



THE IMPORTANCE OF USING MODERN INFORMATION TECHNOLOGIES IN IMPROVING THE EFFECTIVENESS OF THE MUSIC CULTURE LESSON

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Annotation. the use of modern information technologies in improving the effectiveness of the lesson of music culture in this article, as well as information technology, is the process of making information information from one view to another, qualitatively new, using a complex of methods and means of collecting, processing and transmitting information. This article will talk about the uniqueness and importance of organizing classes using modern information technologies in increasing the effectiveness of music culture lessons.

Keywords: modern information technologies, music culture lessons, multimedia, music programs. Each lesson, which takes place at a time when the pace of informatization, information flow is accelerated, is held in secondary schools, in particular, in musical culture.

As you know, the process of obtaining education (obtaining information) is a process that consists in the systematic development of spiritual and mental abilities, the formation of knowledge and concepts and the ability to use the acquired knowledge. This process can be carried out through the recipient himself or with the support of another person, that is, the educator. The purpose of teaching is to convey to the student the knowledge and skills established by the state educational standards. When knowledge is accepted and understood by the student or the student is able to demonstrate in practice the assignments intended for professional development, one can assume that the training was successful. The use of modern information technologies in the field of pedagogy, like all spheres, has become a requirement of the times. The organization of music culture lessons in school education, which is currently one of the most promising areas for the development of the educational process, with the help of modern information technologies, increases the student's interest in the lesson, effectively contributes to the high level of knowledge gained. Unfortunately, even now, in the third decade of the XXI century, many music teachers in educational institutions do not use computer technology in classes. The use of commuter technologies in music culture classes remains an urgent issue. But there are conditions for their implementation.

Today, the time of traditional classes has passed, based solely on the lecture. It is difficult to attract the attention of the reader to knowledge if not every lesson that is being passed at a time when the pace of information flow is accelerated is colorful. To do this, the teacher needs to be constantly sought, creative. In such a case, especially the passage of the lesson based on the game-based viewing system will have a significant effect. And games are better to choose based on the psychology of the reader. The way you motivate yourself to be the first is always justified. Because children always show themselves, walk one step ahead of their peers. In the field of education, in particular, in the organization of music lessons, there are processes of computerization, internalization, as well as informatization. As a result of this change, the quality, effectiveness and availability of education are improving. It was information technology that made education more accessible to students. In recent years, in secondary schools, colleges, lyceums and higher educational institutions, more and more



often resort to the use of Information Technology in the study of educational disciplines, informatization of the educational sphere is being carried out. Informatization refers to the active process of introducing computer technology and new information technologies into various spheres of production, education, social and personal life of people.

Educator-scientist V. K. Selevko believes that the teacher's computer literacy is an important part of the content of computer technology and includes the following in its composition:

- * knowledge of the basic concepts of Computer Science and computing techniques;
- * knowledge of the general structure and functional capabilities of computer technology;
- * knowledge of modern operating systems;
- knowledge of the shells and operating tools (Norton Commander, Windows, etc.) of a modern program that performs a common task, as well as mastering their functions;
- * mastering at least one text editor;
- * have initial vision of programming algorithms, languages and packages;
- * the initial experience of using their practical application, which performs utilitarian (practical benefits) tasks.

The organization of classes in general education schools, in particular music culture, with the help of information technologies, increases the cognitive and creative activity of students. A music culture lesson requires a teacher's creative approach to classes. The teacher can organize musical programs in the lesson, presentations on the topic, musical games with the help of computer technology. In particular, it gives a good effect to conduct interactive lessons using multimedia technologies. In the usual lesson, the teacher sets out the content of the topic of the lesson, and the students listen, see and remember, make the necessary notes they write in their notebooks. They accept any information ready-made. On the contrary, interactivity allows students to actively enter the teaching process. Children just don't listen. They ask questions, express their opinion, strive to understand in more detail the incomprehensible parts of the educational material, Get Lucky, come to conclusions and solutions about themselves. In interactivity, both parties: both the teacher and the students are active, get together and jointly achieve the goals set in the lesson. Not a single student is left on the edge from the main work in the lesson.

Thus, Education, Labor and modern life in general cannot be imagined without information technology. Today, institutes, universities, gymnasiums, schools, colleges, technical schools and even kindergartens are equipped with the latest computer technology. The development of computer technology in music is a promising, relevant and objectively necessary. Competent and systematic use of information computer technology allows students, teachers, researchers to more effectively distribute Time, realize their creative potential.

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Musical movements, instrumentation and creativity in the implementation of activities, it is recommended to widely use game techniques. Already, many of these activities are related to game features. Works for listening and singing in the program are given more than the required level. This allows the teacher to selectively train the works in accordance with the classroom opportunities and important dates of the school year. In it, it is possible to select works in almost double quantities, adapting to the themes of the quarter, and, if necessary, use works in addition to the program. Sheet music, instrumentation, dance movements therefore, the works described in the content of the activities of music creativity are also conditionally given. They can be replaced depending on the conditions of the lesson. This necessitates a creative approach when planning classes and preparing for classes. In this case, it is necessary to draw attention to the fact that, although the content of works and classes in the program is indicated separately for each type of activity, it will be necessary to draw attention to the content of the lesson and reveal its essence when planning and passing classes. Thus, in the lesson, musical activities logically converge, forming a single whole in content.

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