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USE OF MULTIMEDIA TECHNOLOGY IN TEACHING INFORMATION TECHNOLOGIES IN GENERAL SECONDARY SCHOOLS

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ARTICLE INFO	ABSTRACT:

The digitalization of teaching computer science and information technology in secondary schools and the use of modern multimedia technologies are covered, and the use of the Thinglink, Padlet software tools in teaching computer science and information technology.

INTRODUCTION. Nowadays, the world education system is rapidly developing and requires updates. Among these updates, the introduction of modern technologies into the educational process takes an important place. In particular, the use of multimedia technologies in the teaching of information technologies is one of the effective methods of imparting modern knowledge to students. Multimedia technologies combine text, images, sound, video and animations to make the learning process more lively and interactive. This, in turn, helps to attract the attention of students, better master the material and make lessons interesting. In this article, the importance, advantages and practical application of multimedia technologies in the teaching of informatics and information technologies in general secondary schools are considered.

Today, the use of multimedia technologies in the educational process increases the interest of students in the lesson, makes it possible for them to understand the subject easily and fluently. Especially in information technology, it is important to cover topics through practical means. In this article, the experience of teaching the topic "Creating a text slide and title. Adding an explanation and subtitle. Adding animation and effect" within the framework of 11th grade computer science using multimedia technologies is highlighted.

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Multimedia (from the English term "multimedia", derived from Latin "multum" - many, "medium" - tool, environment) is a system consisting of technical and software tools, which combines various information (text, graphics, sound, video) in a single information environment and creates an opportunity to work in communication (interactive) mode.

Multimedia is a system that allows to work with elements such as still images, moving video, computer graphics, text animations, speech and high-quality sound. In other words, multimedia technologies provide an opportunity to enter, process, store, transmit and display information such as text, graphics, animation, sound, video and speech on a computer.

Use of multimedia tools:

1. **Interactive presentation through Thinglink**: Thinglink – is a tool that allows to add interactive symbols to images, videos or maps. On this platform, students can be given a topic-related assignment or explanatory instructions. For example, by adding captions, links, or additional video/audio to a slide, the reader is engaged in self-directed learning.
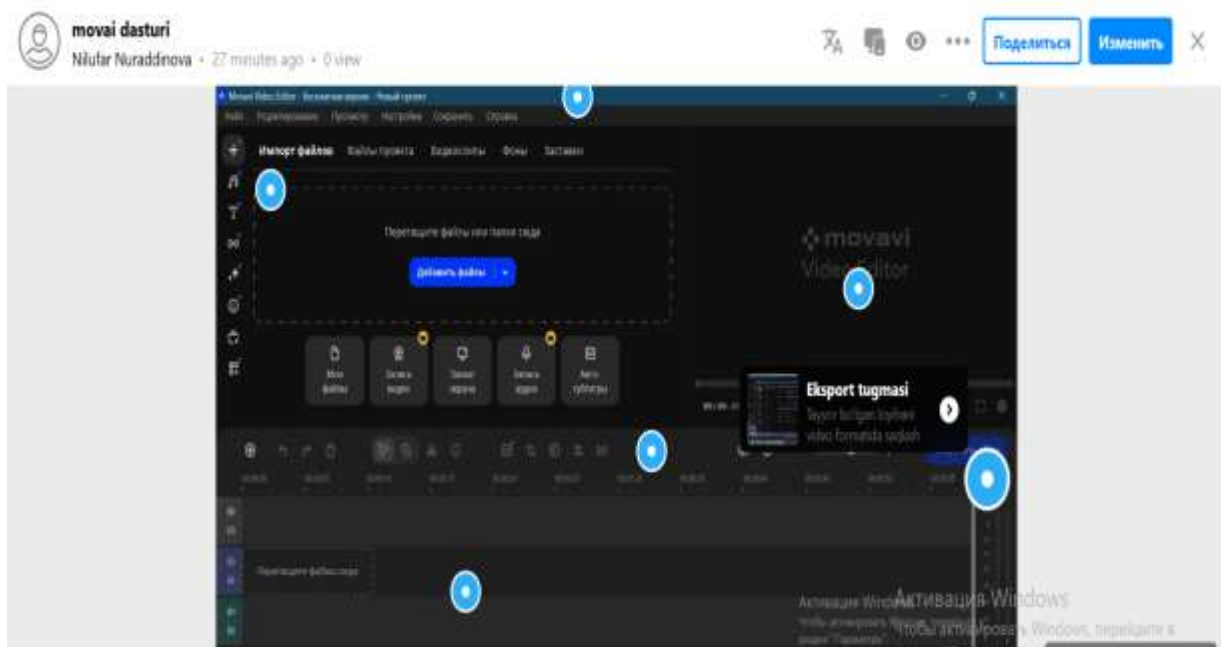
2. **Submit a task on Padlet**: Padlet is a collaborative wall (virtual whiteboard) where the teacher can post individual tasks, multimedia files, links to students and see their responses in real time. On this platform, students were given practical tasks on creating a text slide, writing a caption, and sharing a voice comment.

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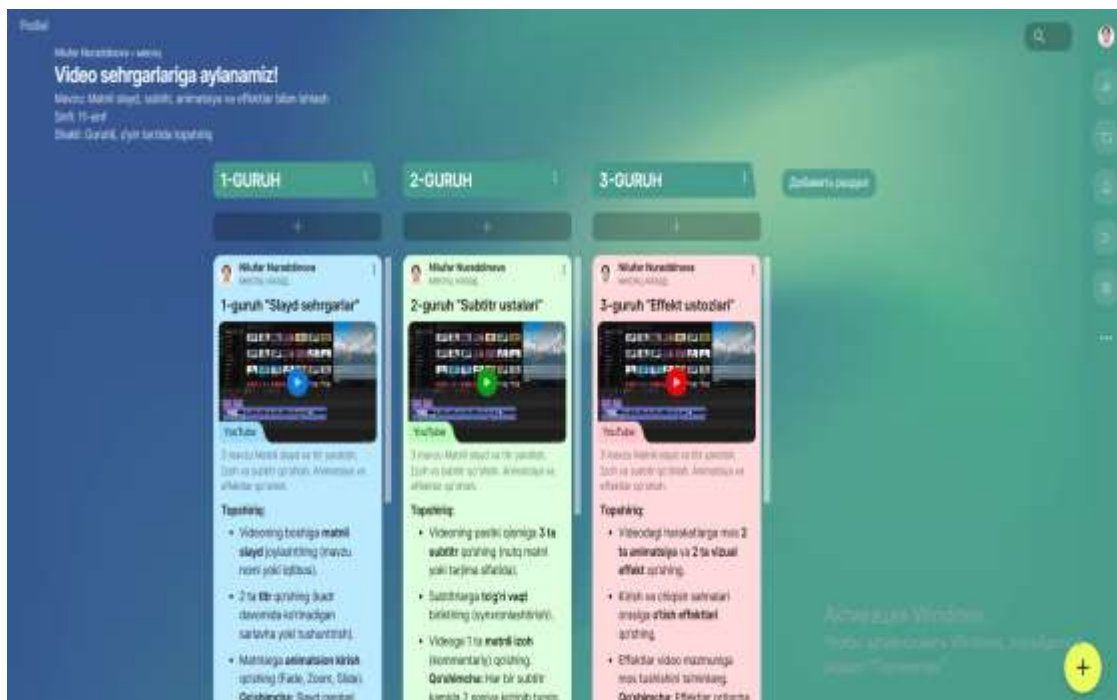
3. Recording sound in Audacity: Audacity is a free and open-source audio editor that can be used by teachers or students to create annotated audio recordings on a topic. These audio files can be integrated into slides or video materials to facilitate understanding.

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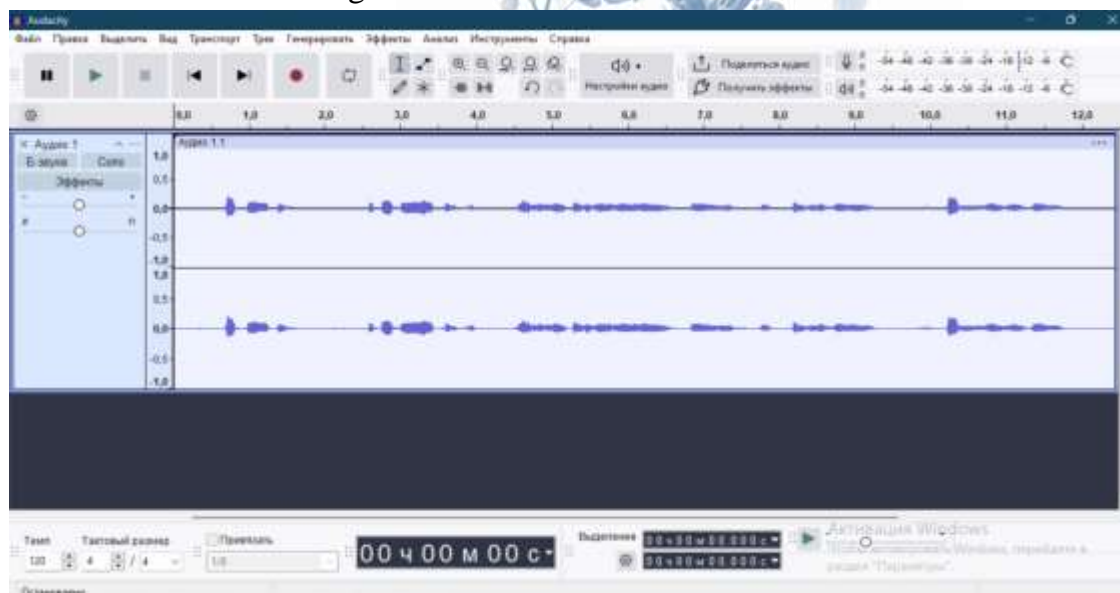
4. Preparing a presentation in Visme:

Visme is an online platform that allows you to create interactive presentations, infographics and visual materials. It can attract the attention of students through slides enriched with animated elements, moving graphics, voice comments. Through this tool, practical skills in "Adding titles and subtitles", "Animation and effects" will be strengthened.

Through the use of multimedia technologies, a wide opportunity is created to enliven the lesson process, for students to work independently, think creatively, and develop their skills. The above-mentioned programs have their place in improving the effectiveness of lessons and serve as an important tool in modern computer science education.

Literature:

1. https://www.thinglink.com – ThingLink is a platform for creating interactive presentations.

2. https://www.padlet.com – Padlet is a digital whiteboard platform, an online collaboration tool.

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