



The State of Multimedia Software Today

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ABSTRACT

In this article, you can get more information about the history of the multimedia program, its mission, content, goals and results

Keywords:

video elements, multimedia tools, technical and hardware devices, graphics, multimedia - multimedia.

Working with sounds and video elements (video) is carried out with special technical and hardware devices called multimedia tools. A computer equipped with such technical means is called a multimedia computer. The dictionary meaning of the term multimedia means multi-environment. But there is no clear definition of multimedia concept. Usually, multimedia means a set of data processing tools in various forms. At the same time, these are primarily tools that process sounds and video elements. At the same time, it is possible to talk about multimedia in the case of multiplication (animation) and high-quality graphics. In the future, it is possible that multimedia tools will allow working with other types of information, for example, virtual reality.

Multimedia tools (multimedia - multimedia) are a set of technical and software tools that allow a person to communicate with a computer using a natural environment: sound, video, graphics, texts, animation, etc. Multimedia is a rapidly developing modern information technology.

Its distinguishing features include:

- various types of information: integrates traditional (text, tables, decorations, etc.), original (speech, music, clips from video films, TV frames, animation, etc.) types in one software product. Such integration is performed under computer control using various devices for recording and displaying information: microphones, audio systems, optical CDs, televisions, VCRs, video cameras, electronic musical instruments;
- work at a certain time, unlike text and graphics, which are static by their nature, audio and video signals are considered only at a certain time interval. For processing and displaying video and audio information on a computer, the speed of the central processor, the bandwidth of the data bus, the operational (fast) and video memory, the large-capacity external memory (mass memory), the volume and the computer it is required to approximately double the speed of exchange on input-output channels;
- a new level of "human-computer" interactive communication, in which the user receives extensive and comprehensive information

during the communication process, which allows to improve the conditions of education, work or recreation.

Education of students and retraining of personnel on the basis of multimedia tools is one of the urgent issues of today.

The concept of multimedia entered our lives in the early 90s. The question arises, what is he himself? Many experts analyze this term in different ways. In our opinion, multimedia is an embodied form of delivering educational materials to students based on the effects of audio, video, text, graphics and animation (movement of objects in space) on the basis of software and technical tools of informatics. In developed countries, this method of teaching is currently being implemented in the field of education. In fact, every family could not live without multimedia devices. Gross turnover of multimedia tools in 1981 was 4 billion. In 1994, it was 16 billion US dollars. amounted to US dollars. Nowadays, it is impossible to imagine every computer sold without multimedia tools. Attempts to widely use computers in the field of education in the 70s were lost, first of all, due to their extremely low productivity. Practice shows that teaching students on the basis of multimedia tools is doubly effective and can save time. On the basis of multimedia tools, it is possible to save up to 30% of time in acquiring knowledge, and the acquired knowledge remains in the memory for a long time. If students receive the given materials on the basis of viewing (video), the ability to retain information in memory increases by 25-30%. In addition, if educational materials are presented in the form of audio, video and graphics, retention of materials in memory increases by 75%. We were once again convinced of this in the process of learning foreign languages on the basis of multimedia tools.

Teaching students based on multimedia tools has the following advantages:

- a) there is a possibility of deeper and more perfect assimilation of the given materials;
- b) the passion for close contact with new areas of learning will increase;
- c) as a result of reducing the time of education, achieving the opportunity to save time;

g) acquired knowledge is stored in the memory of a person for a long time, and when necessary, it is possible to apply it in practice.

It should be mentioned that prestigious organizations such as the International Monetary Fund, the World Bank, and the European Union Commission have great experience in the retraining of personnel. we gained confidence. First of all, the use of modern computer technologies in the educational process is commendable. On the other hand, there are some objective problems in the way of wide use of multimedia tools. The most important of these is the production of computer programs based on the instructional materials, laws and other instructions necessary for students. The use of multimedia elements in developed computer programs requires the use of compact discs (laser discs). Nowadays, it is not possible to produce CDs of this type in our country. These require a certain amount of funding in advance.

In our opinion, the wide use of modern computer technologies in the process of education and retraining of students will develop mature and highly qualified specialists in the future.

2. Teaching students based on the distance method is one of the most developing directions today, and it is a system of education where the teacher and students are located at a certain distance. The fact that the teacher and the student are located at a certain distance requires the teacher to organize educational work on the basis of such tools as computers, satellite communication, cable television. The rapid development of modern computer technologies, especially the development of information transmission channels, is bringing unique historical changes to the field of telecommunications. If all educational institutions and companies engaged in business in our country are united based on the distance method, it will bring the educational process and commercial work to a higher level.

There are several advantages of the distance method:

- a) creative environment of teaching. Based on many existing methods, the teacher teaches the student, and the student only reads the given

material. On the basis of the proposed distance method, the students themselves search for the necessary information from the information bank on the basis of computers and, of course, share their experiences with others on the basis of electronic networks. This ensures that students can communicate well with others and in turn encourages such a cocktail of learning.

b) the possibility of independent education. Education based on the distance method includes elementary, secondary, university, correspondence - evening and professional development stages. Inspectors of all levels of training can work on their own timetables and interact with students at their own level.

c) major changes in the workplace. The type of education based on the distance method creates comfortable conditions for millions of people, especially for those who receive education without being separated from work. Teaching based on this method plays a very important role in the training of personnel, that is, it is possible to study at the place of work without geographical and financial difficulties.

g) a new and effective means of teaching and learning. Statistical data show that teaching based on the distance method is as effective as studying separated from production. In addition, distance education goes beyond the limits set by the university. Confirming the importance of multimedia for our current society, it is noteworthy that in 1987, the National Laboratory of Interactive Information Technology Demonstrations and a permanent exhibition of original multimedia applications and programs were opened in the US Library of Congress in Washington. Education based on multimedia and distance methods is increasing and improving year by year.

Multimedia technology (multi - many, media - environment) allows the simultaneous use of several methods of information presentation: text, graphics, animation, video and sound. The most important feature of multimedia technology is the ability to influence the user in the operation of the interactive - information environment. In recent years, many multimedia software products have been created and are being created: encyclopedias, educational

programs, computer presentations, etc. Multimedia technologies help these important senses work simultaneously. By presenting a dynamic visual sequence (slide show, animation, video) with sound, we attract people's attention more. Based on this, multimedia technologies allow to present information in the most effective way.

Unlike video, multimedia technologies allow information management, that is, it can be interactive. Multimedia presentation provides direct reception of information. The user sees all the information provided and can use the parts that are of interest to him. Receiving information does not require a lot of work and time.

Unlike other forms of information presentation, a multimedia presentation contains several tens of thousands of pages of text, thousands of pictures and images, hours of audio and video recordings, animations and three-dimensional graphics. despite this, it ensures low costs of reproduction and a long shelf life.

Multimedia tools are a set of technical and software tools that allow a person to communicate with a computer using a natural environment: sound, video, graphics, texts, animation, etc.

Multimedia is an embodied form of delivering educational materials to students on the basis of audio, video, text, graphic and animation effects based on software and technical tools of informatics.

Teaching students based on multimedia tools has the following advantages

There is a possibility of deeper and more perfect mastering of the given material;

The passion for close contact with new areas of learning will increase;

As a result of reducing the time of education, achieving the opportunity to save time;

The acquired knowledge is stored in a person's memory for a long time, and when necessary, it is possible to apply it in practice.

Teaching students on the basis of multimedia tools is doubly effective and saves time. It is possible to save up to 30% of time in acquiring knowledge on the basis of multimedia tools, and the acquired knowledge will remain in the memory for a long time. If students receive the

given materials on the basis of viewing (video), retention of information increases by 25-30%. In addition, when educational materials are presented in the form of audio, video and graphics, the retention of the materials increases by 75%.

With the help of multimedia tools, information can be presented in the form of text, images, sound and animation.

Multimedia information resources contain animated, audio and video information. Multimedia tools are:

-speech information input-output devices (microphone, amplifiers, speakers);

Animation and video input and output devices (video cameras, video projectors and screens)

-optical discs that store sound and video data

The need to work with video and audio information has created many problems related to the large volume of data and the high speed of their transfer. This will be the beginning of the development of the latest technologies of audio-video information and the creation of new models of large-capacity accumulators. For example, a CD-ROM optical disc with a capacity of 650 Mb and a computing speed of 150 kb/s is included.

Modern CD-ROM technology for multimedia was first presented at a conference in Seattle in 1987, and this date marked the beginning of full-fledged multimedia with video and audio information. Is considered the beginning of its appearance.

The next step in the discovery of multimedia content is CD-I (Compact Disk Interactive) technology, which uses a computer to drive a laser video bolt. Allows you to organize an arbitrary selection of information from a CD by means of management. This technology is developed by Philips Electronics and Sony, IBM and Microware powered by.

Conclusion

Today, everyone has a need to constantly use multimedia in their work. Multimedia tools are an integral part of modern information and communication technologies and have become a part of our life. The use of multimedia technologies in the educational process has

increased the quality of education and the efficiency of the learner's learning.

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