

Application of Interactive Methods, Forms and Means in Teaching Art Education

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Annotation:

This article is aimed at developing the integration of art education using modern approaches and innovations in art education, developing the knowledge and skills necessary for the application of modern approaches, as well as the skills of using modern educational tools in practical classes.

Key words: Art education, innovative, interactive, graphic, individual, AvtoCAD, 3D modeling, teacher.

Today, in the new Uzbekistan, issues of improving the education and training system and accelerating the development of the scientific sphere have been brought to the level of state policy. At this point, a number of laws, decrees and orders were adopted aimed at the comprehensive development of the education system, the training of qualified personnel, and further improvement of the activities of preschool education, schools, higher education systems and research institutions. Effectively introducing the new methodology, our president said: “We are representatives of an enlightened people who consider the teacher as great as the father whom we have always respected. Even by teacher, educator, I mean the most dear and respected people to me, intelligent and modern, sincere and kind ones. Because this teacher gave us all lessons and instructions, raised us among our loving parents,” the head of state said at the beginning of the meeting. “Today we are laying the foundation for a new era in the development of Uzbekistan. In this are our closest assistants, mentors and mentors. creative intellectuals” [1.].

Currently, there is increasing interest in the multimedia capabilities of art education in the educational process. In art education, information technologies are used in almost all disciplines of the educational process. Computer graphics are actively used in the training of artist-teachers; the capabilities of information technology allow the use of modern methods of preparing for lessons

(computer presentations, preparation of visual aids, tests...) allows you to introduce. As well as the development of the creative abilities of teachers and students, information technologies in teaching activities have made it possible to more actively introduce interactive forms of learning into the educational process. In the modern education system, a necessary condition for the formation of professional culture is the use of modern technologies in the educational process, that is, information technologies in art education. In this regard, one of the tasks of training specialist students can be characterized as developing skills for the effective use of information resources in the educational process. In the process of learning art education, students widely use modern information technologies to store, process, present and use information, as well as to solve professional problems. Today, in the rapidly changing educational process, information technologies go hand in hand with solving professional problems, developing professional artistic skills of the younger generation, and increasing the efficiency of the educational process. A person receives most of the information about the outside world through the eyes. The visual system perceives images of various objects. With their help, a person develops an idea of the external environment and objects in it [2. Page 3].

Interactive forms of learning involve interaction between team members in the form of communication or conversation. In pedagogy, this is the interaction between teacher and student, the goal of which is to achieve didactic results in the learning process. Organizing classes in an interactive form using computer technology can include both software and hardware, which include: computer, laptop, tablet, projector, screen, touch board, graphics tablet, web camera, etc. This allows you to introduce innovations in educational process when presenting new material, increase students' interest in the educational process, and also help the teacher in preparing for the lesson. When students study the subject "Engineering Graphics," it is advisable to use interactive teaching methods using modern computer technologies. This discipline includes a lot of calculation and graphic work that students perform both in the classroom and independently. This can be individual work or group work, depending on the goals and objectives set by the teacher.

Working in the AvtoCAD computer program allows you to automate the design and modeling process in three-dimensional space. AvtoCAD software also allows you to quickly and easily correct mistakes made by students; large-scale details; draw two-dimensional drawings and design frames, polygons, and volumetric parts. Performing graphic work using the AvtoCAD system saves time on completing a task compared to traditional types of computational and graphic work.

The process of mastering the computer program "AutoCAD" is built from simple to complex, which is the main didactic principle of the educational process. The process of mastering new material using computer-based learning allows the teacher to systematically control the educational process, as well as to achieve from students the automation of practical skills in designing and creating drawings of parts and objects.

The subject "descriptive geometry" develops students' spatial imagination and imaginative thinking, which allows them to further model and create images and objects based on the theory of similarity and prototypes. Using the AutoCAD computer program, you can teach a student to activate his creative imagination and change the spatial characteristics of created objects and forms.

The topic of research is the process of developing students' creative abilities, methodological conditions, pedagogical techniques, tools and forms of educational work in lace knitting classes. The hypothesis of the research is that the development of creative abilities of students of art faculties of universities in the process of learning lace weaving will be significantly improved and improved in terms of quality, if: the educational process is built taking into account the psychophysiological characteristics and individual capabilities of students; the development of students' creative abilities is based on modern scientific teaching methodology, where the goals,

tasks and content of teaching are focused not only on the transfer of specific knowledge, skills and abilities, but also on the development of creative abilities, practical tasks and exercises.

Computer programs Archicad, 3d max, Compass also allow students to perform computational and graphic work, simplifying and improving students' drawing and graphic activities. The main purpose of the programs listed above is to teach students 3D modeling. The computer program KOMPAS allows you to make drawings in two-dimensional and three-dimensional space, the program is used to create machine and construction drawings. 3D Max allows students not only to model objects, but also to create works of art, carry out design projects and engage in animation. The design and modeling process in this computer program allows you to create highly artistic, realistic objects, allowing students to open up in new creative activities, to express themselves as an artist of decorative and applied arts, creating illustrations, interior and exterior design. The 3D Max program helps students not only perform technical, computational and graphic tasks, but also try themselves as a designer and artist, which is very important for an art graduate. The ArchiCAD computer program is designed for creating architectural and construction drawings. Having mastered this program, the student learns to draw up building plans, draw building facades, model the interior volume of a room, and model interior items. Corrections made during the project are automatically corrected on all drawings and documents, saving time and ensuring that corrections made to all documents, diagrams and drawings are not missed. "Recently, for clarity, computer technologies are increasingly being used, allowing students not only to provide visual information, but also to participate in the creation of drawings and didactic materials for lessons using the Comnacc-3D, ArchiCAD programs. "Improving the skills of mastering graphic programs helps to enhance motivation for formation of professional culture. Experience in using software and solving problem situations in the process of their application contributes to the development of the individual as a whole. Having received the basics of knowledge and skills in the field of computer technology, students can independently look for opportunities to apply knowledge in the field of information technology in their future professional activities.

We see a lesson in an additional education institution for children as a process of active collaboration between teacher and student if the teacher knows how each student he or she is working with feels. It is when the student finds it difficult to generalize their knowledge and ideas independently, when the information is multifaceted or the task at hand is multifaceted, and when the desired object or topic is completely e. 'tabor can come to the rescue in a timely manner when needed. Poly-artistic development is successful. The basis for this should be based on a team creative approach, which allows even the weakest student to quickly get used to and work on themselves.

The main link in our pedagogical work with children is the creation of an artistic image - the creation of children's work and the organization of an exhibition of artistic creation, from the moment of conception (idea) to its implementation. With a child-centered learning space, the interaction between teacher and child, child and parent, parent and teacher creates a conducive collaborative environment. Classes in decorative composition are aimed at developing in children independent artistic ideas that emerge in the process of working with different materials, and a material with unique characteristics is the starting point for the development of an artistic idea. Decorative art is characterized by a certain character of the painting, a special, planar structure of the composition. The construction of such compositions often presents students with a very difficult task of generalizing, simplifying, depending on the material and technique, processing natural shapes into decorative images - collage, stained glass, batik, graphic composition, ceramic or textile panels.

To summarize, we can conclude that knowledge in the field of information technology is an integral part of the formation of professional culture of students when teaching art classes. Information

technology should be considered as a technical tool that expands the professional capabilities and creative potential of future specialists. At the same time, traditional teaching methods cannot be excluded from the educational process; it is possible to assimilate modern knowledge, relying on the knowledge, skills and abilities acquired by students in the process of artistic education. In particular, it is necessary to clearly define such issues as increasing the prestige and status of teachers in society, a complete revision of curricula and methods, creating conditions for teachers to work more on themselves, ridding them of unnecessary paperwork and stimulating this, improving the infrastructure of higher education and spiritual climate in it.

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