

## **METHODS OF DIRECTING STUDENTS IN THE HIGHER EDUCATION SYSTEM TO INNOVATIVE PROFESSIONAL ACTIVITIES BY INCREASING THEIR DIGITAL COMPETENCE**

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**Annotatsiya:** Ushbu maqolada oliy ta'lim tizimidagi talabalarni raqamli kompetentligini oshirish orqali innovatsion kasbiy faoliyatga yo'naltirish usullari va metodikasi keltirilgan.

**Аннотация:** В данной статье представлены методы и методики инновационной ориентации студентов в профессиональной деятельности посредством повышения их цифровой компетентности в системе высшего образования.

**Annotation:** This article presents methods and techniques of innovative orientation of students in their professional activities by increasing their digital competence in the higher education system.

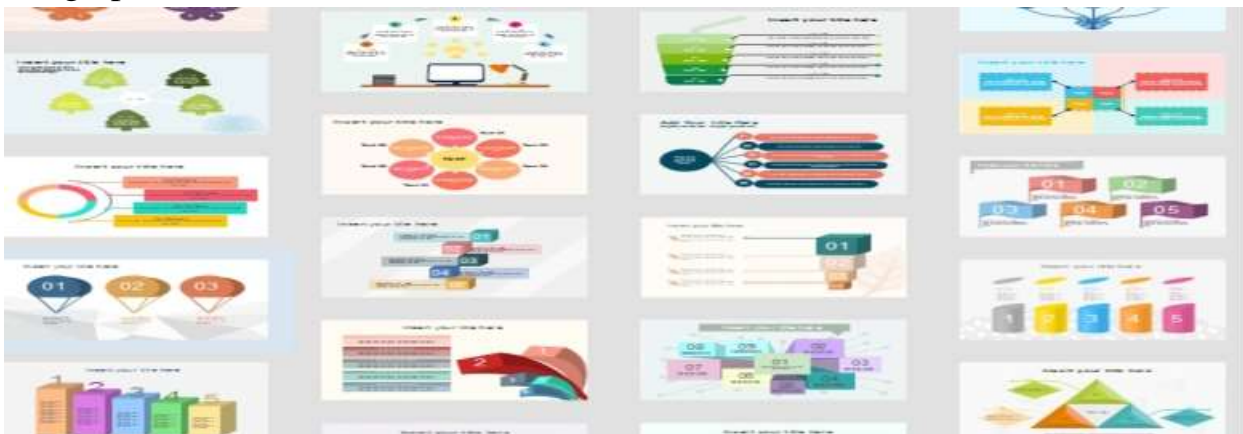
The main goal of all reforms in the field of education is to educate spiritually perfectly developed people, improve the educational system, carry out lesson processes on the basis of new pedagogical and information technologies in accordance with the demand of a comprehensive time. Therefore, today special attention is paid to the effective use of modern technologies of Information Technology in the educational system.

Innovative technologies in the educational system - interactive whiteboards, Smart whiteboards, educational tablets, Internet network applications, webinars and distance lessons, mobile applications, multimedia applications, etc. opened up many opportunities in education. This certainly increased the demand of educated youth for non-traditional classes in the educational process. Nowadays, the interest of students in classes with a simple board and chalk in classes affects only a certain part of the students of the class. Therefore, the tools used in classes form the basis of the course process. This requires careful training from teachers. Teachers should use didactic dissemination, Information Communication and pedagogical technologies, interactive methods and other tools in the organization of classes. In this, teachers face some problems in the creation and preparation of such tools. Today, there are many computer applications and pedagogical software tools that are effective in the educational process, and it is advisable to use them to improve the effectiveness of the educational

process. These are practical software and online cloud technologies, among others, we can cite.

Applications are Microsoft office, Edraw Max, etc. The use of the Edraw Max program in pedagogical activity in improving the effectiveness of the educational process is of great effect. The main task of the Edraw Max program is the preparation of flaer and didactic dispensing materials. The Edraw Max program is a professional program designed to create didactic handouts and flyer design. The Edraw Max program has an equipment panel with a professonal appearance, allowing you to create flyer, certificate and other types of handouts using ready-made templates. The program has the ability to automatically add hyperlinks and images.

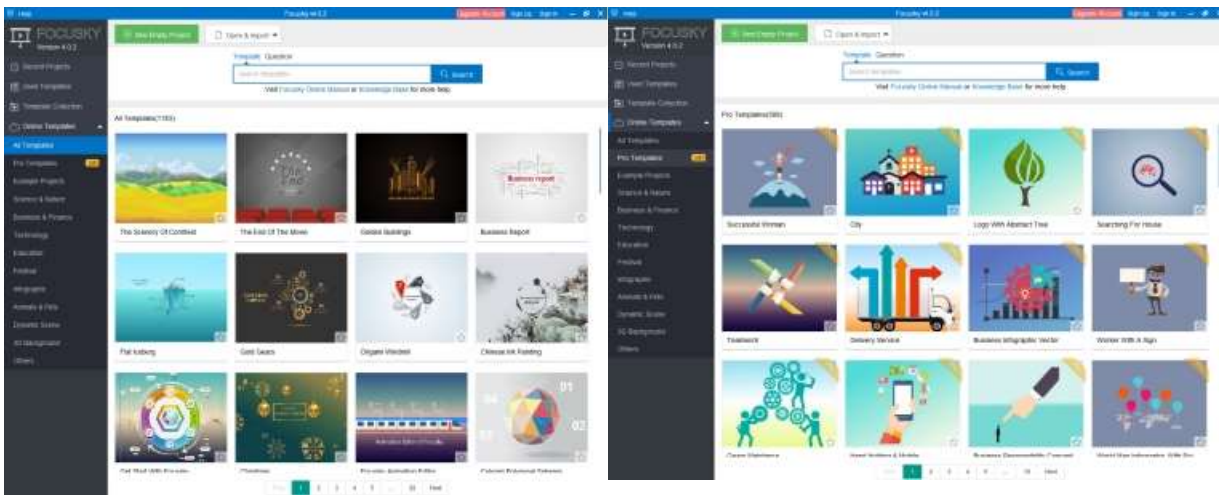
To PDF Ready data, PowerPoint format ppt, ppn, MS Word program (.doc) and has the ability to export to other graphics formats. With the help of the program is able to perform pedagogical dissemination materials and various additional actions on them. The preparation of didactic distribution and visual infographic materials for classes requires some difficulty, time, ICT literacy, etc.for teachers. This program, on the other hand, makes these problems easy and light. It embodied the distributions and visual infographic materials that would be needed for teachers.



Using this program in all science classes mकिन. This allows images with the help of the program to organize interesting, even through the possibility of opening and hiding questions.

Online "educational platform", "educational portal", "online educational platform" includes a collection of educational resources for teachers, parents, students, that is, interactive online services that provide information, tools and resources to support and manage the quality of Education. It is a comprehensive, simple and intuitive system that provides access to education through the Internet. Standard tools of educational platforms include software that supports the following: creation of educational content, content delivery, data search, Education Management, Organization of distance and mixed education, reporting and analysis on the progress of the educational process.

As an example, the online Focusky program for creating infographic presentations in order to attract the attention of students in classes, this program is an innovative and easy to create a professional presentation. Fokusky is a live and eye-catching application for your presentation, starting with the creation of the background, editing, adding paths, elements and animation. With this program, it is mukun that we present our presentations that are used in the learning process in the work of animations in various multimedion views.



**Cloud technologies. Vacademia is an educational platform for building a virtual environment. In this world, the learning audience is like a simple real audience, students and teachers participate in the lesson as 3D avatar characters, and the virtual lesson is like a traditional life.**

**Learningsapps** is a Web 2.0 application to support the learning and training process through interactive modules. Existing modules can be incorporated directly into training content and can be modified or created online. The teacher can choose the necessary blocks and make them accessible to everyone.

**Google Classroom** is a rich, comprehensive, free solution for creating virtual classes, distributing tasks and homework, communicating with audiences, and generally maintaining order in and out of the audience. A user with a Gmail account can use this app and all Google's tools.

**Edmodo** – it is a widely used service in the educational systems of many countries. Edmodo can be used to communicate, communicate within a virtual audience, share and evaluate files.

**Kahoot!** – educational platform based on games and questions. With this tool, students can create questionnaires, quizzes, discussions, or questionnaires that complement class classes. The application allows you to create presentations, tests, cooperate in the lesson and organize joint events. Kahoot! promotes game-based education, which

increases student engagement and creates a dynamic, social and fun educational environment. The service allows the teacher to create and apply game elements in the classroom to attract student attention.

**ReadWriteThink, Canva, Piktochart** - the online platform helps teachers to collect lesson plans, presentations, interactive materials and various activities in one place, etc.

Through the program, it provides opportunities to solve problems in training and organize lesson processes in a meaningful and interesting way and bring to the surface many ideas in students. Modern methods or the use of computer programs that help to increase the effectiveness of teaching provide a solid foundation for students to become mature professionals in the future by increasing their interest in education, reading computer literacy and logical, mental, creative, literature, etc.

#### **LITERATURE:**

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