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PROBLEMS OF CREATING VIRTUAL RESOURCES FROM ENGLISH

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ABSTRACT

This article provides information on the development of virtual resources for English language learners and the problems that arise in the process based on analytical ideas. We think that there is enough information in e-books and websites to learn English. It is known that a number of works are being carried out in our country in the study of foreign languages, especially English. An electronic reference book, encyclopedias, translators and dictionaries built on the principles of multimedia are amazing. There are various electronic encyclopedias on history, geography, medicine, sports and other fields.

KEYWORDS: *Virtual Resource, Information Technology, Pedagogical Technology, Learning English, Virtual Material, Information And Communication Technologies, Electronic Encyclopedia.*

INTRODUCTION

One of the requirements of the "National Training Program" of the Republic of Uzbekistan is the use of new pedagogical and information technologies in the educational process, the acceleration of training of students using a modular system of training. Extensive work is being done in our country on the use of pedagogical and information technologies in the educational process. The scientific and theoretical basis of this problem, the specifics of each pedagogical technology have been developed and sufficient experience has been accumulated. Relevant organizations of foreign countries are closely assisting in the introduction of pedagogical and information technologies in the educational process.

At present, the government pays special attention to public awareness. This can be seen in the Resolution of the Cabinet of Ministers of the Republic of Uzbekistan of June 6, 2002 "On

measures to further develop computerization and the introduction of information and communication technologies."

Nowadays, learning English has become one of the most pressing issues. There are bound to be several problems in language learning. Because language is such an abstract learning process in which a set of elements is considered.

Organizing the learning process on the basis of KIM allows you to teach English live lessons. In the teaching of some topics, it is convenient to create simulation models for dynamic processes, observation and repetition. In addition, on the one hand, it provides a basis for the preparation of topics on the basis of KIM and the acquisition of related concepts and grammatical rules, on the other hand, it creates effective tools for students to read and master independently.

MAIN PART

As the need for a foreign language grows, so does the demand for learning it. However, the lack of information resources in foreign languages is now considered a problem. Learning English requires not only books, but also visual materials, virtual resources, ICT tools. It is clear that every lesson taught with these ICT tools will give effective results, because in learning a new language, every piece of information received through sight and hearing will have enough imagination in the human mind. The solution to the problem of creating virtual resources in English and its introduction in the educational process is currently being solved by ICT professionals. Because when introducing foreign language lessons through ICT, first of all, they must have sufficient language skills and be able to work with ICT. In the study of English, along with ICT tools, it is necessary to first of all learn the concept of multimedia, because multimedia is a tool that carries this image in the form of an image, which accelerates the process of gaining understanding. The first of these is computer multimedia, in which work with audio and video elements is done with special technical and hardware devices called multimedia tools. An electronic reference book, encyclopedias, translators and dictionaries built on the principles of multimedia are amazing. There are various electronic encyclopedias on history, geography, medicine, sports and other fields. However, the creation of multimedia programs in English and their use in the educational process is currently under solution. It is known that the lecture is mastered by about 25% of students. Experiments show that both listening to a lecture and seeing the material on a computer screen and actively controlling its output on the screen increase the quality of mastery. Now multimedia training programs use a combination of powerful software products such as Math CAD, PLUS 6.0. There are currently not enough serious applications using multimedia technologies. The main problem is that professors and teachers are not organized to work with programmers who are well versed in multimedia capabilities. Such curricula should be developed and widely disseminated in educational institutions. This is a new technology in the creation of modern software products. This frees the non-professional user from the complex task of programming program objects such as dialog menus, beautiful images, synthesized sounds, music sounds, various effects of dynamic graphics.

Transfers information appropriate to multimedia hardware, such as audio and video elements, from a simulated, continuous form to a computer-understood digital form. At the same time, multimedia creates the necessary images, such as sound and video elements, from the numbers of interest so that the stored and processed relevant information can be adequately received by the person.

A necessary element of multimedia computer is a sound card that processes sound. The sound card is connected to a sound output device, acoustic systems or individual listeners, as well as microphones that serve to input audio data. Audio kits such as tape recorders and electric musical instruments can also be connected to the sound card.

To work fully with video, you need a device video card that returns video information to a computer-compatible form and original. Devices such as camcorders, VCRs and televisions can be connected to it. However, computer processing of video forms is usually done by a narrow range of professionals. For most users, it is enough to be able to represent video elements on a monitor. A video adapter and monitor available on any modern computer are enough to solve such a problem.

When comparing audio and especially video data storage to a computer, extremely small capacities appear. Therefore, multimedia quality software products (textbooks, reference encyclopedias, various recreational programs) are usually distributed on CDs. To be able to use such products, we will need a compiler called a CD ROM. Without it, the computer is a new technology in the creation of products. This frees the non-professional user from the complex task of programming program objects such as dialog menus, beautiful images, synthesized sounds, music sounds, various effects of dynamic graphics.

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Extremely small capacities appear when comparing audio (especially) and especially video data storage to a computer. Therefore, multimedia quality software products (textbooks, reference encyclopedias, various recreational programs) are usually distributed on CDs. To be able to use such products, we will need a compiler called a CD ROM. Otherwise, the possibilities of the computer in the sense under discussion are limited to computer games.

The so-called CD ROM drive is not only necessary for the use of multimedia applications, but is also distributed on CDs for the distribution of other large-scale software products. They can replace dozens of ordinary high-density floppy disks. That is, aggregators are devices that not only belong to multimedia, but also have a wide range of applications.

Users who want to work with audio and video should be aware that multimedia products place high demands on the computer's non-volatile memory, as well as the computer's microprocessor, RAM, and video system. Such high qualities are especially necessary when working with video data. Naturally, the requirements in this direction will increase in the future. Since the capabilities of modern personal computers are not enough to fully display widescreen video data, they are forced to condense this data. This process loses the completeness of the relevant data, unlike normal data compaction. There are hardware and software tools for compacting VCRs, it is also possible to compact audio data, and this practice is less relevant due to the lack of appropriate references.

RESULTS

A set of software tools designed to work with minimal applications, audio and video, satisfying most users, is available directly in windows. We will get acquainted with the content of use of these applications. They allow audio and music compact discs, i.e. CDs, to listen to, record and edit audio files, watch video clips, connect signals from different sources, and set their pitch and timbre. You can listen to audio CDs using the CD Player program. Prior to the creation of CD-ROMs, compact discs with works such as melodies, music, and sound compositions limited the possibilities of CD-representation in the sense in question to computer games. The so-called CD ROM drive is not only necessary for the use of multimedia applications, but is also distributed on CDs for distribution of other large-scale software products. They can replace dozens of ordinary high-density floppy disks. That is, aggregators are devices that not only belong to multimedia, but also have a wide range of applications.

Users who want to work with audio and video should be aware that multimedia products place high demands on the computer's non-volatile memory, as well as the computer's microprocessor, RAM, and video system. Such high qualities are especially necessary when working with video data. Of course, the requirements in this direction will increase in the future. Since the capabilities of modern personal computers are not enough to fully display widescreen video data, they will be forced to condense this data. This process loses the completeness of the relevant data, unlike normal data compaction. There are hardware and software tools for compacting VCRs, it is also possible to compact audio data, and this practice is less relevant because the corresponding volumes are not large. You can listen to audio CDs using the CD Player program. Before the creation of CD ROMs, CDs with works such as melodies, music, and sound compositions were played on CD players. Nowadays, we can listen to our favorite music directly on computers, without deviating from our main work. To do this, insert the CD into the drive and press the Play button. The volume is controlled by the installer on the surface panel. In the absence of such an installer, it has to be used in software tools. The surface panel may also have a sound card and a special listening device connector that is planned to be used separately from the acoustic system. The other buttons that provide minimal functions in listening to sound are located on the surface panel, the characters in them are standardized and you will get acquainted with them below. The CD Player laser program, which belongs to the category of windows, creates a wider range of options for listening to audio CDs. This operating system is organized in such a way that the CD Player program offers its services with great pleasure and is constantly activated by the installation of the CD. This deprives the ability to listen only when limited by technical means without special measures. One of the special measures is the need to press the

Shift key with the installation of the CD. Windows accepts audio CDs as computer discs. For such quality, more precisely, for the Autoplay function, we should be grateful to the authors of the system. If the CD player program is running, you will need to close it as needed.

The implementation of software in foreign language classes requires the application of innovative ideas in education through the placement of important information in the program, as well as the training of teachers through ICT. Knowing ICT tools as well as a foreign language facilitates the learning process in every way. The use of simulation models in foreign language classes also helps to solve these problems.

CONCLUSION

It is known that in the modern evolving age of information and communication technology there is no need for technology. Creating a database is also now easier through ICT. We think that there is enough information in e-books and websites to learn English. It is known that a number of works are being carried out in our country in the study of foreign languages, especially English. Textbooks, books, newspapers and magazines that meet various state standards are being published. Special rooms are equipped for learning a foreign language from primary school. In addition, you will need virtual resources to learn a foreign language. Because the teaching process is hard to imagine without them. To solve these problems, various innovations are being implemented at the Academy of Sciences of Uzbekistan. Currently, a number of working groups on foreign languages are conducting research on the preparation of virtual resources and their introduction in the educational process. As a result, we can cite the example of the virtual resource creation team conducted at SamDCHTI. Previously, the problem of creating virtual resources from a foreign language subject was one of the most pressing issues. Previously, virtual resources were created from biology, chemistry, physics and other specific sciences, but now, due to the strong focus on foreign languages, imitation models are being created from English as well as the sciences listed above. The level of convenience is that the student not only perceives the knowledge in a vertical way, but also through hearing. Another convenience is that these special programs can be used by the student even at home. This builds the student's ability to work with ICT tools as well as language learning to improve quality.

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