divided into:

- common or individual use;
- for professionals or ordinary consumers;
- for interactive and non-interactive use;
- local or remote use of information.

Each of the above points is worth going into more detail.

Technologies for common or individual use. As for general use technologies, the following types

can be distinguished: interactive terminals, some presentation technologies through computers, and those distributed over networks. In turn, technologies for individual use include multimedia workplaces, classrooms, multimedia computers for keeping various documents. Their main applications include public spaces as well as consumer homes and workplaces. Technologies for professionals and ordinary consumers. This category includes multimedia workplaces (computer graphics, projects, etc.). It may also include systems used by non-experts. They are usually used in public places, they are embedded microprocessor systems designed to work in everyday life. These are game consoles, CD-DVD, Play Station. On-site and remote access to information. The rapid development of multimedia in the early stages can be explained by the rapid development of stationary computers that everyone has at home today. Later, it became possible to record and store data on specially designed CD-ROMs. Modernity sets its own rules. Today, the rapid development of medium and high-bandwidth digital networks allows us to talk about the rapid development of remote multimedia technologies. An example of this is the high speed of the Internet in our country, the

speed of the Internet on a mobile phone is equal to 4g. And quite cheap in the price range. Use of interactive and non-interactive technologies. Approaching this category, it should be noted that many experts do not agree that non-interactive systems can be called multimedia. But it is important to understand that their number can increase significantly. Thus, presentations and exhibitions use non-interactive multimedia to engage and entertain the audience. It is especially important to understand the role of multimedia technologies. This should be discussed in more detail.

Importance and role of multimedia technologies
Multimedia is very important today. One of the main areas where these technologies have manifested itself is education. They are very actively implemented today and are successfully used for teaching. New effective and efficient means of presenting information and communicating it to students are being developed. Thus, one of the common and familiar methods of implementation in the educational process today can be called a presentation.

Information is offered for learning while transferring on large screens. Multimedia technology, such as a presentation, can be implemented at different stages of education:

- when updating basic knowledge;
- in the process of frontal inquiry, the text of the question is displayed on the screen, and after a reliable answer by the students, a hyperlink to the slide with the visualization of the answer occurs;
- under the guise of supports in a certain form problem-solving steps are shown, from which you can quickly jump to a slide with new initial conditions or a picture, and then continue the solution.

This approach helps to significantly save the time spent on the lesson. The teacher has the opportunity to assess the level of knowledge of more students. And this is just one example. In the modern world, the role of multimedia in all aspects of life is very large.

The main purposes of multimedia

The purpose of multimedia technology may vary depending on the specific application.

As a rule, these are:

- popularization and entertainment;
- educational and scientific and educational;
- research and others.

If we consider each of them in more detail, it should be said that, for example, the goal of popularization is one of the main ones. Advertising activities actively use multimedia to attract potential buyers and customers. Scientific and educational endeavor is actively used in the following areas:

selection of products on the market that can be used in the relevant framework through careful analysis; development of a multimedia product based on the goals and tasks set by teachers during the educational process. When talking about research goals, the use of multimedia technologies to create all kinds of electronic archives immediately comes to mind. In one way or another, the distinctive features of multimedia technologies are their ubiquity and breadth of application.

Applications, functions and tasks of multimedia technologies

It is worth noting that the functions of multimedia technologies are implemented depending on the scope of their application. Today, multimedia is used in the following areas:

- Medicine or medicine;
- technique;
- industry;
- education;
- Scientific research;
- art;
- advertising etc.

If we talk about their main ones, it should be said that in the field of education, as mentioned above, multimedia performs an educational function. Technologies are being used to create computer-based training courses. Widely used in industry as a presentation of information to managers. It is especially important for medicine. Today, doctors have a unique opportunity to undergo high-quality training through virtual operations. Software developers use multimedia in computer simulations for just about anything. Based on the areas of application and functions of these technologies, it is also clear to define the tasks. Each individual field has its own goals and objectives,

which can be achieved through multimedia. Thus, the tasks of multimedia technologies in the field of education are based on increasing the effectiveness of the educational process. The main task in advertising is to achieve the set goals, convey information to the audience and thus promote the product or service. Learn more about multimedia technology: Multimedia technology tools fall into two classes.

Interaction-based and application-based

In the first category, it is correct to include synchronous, asynchronous noise, and online tools.

The second category includes various virtual objects, real video, audio fragments, animated graphics, etc. To create and implement such technologies, you need a personal computer, appropriate software and tools to build multimedia projectors for display on large screens. You need to connect a multimedia projector to your computer to get the image as well as the sound.

Multimedia technologies at the exhibition

All the above information is the basis of multimedia technology. To assess the scale of development of this direction, you should definitely visit the international specialized exhibition "Advertising" held at the Expocentre Fairgrounds. It is an event eagerly awaited by various industry professionals who want to join the world famous event. Today, participation in the exhibition is a real opportunity to increase and expand your influence on the market, to strengthen your position and to stand on your feet confidently with the support of investors. The essence of multimedia technologies is clear. However, the latest developments within the framework of the exhibition can only be seen at the Expocentre. Multimedia technology has grown rapidly in the field of advertising. But in the field of education, there are many old people in our country. I want to effectively and qualitatively implement mathematics lessons in the field of education using multimedia technologies.

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