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Increasing Efficiency When Learning Informatics Using Interactive Technologies

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ABSTRACT: The use of innovative technologies in the educational process has led to the emergence of new educational methods and forms of teaching computer science. The article discusses the main methods of innovative technologies and their effective use in teaching computer science students at a university.

KEYWORDS: innovative technology, methods and forms of innovative technologies, the effectiveness of the use of innovative technologies in teaching informatics.

In connection with a significant restructuring of the content of education at present, with the introduction of new innovative technologies, the approach to organizing educational activities has changed, and the need to intensify the student's cognitive activity has increased.

The introduction of new innovative technologies makes it possible to more effectively organize the educational process, provide students with new means, methods and sources of obtaining educational material. To improve the educational activities of students with the use of innovative technologies, elementary knowledge of modern information technologies, the technical capabilities of communication technologies is necessary, you need to be able to use information resources, be able to work independently using modern computer technology, as well as actively act, make decisions, adapt flexibly to changing living conditions.

The introduction of innovative technologies into the educational environment, based on the dialectical unity of the methodology and means of their implementation, significantly increase the effectiveness of educational activities by automating the processing of information and calculations, which form the understanding of the essence of the educational material [1].

Innovative technologies have an integrating property in relation to all other technologies that new technologies, methods and ways of learning are being developed so that the student can succeed in life using all his possibilities.

In connection with scientific and technological progress and the development of information and communication technologies, more attention has now been paid to the problems of teaching computer science. Because, technical sciences, among which, are developing rapidly and are of great practical importance, such as information technology, electronics, etc.

A modern computer science teacher needs tools not only for presenting interesting classes, but also powerful tools for compiling such classes, as well as tools for monitoring students' knowledge, tracking progress and problem areas in learning. In the process of studying computer science using innovative technologies, the computer acts not only as a source of information, but also as a learning tool and a powerful tool that allows you to activate the process of cognitive activity, which contributes to the development of flexibility of thinking and the formation of the ability to navigate and adapt in their activities. Therefore, an informatics teacher should set himself the goal of providing positive motivation for learning, activating the cognitive activity of students, and in order to achieve this goal, in addition to mastering knowledge, mastering techniques with which you can receive, process and use new information becomes equally important.

At the moment, in teaching computer science, for the development of cognitive and creative activities of students, modern innovative technologies are used that improve the quality of education, effectively use study time and reduce part of the reproductive activity of students by reducing time.

Innovative technologies in the study of informatics are focused on the individualization, distance and mobility of the educational process, regardless of the age of the students and the level of knowledge, and a large number of methods of innovative technologies that can be applied in the classroom in the learning process are presented.

The methodology for using innovative technologies in the study of informatics involves [2]:

- improvement of the learning management system at various stages of learning activities;
- strengthening learning motivation;
- improving the quality of education and upbringing, which will increase the information culture of students;



- increasing the level of personnel training in the field of modern information technologies;
- mastering the ability to work with various types of information using a computer and other information technology tools, organize their own information activities and plan their results;
- development of cognitive interests, intellectual and creative abilities by means of information technology;
- demonstration of the capabilities of modern information technology tools in the educational process.

One of the methods of active learning of computer science using innovative technologies is problem-based learning, project method, interactive technologies, business games, integrated lessons, etc. [3].

In a business game, several players interact, making decisions in a situation that simulates a real one, and the teacher directs the game, analyzes and evaluates the actions of the players. Each of the participants plays a certain role, he makes decisions and can quickly see the result, thus acquiring his own experience. Business games in the study of informatics provide directed activity of the mental processes of students: stimulate thinking when using problem situations, ensure the memorization of the main thing in the classroom, arouse interest in the discipline being studied and develop the need for self-acquisition of knowledge.

To increase the motivation of the educational process, the use of the project method is one of the most successful ways in teaching computer science. The project method is a flexible model of the organization of the educational process, focused on the self-realization of students by developing their intellectual and physical capabilities, creative abilities in the process of studying educational material. When studying computer science, students perform various projects, such as creating crossword puzzles, cartoons, educational and educational games, etc.

Classes using interactive technologies, including multimedia presentations, allow students to visually assimilate educational material. Multimedia presentations in teaching computer science provide: intensification of learning, student activity, individualization of learning, development of independence, increased motivation, etc.

Thus, the organization of teaching informatics based on innovative technologies provides a higher quality of students' knowledge through clear lesson planning, increasing motivation when studying the content of the subject. In the process of studying computer science, students form the ability to work with information to complete the assignment, master software at a higher level, learn to explore, put forward their ideas, and analyze educational material.

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