

Interactive Educational Technologies and Their Didactic Capabilities

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Abstract - This article discusses about the interactive learning technologies that will improve the quality of education, increase efficiency, build partnerships between teachers and students, student groups and the community but also help to reach the ideological and spiritual unity, work toward the main goal, present the internal capabilities of each student by creating the necessary conditions and enabling environment.

Keywords - Interactive, Interactive Education, Interactive Educational Technologies, Methods Of Interactive Education, Quality And Efficiency.

The present stage of development of society is directly influenced by the development of technology. Modern technological processes are affecting almost any industry. Especially, these processes are gradually increasing and being implemented to Communication system. The need of people to use information, communication technologies and computer technology is growing and improving.

Their use in education in the Republic has become an important issue in order to improve the quality of teaching, increase and expand students' thinking, and enhance their independent learning in the modern world.

The word "Interactive" comes from English language and is now used in Uzbek and Russian languages, it's dictionary meaning is " talking and working together".

Interactive education is an education that is based on organizing students' interactions to acquire cognitive skills and specific moral qualities.

Interactivity is the ability of students to create a collaborative, collaborative movement to acquire knowledge, skills and certain moral qualities.

From a logical point of view, interactivity is, above all, a social subject's activity in a dialogue based on interaction.

The main participants of the interactive TT in learning process are considered teacher, student and student groups, and this interaction is characterized through their intense discussions, an opportunity to exchanging ideas, freely expressing their views, joining ideas while searching for solutions in situations, building student intimacy while mastering the learning materials, respect, understanding and support between teacher-student-group of students.

The essence of the interactive TT is the conversation in the form of student- information communication technologies. This means that students acquire the skills, experience and knowledge through information technologies independently or under the guidance of a teacher.

The fact that the learning process based on an interactive software can be seen as simple as even a child's play. But it demands some factors from the teachers:

1. Qualification
2. Methodical practice
3. Pedological and physiological knowledge
4. Organizer capabilities
5. Didactic resources (information, handouts, equipments)
6. Relationship between students and group of the students based on respect and confidence
7. Achievements of cooperation of students and group of students
8. The dominance of democratic ideas in the learning process
9. Achieving effective, appropriate and mutually beneficial use of various methodologies in providing information.

However, the effectiveness of the use of interactive software depends on the following secondary factors. They are:

1. Psychological readiness of students for lessons
2. Students' level of development
3. Students' experience of life to some extent
4. Student's tendency to collaborate with the teacher and with his peers
5. Students' obedience to the demands of the teacher
6. Students' responsibility for the teaching process.

By using Interactive TT teacher will develop students' abilities, such as, their independence, self control, control conversation, working together, listening and understanding, independent creative and critical thinking, free expression, defending ideas, tendency to solve problems, readiness for unexpected situations.

The most important thing by teaching students using a interactive TT to build collaborative efforts to achieve a specific educational goals, and to be able to objectively evaluate and direct the management.

Interactive TT consists of some types:

1. Individual

2. Pairs
3. Group
4. Collective

The use of interactive TT leads students to be able to work with a team or team groups, freely express their ideas in community, demonstrate knowledge without any psychological obstacles, approach creatively to problems, achieve the intimacy with peers and a group, presenting inner abilities perfectly, thinking, generalizing ideas and select the most important ones, self-controlling and self-evaluating, building their confidence and complexity, to be able to get out of situations.

Interactive learning technologies generate students' interest in learning, stimulate participants in the learning process, make a positive impact, facilitate easy access to learning materials, and provide students with a comprehensive approach to student growth.

Interactive TT's main features are as follows:

1. Polyideas
2. Dialogue
3. Thinking activity
4. Creating thoughts
5. Availability of choice
6. Creating successful situations
7. Reflex

Basic principles of interactive teaching technologies:

1. Team's work but not the lecture,
2. The group's experience is much more than that of a teacher
3. The students are equated with young social status and experience
4. Each student has the right to express their views on the problem
5. Student identity is not criticized during the course
6. The ideas presented are not information driven by students, but are information for thinking

The following forms of interactive educational technologies are implemented in the world education system:

1. Accomplishing a creative task

2. Work in pairs. Tests. Commutation
3. Conduct trainings
4. Online education
5. Arranging exercises that break writing, didactic games.
6. Social project
7. Arranging social meetings(excursions, invite professionals)
8. To organize and consolidate new material

Thus, interactive learning technologies can enhance the quality of education, increase efficiency, promote the inner and outer potential of each learner as a unified goal of achieving the ideological and spiritual unity of student and student groups as well as building partnerships within the community. It creates important conditions for all students.

However, the effectiveness of the lesson will be enhanced by the use of interactive methods, taking into account the worldview of the young, psychological characteristics of students' worldviews. And this requires from teachers proficiency, experience, knowledge, tactfulness, intuition in accomplishing Interactive TT in their classes.

It is worth noting that interactive learning technologies are the main goal of improving the quality of education, increasing efficiency, building partnerships between the student body of students and the community, and working towards the common goal of spiritual and spiritual unity.

Interactive methods, which in essence are the most important component of interactive learning technologies, provide a significant effect on the implementation of the goals of black learning.

It is important to properly manage the methodical work in the education system, as it is in the social field.

At the same time, there is a great task for educational institutions which requires improvement of the skills and professional development of teachers.

Organization of methodical councils of the institution based on methodological management of educational institutions.

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