

## CREATIVE MULTIMEDIA DESIGN FOR INNOVATIVE LEARNING

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**Abstract.** *Multimedia technology is the fastest and most active part of the field of information technology. In the multimedia teaching environment, students can better accept knowledge, and from a variety of multimedia information to find the information they need. At present, the multimedia network teaching platform is more perfect in function, the network platform is not adjusted and optimized according to the characteristics of the school itself.*

**Key words:** *multimedia, technology, education, innovative approach, learning, educational environment.*

It is troubling that most university-based educational technology programs have continued to abdicate their responsibility to confront these problems (Clark 1978, 1989). Most of the systems are based on the big environment of the Internet application. There is a phenomenon of irrational distribution of resources which cannot meet the demand of multimedia teaching. It is necessary for the school to build a multimedia teaching platform suitable for the needs of its own development, based on its own development needs, and build a reasonably, adjust the playback resources dynamically which can help students to quickly locate their own interest of the internal capacity. It can save the network bandwidth resources and improve the performance of the whole system.

Future studies must not search for a motivational effect for the use of technology in education, as has been proven futile in the past (Clark 1994, Clark and Estes 1999). With the development of virtual reality technology, there will be a great deal of intersection with the teaching field in the future. If students can immerse themselves in their studies, they will help students understand their knowledge deeply, and the virtual reality technology meets the requirement perfectly. Virtual reality technology allows students to feel the concrete objects directly through interaction, as if they have entered another world, and students will be more focused. The integration of multimedia network and virtual reality technology can promote the educational work of students, let more students enjoy learning and are interested in learning, rather than forcing students to study like the present education. At the same time, the students' learning efficiency will reach an unprecedented height.

Moreover, with the popularization and development of 4G technology, the connection of communication technology and Internet technology is becoming more and more

closer. The application and teaching of 4G technology can be an efficient mobile learning. Students can not have to study at a certain time in a certain place, but rely on their mobile phone, watch the teaching course by using multimedia, make full use of the reach teaching recourses, and give full play to the enthusiasm and initiative of the students.

With the rapid development of information technology, the demand for multimedia technology is becoming more and more intense in all walks of life. All kinds of new concepts and technologies will be integrated into the multimedia technology and continue to develop and innovate. In the future, there will be a variety of colorful multimedia applications. Multimedia technology into the classroom, and education and teaching mutual influence, mutual progress, training for the new era of numerous technical talents, these talents can promote the continuous development of multimedia technology, and gradually form a virtuous circle.

Multimedia is an innovative and effective teaching and learning tool, because it helps students motivate their learning process and helps them understand the information presented. It helps teachers present information in an effective way. Educators have the responsibility to use technology and social media to promote social justice. Teachers are needed supposed to educate and promote social justice. These advocates hope to build a society in which people have equal access to resources and receive fair treatment regardless of their race, gender, religion, income level, or disability. Once teachers are able to foster a learning environment that enables thoughtful discussions with a variety of opinions and perspectives, they can facilitate conversations about real-world issues that effect students' everyday lives. Students need and must be able to identify real-world problems and deal critically with them. In today's world, social media is playing an indispensable role on the learning behavior of students to achieve sustainable education. The impact of social media on sustainable education is becoming an essential and impelling factor. The world has become a global village and technology use has made it a smaller world through social media and how it is changing instruction.

There is an increasing body of evidence which suggests that multimodality is an activity-based and student-centered approach to teaching and learning in which a series of different tools, technologies, resources and environments are deployed for helping learners during the meaning-making process (Cope& Kalantsiz, 2020). The essence of multimodality, therefore, is to instantiate teaching using an array of different resources and pedagogies for stimulating learning in meaningful ways. Using images, video and animations alongside a text stimulate the brain. Student attention and retention increase. Under these circumstances, in a multimedia learning environment, students can identify and solve problems more easily compared to the scenario where teaching is made possible only by textbooks. It is important to teach students sustainability, as it enables

them to develop knowledge, skills, values and motivations for action, allowing them to maintain their own wellbeing and that of their community and the planet in an increasingly interconnected world. The teacher can engage and motivate students to participate in classroom activities as the use of multimedia in teaching-learning makes it more interesting and interactive. It provides students with an opportunity to feel different classroom environment to the pursuit of knowledge, discovery and experience. Multimedia technologies offer today's classroom teachers the opportunity to move from a largely linear learning environment to an increasingly nonlinear environment.

Multimedia instructions can be used by teachers and lectures to convey information such as lecture slides, assessment materials and others learning resources. It can also use by students to learn new skills and knowledge about difficult topic areas such as sustainability and social justice. Without lecturers guidance. Multimedia empowers students to create and design rather than absorb representations created by others. It improves reflective thinking. It also provides students with suitable learning resources according to their learning styles and abilities.

Through the multimedia teaching, teachers can explain knowledge to students according to the content they need, and do not need to follow the fixed textbook mode. Multimedia will link up the knowledge we need to learn, so that we can enhance the systematicness of learning. Multimedia teaching provides students with many aspect of thinking. In a limited period of time, students can have a logical and procedural understanding of the teaching content, and do a profound memory, and can cultivate the creative thinking of the students. At the same time, the multimedia network teaching also provides a platform for students to communicate students can use the multimedia teaching platform to carry out cross regional communication learning and listen to various professional academic reports.

The multimedia network teaching can realize the agreement with the outside information. Most of the contents in the book are classic old content. The attention to the frontier of the subject is very low. Relying on the multimedia network technology, the students can first understand the latest related research and development of the subject and carry on the real time interpretation of the latest achievements.

**Conclusion.** The multimedia technology knowledge gives students a different visuals and auditory experience, so that students can understand the knowledge they want to learn more deeply, but the multimedia network technology cannot realize the interaction between the students and the network, and cannot analyze the students' learning behavior. With the development of artificial intelligence technology, the multi-media technology and artificial intelligence technology are combined to produce the intelligent teaching system. The system can help the teaching to analyze and evaluate the students' learning behavior, to assign each student to their own learning plan. , and to teach by the

material, and the system can be used at any time. The progress and effect of students' learning, at the same time the self-adaptive adjustment of various teaching plans, a lot of guidance for students' puzzled problems, so that students can learn more knowledge.

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