

**THE ROLE OF DIGITAL TECHNOLOGIES IN TEACHING FOLK CRAFTS AND
ARTISTIC DESIGN**

S.I. Bakhtiyorova

Teacher of the Bukhara State Pedagogical Institute
sobirahonbaxtiyorova2@gmail.com

Annotation: This article analyzes the importance of digital technologies in the process of teaching folk crafts and art design, their role in improving the quality of education and the possibilities of practical application. The possibilities of forming students' aesthetic thinking, creative approach and motivation for national values through modern technological means are highlighted.

Keywords: technology, craft, craftsmanship, efficiency, digital technology, innovative approach, integration of fields, efficiency of the educational process, national craftsmanship, design.

Introduction. The 21st century is the century of information technologies, and the widespread introduction of digital technologies in all areas is fundamentally changing the education system. In particular, the use of digital tools in applied arts such as folk crafts and art design not only increases the efficiency of the learning process, but also deepens students' interest in national craft traditions.

Main part. Folk crafts and art design is one of the important disciplines that introduces students to knowledge and skills related to applied arts, folk crafts, artistic design and creative processes. It is a direction that combines not only art history, but also modern technologies, develops students' creative thinking and directs them to the study of national culture.

Through this subject, students get acquainted not only with the history of folk applied art, but also with national patterns, decorative elements, craft methods and technologies for creating works of art. This subject serves to form creative thinking, visual thinking and national identity.

In general, this subject consists of two important parts, is considered one of the subjects with a very broad meaning and content, the first part covers folk crafts, and the second part is associated with the process of artistic design of samples of this folk craft. These two concepts, in turn, have the following content.

Folk crafts are an integral part of national culture, which shows the process of creating various decorative, artistic and practical items. Folk crafts mainly reflect the unique historical, cultural and national traditions of the people. Crafts are works that not only serve to satisfy practical needs, but also have aesthetic significance.

Artistic design is the process of designing various objects, equipment and products, taking into account aesthetic and functional aspects.

Organizing teaching processes in higher education institutions based on digital technologies in this folk craft and artistic design discipline will help teachers and educators save time, and for students, they will gain excellent skills and create a database in one lesson, as well as the opportunity to view practical processes using digital programs.

Advantages of digital technologies

- Show students examples of historical crafts through multimedia presentations;
- Develop patterns and design projects in digital form using graphic programs (CorelDRAW, Adobe Illustrator, AutoCAD);
- Create virtual prototypes of artistic objects using 3D modeling tools;
- Get acquainted with the work of national masters through online platforms, develop practical skills through master classes and video lessons;

- Create opportunities for reinforcement, testing and assessment using interactive educational tools.

Digital technologies provide students with ample opportunities to create their own projects in digital format, analyze design solutions through animations, and experiment with color combinations, shapes, and textures. This develops their artistic thinking and creative potential.

Problems and solutions

The main obstacles are the insufficient technical base in some institutions, the relatively low level of digital literacy of teachers, and the lack of methodological manuals. To solve this:

- increase the number of advanced training courses for teachers from year to year
- create special multimedia textbooks for subjects;
- strengthen the technical base of schools.

Conclusion

The use of digital technologies in teaching folk crafts and art design not only improves the quality of education, but also serves as an important factor in the formation of respect for national culture, creative thinking and design competencies in students. Digital tools are the most effective way to integrate traditional crafts into modern education.

References

1. 1.S.I.Bakhtiyorova. "Content of work carried out on the use of digital technologies, development of students' professional training and technological education". Solution of social problems in management and economy International scientific-online conference. 2025 y.
2. 2.S.I. Bakhtiyorova. Analysis of research work carried out on the development of professional training of students of technological education. Pedagogical skills 2025-yil 3-yil 1-yil part.
3. 3.Sodikova, M. (2021). "Methodology of teaching the basics of folk crafts". // Problems of pedagogy and psychology, No. 1.
4. 4.Rasulov, A., & Tursunov, I. (2020). "Digital technologies in education: problems and prospects". // Journal of innovative educational technologies, No. 2.
5. 5.Saidova, D. (2022). Fundamentals of Crafts and Methodology of Teaching Art Design. Tashkent: "O'qituv" Publishing House.
6. 6.Tukhliyev, N., & Soliyev, B. (2023). "Digital Pedagogy: Modern Approaches". // Education and Innovative Research, No. 4.
7. 7.Bakhtiyarova S. I. IMPROVEMENT OF THE METHODOLOGY OF USING INNOVATIVE PEDAGOGICAL TECHNOLOGIES IN TRAINING SPECIALISTS IN UNIVERSITIES //Educational Research in Universal Sciences. – 2023. – T. 2. – No. 18. – P. 507-511.
8. 8.qizi Bakhtiyorova S. I., qizi Ganjayeva Z. O. METHODOLOGY OF IMPLEMENTING THE INTERNATIONAL EVALUATION SYSTEM IN TECHNOLOGICAL EDUCATION //GOLDEN BRAIN. – 2023. – Vol. 1. – No. 33. – P. 67-72.
9. 9.Hamdanova N., Hamidov R. METHODS OF DEVELOPING TECHNOLOGY IN SECONDARY SCHOOLS //Central Asian Journal of Education and Innovation. – 2023. – Vol. 2. – No. 11. – P. 116-120.
10. 10.Muqimovna, H. N. ., Boboqulovna, X. N. ., & qizi, B. S. I. . (2023). INNOVATIVE TEACHING METHODS. Journal of Intellectual Property and Human Rights, 2(9), 39–42. Retrieved from <http://journals.academiczone.net/index.php/jiphr/article/view/1310>
11. 11. daughter Bakhtiyorova S. I., Sharopova M. F. "IMPROVING THE TEACHING PROCESS OF MATERIALS SCIENCE ON THE BASIS OF FOREIGN EXPERIENCE // E-Conference Globe. - 2021. - S. 46-48.

12. 12. daughter Bakhtiyorova S. I., Sharopova M. F. "IMPROVING THE TEACHING PROCESS OF MATERIALS SCIENCE ON THE BASIS OF FOREIGN EXPERIENCE //E-Conference Globe. - 2021. - S. 46-48.
13. 13. daughter Bakhtiyorova S. I., daughter Jurayeva D. B. IMPROVEMENT OF THE METHODOLOGY OF TEACHING THE "SECTION OF MATERIALS PROCESSING" IN TECHNOLOGY LESSONS IN GRADE 5 //GOLDEN BRAIN. – 2023. – Vol. 1. – No. 33. – P. 73-79.
14. 14. Bakhtiyorova S. I. USE OF SOFTWARE IN TEACHING MATERIALS SCIENCE //Science, Technology and Education. – 2021. – No. 2-2 (77). – P. 80-83
15. 15. www.ziynet.uz – Education portal of the Republic of Uzbekistan (electronic resources and online lessons).
16. 16. www.artstation.com – An interactive platform for modern graphic design and 3D modeling.