



"THE PROBLEMS AND CAUSES OF THE USE OF E-LEARNING SIMULATORS IN THE TEACHING OF THE SUBJECT " TRANSPORT LOGISTICS

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Abstract

The article describes the history of the use of e-learning simulators in the field of education, the causes of its problems. At the same time, the need to improve the teaching in the implementation of real estate, that is, to promote new pedagogical technologies into the educational process, the use of computer-based automated training system in education is highlighted.

Keywords: pedagogical software, knowledge, transmitter, technical tools, teaching machines, also included.

Introduction

President of the Republic of Uzbekistan Sh. Mirziyoev visited the Youth Forum of Uzbekistan and delivered a speech, he said, "let us not touch on what reforms in our country, first of all, we rely on young people like you, on your strength and perseverance. You all know very well that today we have put before ourselves a huge finish. We began to create the third Renaissance Foundation in our native land. We consider family, pre-school education, school and higher education, as well as scientific and cultural landmarks as the most important parts of the future Renaissance. That is why we are carrying out radical reforms in these same areas. I am sure that our young self-sacrificing and patriotic people like you will actively participate and make a worthy contribution to the creation of a new foundation for the development of our country".

The use of modern pedagogical technologies in the teaching process, the use of modern information technologies will serve to improve the quality and effectiveness of the educational process. For this purpose, the use of information and communication technologies in the teaching of Sciences makes it possible to achieve positive results. Terms and concepts that interpret such tools have different approaches to the introduction of pi. In scientific and educational-



pedagogical sources, they are called pedagogical software, computer-based educational resources, educational computer programs, pedagogical tools for educational purposes. It is possible to continue this list of terms again. We use the term "electronic means of instruction" to denote the means by which we work using computer and telecommunication techniques and are directly used in the teaching of educators.

The implementation of these activities is carried out through the improvement of teaching, that is, the broad promotion of new pedagogical technologies in the educational process, the application of a computerized automated training system in education, the use of new technical and didactic tools and multimedia capabilities, the introduction of distance learning.

The technological approach to teaching was carried out by American pedagogical scientists in the last 50 years. The phrase "educational technology" is also the first American scientist B. Skinner. But teaching technology has a history of its development and its forms have always been improved without regard to the source of information.

In the period before the invention of writing, the information collected was formed in an oral form. The man was at the same time both the creator and the keeper of knowledge, and the transmitter.

The invention of writing was a turning point in the development of thought. The writing examined the idea and allowed the object to remain firm and develop it. The emergence of the source of information storage facilitated the process of knowledge transfer.

And the publication of books revolutionized within the framework of intellectual labor and led to the emergence of a class of intellectuals. They, in turn, laid the foundation for the formation of the state system of education, as well as the "classroom - lesson" system in the process of teaching.

Within the classroom, the technology of the teaching process was formed and developed. This technology consisted in the formation and improvement of skills for working with books. These are the skills of fast reading, types of teaching, synopsis, ways to save in memory, the ability to search for literature, working with data.

Experts believe that the concept of teaching technology and its development should be studied into three stages.



The first stage-the process of teaching was carried out only by the teacher himself N.F.Talizina noted that the human experience performed the function of teaching technology.

After the publication of two stages – textbooks and manuals, radical changes took place in the content of teaching technology. Various didactic materials that helped the teacher came into being.

The third stage-the technology of teaching has become richer in content. Among the above for teachers and students, audio-video technical tools, teaching machines were also included.

In the 60 years of the last century, the development of educational technical means introduced information capacity and Information Transfer Networks.

The emergence of new methods of information storage – magnetic, frame – by-frame optical records and magnetic discs created on their basis, compact discs, CD-ROM etc. - paved the way for the use of computerized system of information storage, laser communication network, microelectronic devices and other media in the educational process. As a result, the training was improved. Such concepts as "computer technology "and" new information technology" came into being. These technologies began to be used as a guide in the implementation of pedagogical technology as a modern technical tool.

For centuries, the cultural development of mankind has been closely related to technical inventions. Richag, wheel, block allowed primitive people to carry and carry heavy loads. This, in turn, paved the way for hand craftsmanship. On the basis of handicrafts, the profession of a peasant, a builder, a swimmer in the Sea developed.

The accumulation of practical skills gradually paved the way to theoretical knowledge. But the production of products in the process of living based on the strength of the hand was limited. The craftsmanship of the craftsmen is individual and is spread over the general public.

They were taught the secrets of the profession through their personal labor as an example. Development, social and cultural development are stagnant.

Mechanical devices invented by the XVI century began to limit muscle strength. Scientific research in the XVIII century gave impetus to the revolution in the field of production. As a result of the invention of the Steam Machine, the workbenches with the power of the hammock were replaced by moving workbenches with the help of a Steam Machine. Ingenuity, thirst for knowledge gained momentum during this period.



Despite the changes in science and production, the methods of teaching the next generation remained unchanged. For centuries, the book has remained the main helper in obtaining knowledge. Of course, students count, blackboard, globe etc. have also used it before. But the realisation of classrooms began to be realized from the second half of the twentieth century.

During this period, great discoveries were made in the field of electronic equipment, computing equipment, nuclear energy, space, cybernetics, new techniques and technologies were created on their basis, automated plants were restored.

These tremendous changes in science and technology have led to an exponential increase in the number of personnel employed in this field, the number of published articles and economic costs.

First, the information is inexhaustible, copied easily and quickly, economical, environmentally friendly, does not depend on the storage time.

Secondly, the increase in information is immediately increasing, as is the development in the history of society. Especially since the second half of the twentieth century, the volume of information has been growing in the form of expositions. Two-fold increase in the volume of information from the beginning of our era occurred in 1750 year. The second was at the beginning of the XX century, the third was in 1950 year. From the same circuit, a double increase in the volume of information, that is, human knowledge, occurs every 10 years, from 1970 year onwards in 5 years, from 1991 year onwards every year. As a result, by the beginning of the 21st century actual resources grew more than 250 thousand. In the history of society, the term "information explosion" appeared, which marked such an unprecedented phenomenon.

At the end of the XX century there was another significant event. It is associated with the growth of the population on earth in the form of expositions. At the beginning of the new century, only 300 million inhabitants lived on the Earth's surface. The population reached 1 billion after 1830 year. The next billions have increasingly joined in short terms. For example, after the second billion 100 years, the third billion

After 30 years, the fourth billion was added after 20 years, the fifth billion after 7 years. At the end of the last XX century, the number of people in the Earth's Kurra exceeded 6 billion. Such an increase in the population is called a "demographic explosion".



In addition to the growing population, he increasingly went "rejuvenated". The continuous increase in the number of adolescents and the amount of knowledge necessary for their modern education, that is, the increase in the amount of information, has caused difficult problems in the field of Education. As you know, it is impossible to increase training plans and training hours endlessly. Therefore, it was necessary to take full advantage of the internal capabilities of the training process, that is, to accelerate it, optimize it.

In terms of acceleration and optimization of the teaching process, measures are envisaged that increase the labor efficiency of the pupil and teacher, increase the amount of educational information delivered to students in a unit of time and allow them to better absorb it. One of the measures to accelerate and optimize the process of teaching in pedagogical technology is to underlie the principle of fiction in the statement of educational content, make extensive use of modern computer audio-video, multimedia capabilities.

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