

MODERN DEVELOPMENT TRENDS OF FINE ARTS AND DESIGN METHODOLOGY

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Abstract This article analyzes modern trends in the development of fine arts and design methodology, innovative technologies, creative approaches, and integration into the education system. Also, based on national and world experience, new stages of art education, methodological approaches, and their significance in the process of aesthetic education are highlighted.

Keywords: fine arts, design, methodology, innovation, creativity, technology, education, aesthetics.

In today's era of globalization, the field of fine art and design is becoming not only a form of creative activity, but also one of the important factors determining the cultural and aesthetic development of society. The design methodology is considered as a means of forming creativity, aesthetic thinking, and innovative ideas in the modern education system. Therefore, the scientific and theoretical study of the methodological foundations of fine art and design, trends in their development, is of current importance.

In the context of the 21st century, there is a rapid development of such areas as digital technologies, 3D modeling, graphic design, visual communication, and media design in art education. This requires updating methodological approaches, encouraging creativity from teachers, and applying modern pedagogical strategies.

1. Theoretical Foundations of the Methodology of Fine Arts and Design

While the methodology of fine arts is aimed at forming aesthetic perception, artistic taste, and creative thinking in students, the design methodology is explained by the introduction of more practical ideas based on aesthetic principles. The combination of these two directions leads to the emergence of new methodological systems in the educational process.

2. Impact of innovative technologies

In recent years:

- Digital technologies - 3D graphics, animation, digital collage and interactive programs are widely used in the process of teaching art and design.
- Virtual and augmented reality (VR/AR) - allows students to create objects of fine art and design in a virtual environment.

- The STEAM educational model modernizes design methodology by integrating art with science, technology, engineering, and mathematics.

3. Modern development trends

- Cross-cultural integration - the harmonization of national art traditions along with the use of the experience of world design schools.
- Environmental design - implementation of design projects taking into account the principles of sustainability and ecological balance.
- Interactive and communicative methods - project-based learning, group work, organization of creative laboratories.
- Development of creative thinking - the formation of new views in students, teaching them to solve artistic problems in a non-traditional way.

4. Application in the educational process

Modern methodology is implemented by the following methods:

- Visualization of lessons using multimedia tools.
- Development of design projects in practical classes.
- Directing students towards independent research.
- Organize creative meetings with local artists and designers.

Although there are some positive changes in the development of modern art and design methodology, some problems are also observed. In particular, textbooks and teaching aids do not fully meet modern requirements, the possibilities of applying new technologies in the educational process are limited, and creative freedom is not sufficiently encouraged.

At the same time, in today's methodology, the role of the teacher is reinterpreted not only as one who imparts knowledge, but also as a person who guides, manages, and motivates creative processes. Consequently, the effectiveness of the methodology of teaching fine arts and design depends on the systematic application of pedagogical innovations and the creation of a practical environment in educational institutions.

Modern trends in the development of fine arts and design methodology today are closely related to creativity, innovative approaches, and educational technologies. Methodological innovations in this area play an important role not only in artistic and aesthetic education, but also in the formation of creativity, independent thinking, and a global aesthetic culture.

In the future in the field of fine arts and design education:

1. Further widespread implementation of digital and interactive methods;
2. Harmonization of national traditions and modern design approaches;
3. Strengthening creative thinking and practical skills in students;
4. Systematic improvement of teachers' qualifications remains the main task.

Thus, the new development of fine arts and design methodology has a direct impact not only on the field of art, but also on the overall innovative potential of the education system.

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