

**TODAY'S TECHNOLOGIES USED IN EDUCATION**

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**Annotation:** Innovative technologies of teaching at school are developing rapidly, and future generations will learn in a completely different way than our grandparents. Students will enjoy full digitalization, OLED display, learning with artificial intelligence, gamification and immersive learning opportunities.

**Annotatsiya:** Ta'limda innovatsion texnologiyalar o'quvchining rivojlantiradi, kelajak avlodni ota-bobolaridan farqli o'laroq, o'qib o'rganishida boshqacha o'sish kuzatiladi. O'quvchilar to'liq raqamlashtirishni, sun'iy intellekt bilan o'qish, OLED-displey, geymifikatsiya immersiv ta'lim imkoniyatini kutadi.

**Kalit so'zlar:** Virtual reallik, geymifikatsiya, sun'iy intellekt, innovatsion texnologiya.

**Аннотация:** Инновационные технологии обучения в школе стремительно развиваются, и будущие поколения станут учиться совершенно иначе, чем наши бабушки и дедушки. Школьников ждёт полная цифровизация, ОЛЭД-дисплеи, учёба с искусственным интеллектом, геймификация и возможность иммерсивного обучения.

**Ключевые слова:** Виртуальная реальность, геймификация, искусственный интеллект, инновационная технология

Virtual reality, gamification and artificial intelligence - this was not possible yesterday, but today it is successfully applied to the educational process. We will talk about how modern innovative technologies make education effective and interesting.

Digitization of schools is continuously being updated, modern educational technologies are being put into practice. For example, a few years ago, students simply worked on equations with chalk on a blackboard, but today these boards have changed to interactive whiteboards. Educators can display video, images, presentation slides on the screen. Most interactive whiteboards can be written on with fingers—without getting the chalk all over the hand, and kids can do it regardless of age.

In addition to interactive whiteboards, schools are equipped with a digital access system. They also came into practice with the development of modern technologies. The parents of the students observe that they know what time the children entered the school building and when they left the school. Currently, students have a pass that is displayed at a turnstile to determine what time they arrive and leave school, and in a few decades, this biometric may replace fingerprints, iris scans, and the likes of Apple's Touch ID.

Paper diaries have given way to the electronic version. In the future, 3D gadgets can be used instead of conventional printers: students will use any 3D model for various tasks. In

Minneapolis, one of the schools in the USA is using the Dimension BST printer today, with the help of which the student creates design prototypes.

It is possible that conventional papers will not be used, because scientists are developing an OLED display. These are flexible, light and thin "sheets" that can be folded and stored in stacks like paper.

These simple papers are practical, eco-friendly and long-lasting. Such displays do not tear, they are flexible and interactive like a tablet.

Earlier, children thought to educate in big cities. Now, quality education is no longer tied to a specific location, and "residential registration" education is a nation and can be engaged with any pedagogue, even if he is in another region and he had the opportunity to work with him even though he spoke another language.

Online education is developing rapidly. In the future, distance lessons can be conducted not only by living people, but also by controlling artificial intelligence. For example, Microsoft has started releasing educational apps for learning Chinese. In it, the student responds to the teacher's short written and audio messages via chat. Artificial intelligence analyzes the answers and selects the necessary download.

Modern online technologies make education accessible to anyone with an Internet connection, and in the future, traditional day classes may become obsolete.

Neural Networks is one of the most popular ChatGPTs today, providing invaluable support in education. For example, with the help of them, incomprehensible material is explained to the child, a study schedule is made, or he practices correspondence in foreign languages. Of course, in neural networks, they behave cautiously, because of this, it is explained that children forget to think. But if they are used correctly, then neural networks can be a useful tool for the learner.

If you want to get to know the world only through artificial intelligence, we bring to your attention the following neural networks:

- YandexGPT — works on the basis of the "Yandex" neural network, ChatGPT. It is possible to compose texts, write code, communicate with users, search for information on the Internet, and translate texts.
- Writefull — the neural network has the ability to check for errors and repetitions in the text. It also helps to improve the structure of the text, to sort the appropriate words and headings.
- MathGPT is a neural network designed for solving mathematical tasks. He is able to solve even the most difficult tasks quickly and efficiently.
- 01Mathematics is an online math tutoring system that analyzes student progress and adjusts assignments and tasks accordingly. The platform helps you prepare for YDI and ODI by finding content from textbooks, and also provides geometry and trigonometry problems.

Today's education should be adapted to the growing generation. It is necessary to take into account the characteristics of previous children and implement new technologies in modern schools.

Gamification is used to make the educational process lively and interactive: game elements are introduced into the educational process (including computer and video games).

Gamification changes the attitude towards mistakes - children stop being afraid of conditional double grades. Mission replay is an important principle in computer games. As many solutions are searched for, new options can be found each time. Gamification is gaining success in distance learning around the world. When doing homework, children get XP (experience points) glasses of experience. Any PC games will be played directly. Each exercise has its own difficulties, from simple to Olympic games. The more complex the exercises, the less clues you have to solve them, the more XR you get. The lens of experience is generalized and allows the learner to move from a simple case to a more challenging and interesting option.

Visual tools and technologies are used more in the educational process. Children complete all the tasks with the help of YouTube, such as crafts, coloring, opening and repacking the gifts sent, and learning languages. Statistics show that 85% of teenagers use YouTube on a regular basis, and 80% of them agree that a video is a way for them to learn more about their interests. It is not without reason that teachers use more video material, films and lectured information in teaching.

With the spread of modern educational technologies, children study environmental subjects with the help of virtual and additional precision. For example, wearing a VR helmet, a child can observe historical events and participate in them themselves. Such education is called immersive, it creates the result of presence and allows the implementation of an experience that is not possible in the real (real) world of experience.

In this case, the modern forms of education that have taken over allow for qualitative assimilation of information, because it is better to see once than to hear a thousand times.

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