

PECULIARITIES OF TEACHING COMPUTER GRAPHICS WHEN TRAINING FUTURE TEACHERS IN COMPUTER SCIENCE

Abduraxmanova Shaxnoza Abduxakimovna

Head of the Department of Information Technology, Tashkent State Pedagogical University named after Nizami, Tashkent

Rixsibayeva Ruzana

Student of the direction "Information systems and technologies" of the Tashkent State Pedagogical University named after Nizami, Tashkent

Currently, computer graphics plays an important role in various fields of activity, including education. Therefore, future computer science teachers should have the knowledge and skills to work with graphic programs.

Teaching computer graphics is an important part of the training of future computer science teachers in Uzbekistan. However, there are several features that should be considered when conducting such training.

- 1. The need to use special software. To work with computer graphics, you must use specialized programs such as Adobe Photoshop, CorelDRAW and others. Therefore, students should be familiar with these programs and be able to work with them.
- 2. The need for practical training. Computer graphics training should be practice-oriented. Students should be able to create their own projects and receive feedback from instructors.
- 3. The need for an individual approach. Each student has his own strengths and weaknesses in working with computer graphics. Therefore, the teacher must take into account the individual needs of each student and adapt the training to them.
- 4. The need to take into account market trends and requirements. Computer graphics is a rapidly developing field, so the teacher should follow the latest trends and market demands and include them in the curriculum. [1].

One of the features of teaching computer graphics is the need for practical work. Students should be able to independently create graphic objects, as well as edit them. It is necessary to pay attention to the fact that each graphics program has its own features and interface, which requires additional time for students to study.

In order to successfully teach computer graphics, teachers must have their own experience with graphics programs and be able to explain complex technical issues in simple language. In addition, it is important to take into account the individual characteristics of students and provide them with the opportunity to work in a team, which contributes to the development of social skills [2].

It is also worth noting that an important aspect of teaching computer graphics is to familiarize students with the creative principles and rules of combinatorics of colors and



ОБРАЗОВАНИЕ НАУКА И ИННОВАЦИОННЫЕ ИДЕИ В МИРЕ



shapes. This allows you to create high-quality graphic objects that meet the goals and objectives.

In general, teaching computer graphics is an integral part of the training of future computer science teachers. This requires highly qualified teachers and a deep understanding of the basic principles of graphic design, as well as the ability to apply them in practice [3].

In our time, information technology plays an important role in many areas of life, including education. Modern teachers must have knowledge and skills in working with computer graphics in order to successfully teach computer science and develop the skills of creating and editing graphic objects in their students.

One of the features of teaching computer graphics is the need for practical work. Students should be able to independently create graphic objects, as well as edit them. In addition, it is important to take into account the individual characteristics of each student and provide them with the opportunity to work in a team, which contributes to the development of social skills [4].

In order to successfully teach computer graphics, teachers must have their own experience with graphics programs and be able to explain complex technical issues in simple language. They also need to know how to choose the right program for a specific task and how to adjust its settings to achieve the best result.

One of the important aspects of teaching computer graphics is to introduce students to the basic principles of graphic design, such as composition, colors, use of fonts, etc. This helps students to create high-quality graphic objects that meet certain goals and objectives [5].

Also, the educational process should include independent work of students with graphic programs, which helps them to consolidate their knowledge and skills. It is also important to provide students with feedback and help them correct their mistakes.

Teaching computer graphics is an integral part of the training of future computer science teachers. This requires highly qualified teachers and a deep understanding of the basic principles of graphic design, as well as the ability to apply them in practice [6].

In general, teaching computer graphics in the preparation of future computer science teachers in Uzbekistan requires taking into account the above features in order to ensure effective and high-quality training.

Bibliography

1. Abduxakimovna, A. S. (2021). USE OF MULTIMEDIA TECHNOLOGIES IN THE DEVELOPMENT OF INTELLECTUAL SKILLS OF STUDENTS OF PEDAGOGICAL HIGHER EDUCATION INSTITUTIONS. European Journal of Molecular and Clinical Medicine, 8(1), 1483+.



ОБРАЗОВАНИЕ НАУКА И ИННОВАЦИОННЫЕ ИДЕИ В МИРЕ



https://link.gale.com/apps/doc/A698747789/AONE?u=anon~b3e5c919&sid=googleScholar&xid=281ce3fb

- 2. Абдурахманова, Ш.А. (2017). Развитие педагогической науки в Республике Узбекистан. Молодой ученый, (1), 428-430.
- 3. Saydivosilov, S. (2023). Training of qualified specialists in the conditions of digitalization of education. Современные тенденции инновационного развития науки и образования в глобальном мире, 1(4). https://doi.org/10.47689/STARS.university-pp66-69
- 4. Sh.A.Abduraxmanova, & X. Joʻrayev. (2022). MODERN WEB TECHNOLOGIES USED IN PROFESSIONAL EDUCATION. Conference Zone, 178–179. Retrieved from http://conferencezone.org/index.php/cz/article/view/248
- 5. Shaxnoza Abduhakimovna Abduraxmanova. (2022). INDIVIDUALIZATION OF PROFESSIONAL EDUCATION PROCESS ON THE BASIS OF DIGITAL TECHNOLOGIES. World Bulletin of Social Sciences, 8, 65-67. Retrieved from https://scholarexpress.net/index.php/wbss/article/view/721
- 6. Абдурахманова Ш.А., Хасанов А.А. (2019). Применение wiki-технологий в образовании / Профессионально-педагогическая культура учителя и преподавателя: содержание, модели и технологии образовательной деятельности: материалы VII Международной научно-практической конференции (г. Белгород, 16–17 апреля 2019 г.) / отв. ред. И.Ф. Исаев. Белгород: ИД «Белгород» НИУ «БелГУ», С. 95-98.