# Pedagogical Aspects Of Improving The Socio-Pedagogical Activity Of Students In Multimedia Presentations

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**Annotation**; This article discusses methods for improving the pedagogical aspects of improving the socio-pedagogical activities of students in Multimedia votes, and based on this, methods for implementing projects and programs are described, as well as the proper organization of students' free time.

**Keywords**: Multimedia, socialization, project, method, programming, free time, skills, seminars, creativity.

## Introduction

Addressing the issue of reforms carried out in the field of education and science of our country, first of all, in the Republic of Uzbekistan [6;] in the "concept for the development of Higher Education until 2030", it was argued that in the direction of the national education system to achieve a new result, "a new system of universal knowledge, skills, skills, as well

From Jumala, pedagogical and psychological characteristics of students on the basis of the analysis of the study, it is possible to clarify a number of features of the Cross of self-development of the student's personality as a subject of social relations in accordance with the goal:

- predisposition to emotional-emotional experiences that allow the use of pedagogical methods and means of ensuring the self-activation of the student's personality as a subject of social relations;

- the presence of more accumulated social experience in relation to a much earlier period of age-related development, which can serve as an acoc for self-independent development;

- the developed ability of reflection in animation activities, which allows you to realize and understand current value orientations and ensure their connection with the values of other groups and society as a whole. Hence, the closely

related shat-conditions, complementing each other, so we carried them out together and were ensured throughout the entire course of the process under study.

It is a complex multifunctional phenomenon that combines operational and personal aspects based on Multimedia tools. Social education of students on the basis of Multimedia tools will have features associated with a consistent sequential change of the stages of clarifying the pedagogical aspects of improving one social pedagogical activity, reflecting the nature of the activity, the requirements for the individual who performs it, and the determination-determination of the student's profession in the activities of multimedia tools.

Hence, at the first stage - the determination and determination of the future of students ' relatively own profession on the basis of multimedia tools. As a result of the presentation of exemplary situations, the initial i.e. primary interest of students on the basis of multimedia tools is saturated with the value content of socio-cultural activity; in the process of optimistic perception of the activities of multimedia tools and its implementation; on the basis of Multimedia tools, the transfer (transliteration) of the values and meaning The main goal pursued from this stage is to find its own path (orientation) in the proposed

activity, a situation of primary understanding of the activities of multimedia tools is created.

In particular, the second stage is the interiorization of the main set of socio - cultural values, mastering and mastering the basics of multimedia tools and ways to organize it. During this period, emphasis is placed on the practical development of forms, methods and priems based on multimedia tools. At this stage, multimedia tests are organized, behavioral paths are developed and experience is gained and developed based on the possibilities of interaction with different categories of people and the knowledge gained.

The third stage is conscious activation based on Mul'timedia tools. Participation in its various forms based on Multimedia tools helps students to experience their relationships and to understand and understand them in the process of value-oriented group communication. At the final stage, an independent self-analysis of the results of its activities is carried out on the basis of the Mul'timedia means, individual and group reflection is organized.

As we know, in such a way that at the stages of the process of using multimedia tools as a means of social education of students of the CPSU, there are a number of interrelated stages reflecting the positional determination-determination of the student himself on the basis of multimedia tools, the principles of pedagogical support and pedagogical conditions for the use

We determined the principles of pedagogical support for the process of using the activity of Multimedia tools as a means of social Tabia: the socio-pedagogical content of the process of multimedia tools activity, the principle of humanism based on a theoretical understanding and understanding of the essence of social education; the principle of the heuristic environment; based on the principle of pedagogical management.

Hence, these principles are the Basic Rules of activity, the basic requirements for the process of which are being organized on the basis of multimedia tools. It consists in ensuring that the activities of Multimedia tools are directed to the formation of the social experience of students as a unit of various qualifications and skills, ensuring the independent development of the student himself as a subject of social relations in accordance with the goal, methods of thinking knowledge and thinking, value orientations and social relations.

These conditions are closely related. They complement each other, so we carried them out together and presented the process under study for its entire duration.

The content of the implementation in practice of pedagogical conditions defined by US and acting as a means of social education on the basis of multimedia means in the conditions of which consistent and sequential exchange of a number of stages reflecting the self-(professional) positional determination and identification of students on the basis of multimedia means i.e. expressing their change; ; it represents a dynamic process of conscious active access to activities based on the Mul'timedia tools.

This process involves creative students to conduct independent work on the study of the history, culture, literature, music, theater, art studies of different peoples - requires knowledge, skills and abilities in directing, Fine Arts, organizational activities. Here, on the basis of multimedia tools, methods of motivation and stimulation of interest are used: emotional moral experiences, the creation of situations of novelty, relevance; cognitive games; theatricalization; debate; finding solutions, analyzing life situations, discussing the problem together as a team; also, the method of logical reasoning; the method of the situation that gives way; creative, artistic method and problematic-research. Basic guiding techniques such as methods of mastering knowledge in the field based on Multimedia tools. Strengthening by training for the development of skills and abilities is carried out in the process of partial-research, activity of students. Skills and competencies are carried out through verbal, visual and practical teaching techniques interpreted (from the point of view) by putting and solving a problem situation.

The stage of implementation of the project in the activities of Multimedia tools, together with others, requires the presence of psychological impact, culture of Communication, Speech culture, acting skills, skills of stage speech and is carried out en masse during practical activities and within the framework of pre-planned events of a higher educational institution. At this stage, reproductive (reproducible) techniques are used: active

perception, memorization, reproduction of information, which is given through verbal, practical or visual techniques and priems; constructive view of the creation of a situation of success, concentration, methods of transformation or storage of elements of the main directing: rituals-traditions, theatricalization, illustration, play, role-playing game.

The Multimedia Tools program and the social project protection phase develop the necessary personal qualities of the student, such as proving their point of view clearly and fundamentally, sequentially (consistently) and logically describing the processes of preparation, development and implementation or implementation of the program and project, proving the application of one or another means, methods, and requiring mastery of oratory. At this stage, methods of stimulating and motivating interest are also used on the basis of multimedia tools: emotional moral experiences, creation of situations of novelty, unpredictability, relevance; Discussion, Analysis of life situations; creation of a situation of success; verbal techniques (Story, Lecture, conversation, conference, discussion, explanation); visual techniques (illustration method, demonstration method).

When discussing the idea of a program and a project at the initial stage of work, students are advised to reflect on the existing experience of their activities based on multimedia tools themselves, to predict the possible difficulties and their causes. The results of Reflkesiya is acoc in the search and conscious assimilation of up-to-date and necessary information for the implementation of the program and the project. In this case, a comparison of the individualized and objectified experience of its activity on the basis of multimedia tools is carried out as a meeting of objective knowledge with subjective imagination, and as a result, a change in the characteristics of understanding occurs in subjective perceptions, that is, the imagination becomes a system of concepts, objectifies and deepens. In addition, comparison of the individualized and objectified experience of its activities based on the means of Mul'timedia can occur as a meeting of pre-studied samples, norms and stereotypes with existing and practiced patterns of behavior in certain situations. Generally socially

developed advanced models are more efficient and cost effective. In this case, the student not only monitors their implementation, but also gets the opportunity to master the spectrum of behavior models by introducing them into activity, complicating them in such a way that their state changes - from a program or Project participant to a designer or leader of his team on the basis of multimedia tools.

An important role is played by the analysis of the activities carried out at the final stage of creating programs and projects based on Multimedia tools. The analysis provides for an assessment of the success of the student's implementation of his activities in a general way according to individual and selected criteria within the framework of the program or project, and in this case, the attention of students to the causes of success and failure, the ratio of costs and results, the means of achieving goals and The analysis of the program and the project is often organized by inviting independent Qualified Persons with professional authority in the field on which multimedia tools are based. Analysis for project developers and project team leaders is also organized in the form of an individual interview. In this case, the central topic of conversation is the experience gained in organizing the activities of others in the process of implementing the student's program or project of multimedia tools. In addition to the analysis carried out immediately after the implementation of the project, the practice of delayed analysis is used, which is established after a certain period of time and can be based on the comparison of a number of similar programs and projects. Here the student has the opportunity to retrospectively (historically) think about the dynamics of gaining experience based on the means of Mul'timedia, to understand it by thinking[72;].

As noted above, the organization and participation of students in the activities on the basis of multimedia tools plays an important role. On the basis of multimedia tools as an integral part of socio-pedagogical activity in a higher educational institution, it is represented by programs of multimedia tools carried out within the framework of "Organization of festivals, conferences, events", and their main goals are: the implementation of their abilities and potential to

create opportunities for creativity; the organization of various areas of students'; it consists in creating conditions for the activities of Student Youth Public Associations.

It involves the participation of students with various types of social creative activity, using various forms of Organization of the comprehensive program "Organization of social spiritual and educational events, conferences", which is held in a higher educational institution. Depending on the direction, participation in festivals can be individual or group. With social creativity and gaining experience in organizational activities, the students themselves become the main organizers of festivals. Teachers, professionals and students of Higher courses act as consultants and vice-speakers of the work.

During the academic year, the following events are organized: vocational guidance in specializations and selection of students, practical demonstration of the abilities of talented students by themselves, teacher Apprentice, our national traditions, events of memory and days of imprisonment. It is a Direct presentation of the resources of a higher educational institution. These events are the appearance of socio-pedagogical projects in Higher Education, which are presented on the basis of the main directions of socio-pedagogical activity of a higher educational institution, including multimedia tools.

These events provide for the following forms of student participation: creative presentation of a specialty, newspaper competition, Organization of promotional events, festivals, Organization of centers of specialization and educational infrastructure of a higher educational institution, promotion of creative platforms for the presentation of pedagogical and social technologies, Organization of Concourse, Organization of propaganda teams, improvement of individual, author's activities of teachers

The activities organized during the year are the following social and pedagogical activities of the higher educational institution: creation and creative ideas of children's health centers, recreation centers and tourist bases of turizim in remote regions; presentation of examples of the activities of the pedagogical organizer and leisure organizer; popularization of the activities of groups on the basis of pedagogical teams and multimedia

The main participants of these events are students - pedagogical teams, pedagogical workers of recreation areas, members of the team of the activities of the Mul'timedia means. Participants prepare newspapers about their activities and ideas that have been put into practice.

On the basis of Multimedia tools, members of teams participate in scientific and practical conferences, report on scientific research carried out in the summer, share experience in solving methodological and organizational problems. The experience of organizing social projects and programs of Multimedia tools is of great interest to other participants of the conference. Teams of Multimedia tools become organizers of master classes for students of 1-2 courses. The topics of master classes are proposed based on multimedia tools from the experience of the group members and the interests of the students participating in the training: the phenomenology of the concept of "animation", the features of the organization of activities on the basis of Mul'timedia tools in holiday homes and tourist bases, the rules for organizing the holiday, etc.

For students of lower courses, the first lesson is held, which shows the course program, its work schedule and the main aspects of its organization. The ceremony of awarding the participants of the events in various nominations is the final event.

Creativity events are aimed at actualizing and developing the creative potential of students; the formation of ideas about the importance of artistic creativity for professional formation; the presentation of forms of cultural and recreational activities.

Within the framework of these events, several competition programs are organized: in the competition of theater skills, students show creative work, the nature of which is diverse, a song and dance competition, a competition of propaganda teams and a hok. Various creative associations of students: Studios, circles, self-organizing groups of students of one course and various courses participate in creativity events on the basis of common interests. Within the framework of these events, members of the multimedia media promoter teams participate in the proposed activities mainly individually, preparing their own vocal and choreographic

performances or becoming organizers of a collective creative team.

Social action events are an open project of joint activities of teachers and students, which is aimed at attracting students of a higher educational institution to socially significant events in the region. This event provides for the activation of interaction of participants within the framework of social partnership, the provision of examples of volunteering activities, the formation of experience in the activities of socio-projective organizational and multimedia tools, the provision of projects of socio-pedagogical and multimedia tools of a higher educational institution[102;].

On the basis of Multimedia tools, teams organize holidays in social institutions of the city. On the basis of a higher educational institution, students hold holidays (events for children) for the population. In addition, students participating in their communities within the framework of social events on the basis of multimedia tools promote the exchange of ideas on the organization of multimedia tools programs for students of other educational institutions and organize semenar trainings with them. In this case, the event being organized is socially significant, focused on the spheres of social life and has a creative character.

The holiday "Youth Day" provides for a creative report on the results of socio-artistic creativity of a higher educational institution. These activities are aimed at developing the experience of improving the artistic creativity of students in the projects and programs of the higher educational institution and providing them with samples of subjects of the higher educational institution.

Within the framework of this event, a new multimedia tools project was organized - interactive and entertainment events. The participants of the event are the organizers of the festive and entertainment show programs of the higher educational institution.

Scientific conferences provide for the formation of students ' ideas about research activities as a means of professional formation.

These activities summarize the results of scientific creativity carried out by students throughout the year. During scientific conferences, scientific and practical conferences are carried out in accordance with the topics determined by the

Departments of the higher educational institution, exhibitions of scientific and practical developments carried out during the professional practices of students, presentations of research projects planned for the implementation of students. Every year, on the basis of the results of the year-round work of the Higher Educational Institution, a collection of scientific works of the conference participants is published.

Within the framework of the conference, on the basis of multimedia tools, their teams will participate in round tables on the problems of the activities of multimedia tools, present aspects of some issues in the program of the conference: they will hold a ceremony to open conferences in the form of propaganda groups, solemn events (meetings) to congratulate guests and participants.

Is a summary of the socio-pedagogical activity of a higher educational institution. During the events, students who have demonstrated their talent in various fields will be rewarded;

Hence, they gain experience in the organization of social creativity, while improving the social pedagogical activity of students in an educational institution based on multimedia tools.

A sufficient resource basis has been created for the development and improvement of the educational system aimed at social education of students.

The achievement of the goals of social education can be carried out through the implementation of such complementary types of activities as: educational, research and socio-pedagogical.

Social education of students is carried out thanks to the activities of a number of subjects of a higher educational institution, and among them we distinguish services, departments and services of Student Associations. Each of these subjects has its own xoc which performs a number of tasks.

Of great importance in the pedagogical aspects of the organization of socio-pedagogical activities of a higher educational institution is the organization of the organization and participation of students in the activities of multi-educational tools in educational practice. The activities of the higher educational institution as a component of socio-pedagogical activity are carried out in the form of programs and projects of multimedia tools,

multimedia tools. Multimedia tools of a higher educational institution the process of organizing activities is based on a number of principles, the implementation of which provides the necessary level of efficiency and achievement of the goals of social education of students. These include:

- the principle of continuity;
- principle of consistency;
- principle of personal activity;
- principle of social significance;
- the principle of reflection.

A significant place in the process of organizing activities is occupied by the artistic creativity of students of a higher educational institution by the means of Mul'timedia. As a component of the socio-pedagogical activity of the higher educational institution, the activities of multimedia tools are carried out within the framework of seminars and events in the form of programs and projects based on multimedia tools, and here students participating in the activities of multimedia tools, in their teams participate separately and together in various events (individual performances, shows, holidays, exchange

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