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CREATE A MULTIMEDIAL ELECTRONIC EDUCATIONAL GUIDE WITH THE POSSIBILITIES OF THE WYSIWYG WEB BUILDER AUTHOR'S TOOL

Abstract: There are now electronic publications in almost all industries. But not all of them are useful. Information may only be needed when it is used. Therefore, it is necessary to pay attention to this aspect in the preparation of electronic textbooks. Currently, the use of hypermedia systems in the field of new information technologies is developing. At the heart of such technologies is the idea of expanding and deepening the traditional teaching text on the basis of more advanced teaching material and replacing it with the use of courses and animated boards. In this case, the interconnected nodes are formed between the text sheets, which in one way or another are separated. According to experts, hypertext imitates the ability of the human intellect to remember large amounts of information and to search through this information through the association of communication processes and thinking processes. In other words, hypertext is a complex system of organized learning materials that combines a lot of statistical and dynamic information and has a generalized network structure. In this case, the importance of information boards is played by text, graphics, diagrams, videos, executables and animations (moving process). Texts, in turn, are made up of smaller texts that can be nested as many times as a "matryoshka" ("puppet in a puppet") puppet. . Transition from one text to another is carried out through a certain relationship, which is part of the multimedia electronic textbook. In addition to text interactions, there should be links between text and video, text and executable software, and text and animation effects. These links will also be given in the form of ratios listed in a set of known ratios.

Key words: Electronic manual, multimedia electronic manual, creation stages, teacher training programs, user, test, innovative technology, educational materials, modern author's tools, electronic information and educational resource.

Language: English

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Introduction

Today, many organizations use various computer technologies to conduct seminars, business meetings, trainings and other events. More memorable and visual, multimedia technologies are used to make the information richer. These are both hardware, multimedia, and software packages that can process a variety of data, such as text, graphics, and audio. There are different concepts of multimedia:

• Multimedia - a technology that describes the development, use and application of information processing tools;

• Multimedia - computer peripherals (the computer has a CD-Rom drive - a device for reading CDs, audio and video cards, can reproduce audio-video data, joysticks and other special devices)

• Multimedia - combining several means of presenting information into one system.

Clarivate Analytics indexed

Typically, multimedia refers to the addition of information, such as text, sound, graphics, animation, video, and spatial modeling, to a computer system. The combination of such tools provides a qualitatively new level of information perception: a person not only thinks passively, but actively participates in what is happening. Programs that use multimedia tools are multimodal, meaning that they affect multiple sensations at the same time and therefore arouse great interest and attention in the listener.

Colorful multimedia application, the presence of pictures, tables and diagrams, along with animation elements and sounds, facilitates the understanding, comprehension and memorization of the studied material, a clearer and more capacious view of objects, events, situations encourages students' cognitive activity.

There are a variety of technological approaches aimed at developing high-quality multimedia applications. There are several basic technological guidelines for creating and using these programs.

A material component can be used as a basis for creating a multimedia e-learning guide, which is a method of constructing material based on the division into elements and visualization in the hierarchy.

At the initial stage of designing a multimedia e-learning material, the model of the material:

• clearly define the content of the material;

• present content in a visual and visual form;

• Identify the content of a multimedia e-learning guide.

Given the achievements of psychology, it allows us to develop a number of general recommendations that should be taken into account when developing a method of visual representation of information on a computer screen:

• the information on the screen must be structured;

• visual data must be changed to audio data from time to time;

• color brightness and / or volume should change from time to time;

• The content of the material provided should not be too simple or too complex.

The list of terms in the field of education includes new words such as "e-textbook", "distance learning course", "virtual practice stand", "virtual workshop", "videoconferencing", "electronic forum", "virtual classroom" appeared. The idea that a person who does not know computers in the 21st century is the same as a person who does not know how to read and write in the 20th century is becoming more and more popular. It is in this context that the requirements for the collection, storage, transmission and processing of information are becoming more and more stringent. Because the quality and speed of implementation of these processes is becoming increasingly important. [1].

Main part

In our opinion, it is advisable to use methods that encourage students to think independently and research. When these methods are used, students are able to work independently. The essence of these methods is that throughout the learning process, students are focused on free thinking and independent work.

Based on the above, it can be said that the creation of a multimedia guide to explore the possibilities of the WYSIWYG Web Builder program opens up great opportunities for students. At the national level, the Uzbek version of the creation of a multimedia manual to study the capabilities of the program Web Builder is in the early stages of development, and this issue is currently in need of additional resources, including electronic multimedia. It would not be wrong to say that software development needs to be increased. There is a growing demand for multimedia teaching software, especially in computer science. This is because one of the main goals of teaching methods is to increase the computer literacy of students and ensure that future professionals become professionals.

WYSIWYG Web-Builder is a modern high-performance system for creating dynamic and static sites for Internet management and intranet design. There are many software tools being developed in the CMS market today, and the capabilities of this software are highly valued. As mentioned above, as a general algorithm for creating a multimedia guide to explore the capabilities of Web Builder, we can cite the following steps:

Gather the necessary information for the created web page. At this stage, the necessary information on the given topic will be collected. For example: state educational standard of science, science program, working program, calendar plan, text of lectures, lesson scenario, set of questions and assignments, consolidation tests, video lesson developments, list of used literature, program use information about the guide is collected. This information is entered into a computer using a Word word processor and formatted. Also, once all the information is prepared, we move on to the next step. Create the overall structure of the web page to be created. At this stage, templates are prepared for the Web site to be created. These templates can also be linked to the skill of the designer and programmer who created the page. Because the software itself has special templates, you can use these templates or create a new template. Link pages to a page. At this stage, each created page is linked together to form a chain for the page. Page Design Department. At this stage, the design of each page will be strengthened and additional decorations will be provided. Check the created web page. This section checks the progress of the page. The easiest way to do this is to try using this page on another computer and check for links..

To the type of creative projects, first of all, it is necessary to include research projects, which mean the activities of students aimed at solving a specific research problem with an unknown solution in advance.

At the heart of such technologies is the idea of expanding and deepening the traditional curriculum on the basis of more advanced teaching material and replacing it with the use of courses and animation boards. This creates interconnected nodes between the selected text sheets in one way or another. According to experts, hypertext imitates the ability of the human intellect to remember large amounts of information and to search through this information by associating the processes of communication and thinking. In other words, hypertext is a complex system of organized learning materials that combines a lot of statistical and dynamic information and has a generalized network structure. In this case, the importance of information boards is played by text, graphics, diagrams, videos, executables and animations. Texts, in turn, are made up of smaller texts that can be nested as many times as a "matryoshka" ("puppet in a puppet") puppet. . The transition from one text to another is done through a specific relationship that is part of the e-learning manual. In addition to text interactions, there should be text and video links, text and executable software, and text and animation effects. These relationships are also given in the form of ratios given in a set of known ratios. We can describe hypertext in the form of a graph-tree, in which texts of text, graphics, videos, executables, and animations are represented in the form of circles (graph nodes), and the relationships based on them are represented in the form of arcs connecting the corresponding circles. It should be noted that the effectiveness of the use of hypertext depends in many respects on the methodological relevance of the information that can be linked. For example, a set of ratios is characterized by the definition of specific tasks specific to each element, their degree of alternation. Keywords, concepts, and other parts of the text, including videos, may be highlighted (or underlined) to indicate that they are related to other parts of the text. Thus, users of the hypertext system can "travel" through the nodes of the graph and determine the appropriate piece of information from its ends, and the order of use of its arcs. This "journey" of the user through the information boards is called navigation. A hypertext system is a voluntary way of looking at texts sequentially, such as flipping through a book or hierarchically tracking the content of a book (chapters, paragraphs, and pages), as well as "paths" of pre-defined links. allows you to navigate in the nal In our opinion, it is advisable to use methods that encourage students to think independently and research. When these methods are used, students are able to work independently. The essence of these methods is that throughout the learning process, students are focused on free thinking and independent work.

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Conclusion

E-learning publications are increasingly using online resources posted on the Internet. Working with network scientific and educational resources has its own characteristics and requires knowledge of the

network, the ability to work with browsers, methods of searching, processing and storing information on the Internet. The first problem facing the Internet user is the problem of information retrieval. The next challenge is to determine if the resources found are suitable for educational use. There are many resources that are not tested for compliance with state education standards. In the process of studying a voluntary course, there may be a problem that the textbook obtained from the Internet does not correspond to the curriculum of the educational institution. The sheer variety of information available on the Internet makes it difficult to choose the software and hardware needed to process it. There are many formats of text, graphics, audio and video information. Let's look at some ways to solve these problems. What to look for? in answering this question, the teacher refers to the curriculum in his or her teaching activities. It is also

useful to identify the nature of information that differs in structure, type of presentation, purpose, and form of presentation. How do I search? - To find the necessary information on the Internet, you need to search for resources that contain this information. Such catalogs are available as part of a search, information or research resource, or as a standalone resource. Unlike search engines, directories are more likely to live up to the expectations of users because the search is done within materials on a pre-selected topic.

In conclusion, it is well known that the rapid introduction of information technology in education, computerization of the educational process has become a leading pedagogical and methodological idea. Therefore, the use of new teaching technologies in the educational process, the creation and organization of e-learning courses should be one of the priorities for educators..

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