



USE OF INTERACTIVE METHODS IN TEACHING FINE ARTS IN HIGHER EDUCATION INSTITUTIONS

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Annotation

The article examines the use of interactive methods in teaching fine arts in higher educational institutions and the use of these methods in the future activities of the younger generation of teachers.

Keywords: fine arts, interactive methods, innovative technology, young generation.

It is known that the modernization of the educational in educational institutions, in particular, the educational process of fine arts, the development of professional competence of teachers in improving the quality of the system of training specialists to become artists and teachers, Equipping them with professional knowledge, skills and abilities, independent use of scientific and technical interactive methods, innovations, creative use and development of skills to solve promising tasks are important tasks. At the same time, to ensure the interdependence, continuity and continuity of the stages of art education; introduction of advanced pedagogical technologies in the organization of the teaching process of fine arts in higher education, ensuring the quality of teaching materials in this regard, literacy of teachers in the use of computers and the Internet in the introduction of pedagogical technologies constant increase; further development of the provision of higher education with information resources and modern textbooks; The study of advanced foreign experience in the field of fine arts and engineering graphics determines the composition of the activities of artists-teachers in higher education. It is clear from the following considerations that the modernization of the higher education system, in particular, the visual arts education system (visual modern - updated, modern, rapid growth) requires an innovative and interactive approach to the educational process. Therefore, the idea of an innovative approach to the education of fine arts (English innovation - innovation) is the individualization of the content and results of education, the content of education, forms, methods and tools of the latest achievements of science and technology. , differs from the traditional approach in that it focuses on harmonizing best practices with modern methods. Any innovation in the



education system is aimed at the availability of information and interactive methodological support. Therefore, in the introduction of innovations in the educational process of fine arts, it is important to improve the content and methods of educational processes through the study, analysis and generalization of best practices and their application in practice, the use of modern pedagogical and information and communication technologies. is one of the complaints. This, in turn, is an effective form of organization of fine arts classes lectures (problem lectures, lectures-seminars, virtual technology lectures, visual lectures, binary lectures, introductory lectures). lectures, conferences, informational lectures, lectures, discussions, commentary lectures, on-line lectures) training, video training, webinars, internet conferences, and innovative teaching methods. methods, interactive methods, practical games, educational projects, portfolios, graphic organizers, the use of information and communication technologies. The importance of interactive methods in the educational process of fine arts in educational institutions, in particular, in the application of innovations in the basics of academic painting and composition lessons on the bench, is also unique. The word interactive is an English word that means "inter" - to interact and "act" - to act, and their general meaning is interactive - that is, to interact.

These types of interactions include "student-teacher" and "student" targeted actions. In interactive teaching, the teacher is an active organizer of learning activities, and the student is the subject of this activity. Interactive learning is a special organizational form of development of cognitive activity, which is characterized by the active participation of the learner in the learning process, from the object of learning to the subject of interaction. Interactive and interactive teaching methods are considered in modeling real-life situations, using role-playing games, and solving problems together. Interactive and interactive teaching not only develops activity, creativity, independence in the process of learning information from students, but also contributes to the full realization of educational goals. The following concepts of education serve as a fundamental basis:

- Intensive activity of the teacher - is the main form of educational activity, he acts as a subject and organizer of this movement;
- the main basis and result of educational activity, the subject of this activity is the learner;



- The main indicator of successful learning, the result of which is the formation of the student's ability to think and creative solutions to practical problems, the ability to move freely and independently;
- The main indicator of educational activity is the educational tasks. In this case, an important role is played by teaching tactics that develop the ways of thinking, cognitive behavior in the student, who is the main subject of the educational process;
- The process of implementation of educational activities is to prepare the ground for the student to master his personal knowledge and skills.

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