



WAYS TO INTEGRATE INNOVATIVE TECHNOLOGIES INTO THE EDUCATIONAL PROCESS

Iqtisodiyot va Pedagogika Universiteti
Xorijiy tillar fakulteti talabalari
Xudoynazarov Akrom Mamasobirovich
Eshmurodov Og'abek Nuraliyevich

Gmail: akromxudoynazarov606@gmail.com

Gmail: eshmurodovogabek910@gmail.com

Tel: +998973871112

Tel: +998936668048

Abstract: This article is dedicated to studying effective ways to integrate innovative technologies into the educational process. Innovative technologies provide an opportunity to enhance the quality of education in the modern education system, making the learning process more interesting and interactive for students. This process serves to enrich the content of education, improve teaching methods, and develop students' independent thinking abilities.

Keywords: Innovative technologies, Digital platforms, Artificial Intelligence, Independent thinking skills.

Introduction. Innovative technologies are new technological solutions, methods, and tools that serve to improve the effectiveness of the educational process. These technologies play a key role in improving the quality of education, enhancing individual approaches, and making the learning process interactive.

Platforms such as Moodle, Google Classroom, and Microsoft Teams facilitate interactive communication between students and teachers. Online courses and webinars: Platforms like Coursera and Khan Academy allow students to independently acquire knowledge. Virtual and augmented reality (VR/AR) technologies: VR labs allow for virtual experiments in physics, chemistry, or biology.









AR apps: Enriching books and textbooks with augmented reality elements to visually explain topics.

Creating individual learning plans: AI can be used to develop programs tailored to each student's level of knowledge. Analytical tools: AI helps analyze students' success and identify weaknesses. Making the learning process more engaging: Introducing game mechanics (scores, levels, rewards) to increase motivation.

Interactive games: Programs in the form of games to teach subjects like mathematics, languages, and other sciences. Cloud storage: Using Google Drive, Dropbox for storing and sharing documents. Database: Gathering electronic libraries and educational resources in one place.

Robotics clubs: Introducing students to modern technologies through robotics. Coding classes: Teaching programming languages like Scratch, Python, Java.

Challenges in the integration process: Insufficient technological infrastructure: Lack of internet speed and modern devices. Teachers' technological literacy: The need to train teachers to use innovative technologies. Financial constraints: Lack of funding for introducing technological innovations. Training teachers: Organizing training sessions and seminars on innovative technologies.

State support: Providing educational institutions with technological equipment. Strengthening cooperation: Developing partnerships with international and local technology companies.

Encouraging innovative projects: Financially supporting startups aimed at improving the educational process. Smart classrooms: Using Iot devices to automatically control lighting, temperature, and sound levels in classrooms.

Interactive educational tools: Using smart boards, digital markers, and touchscreens. Digitizing diplomas and certificates: Using blockchain to verify the authenticity of diplomas. Protecting student data: Safeguarding students' personal and academic data.





Monitoring progress: Tracking students' development in real-time and analyzing data. Mobile apps: Using apps like Duolingo, Quizlet for independent language and subject learning. Mobile flexibility: Allowing students to learn anytime and anywhere.

Collaborative learning: Virtual teams: Forums, blogs, and online groups for students and teachers. Real-time collaboration: Working in groups using tools like Google Docs, Miro. Finland's experience: Extensive use of technology in education, with each student provided with digital devices. US experience: Innovative approaches in STEM (Science, Technology, Engineering, and Mathematics) programs.

South Korea's experience: Digital education platforms available for remote learning. AR/VR technologies: Enhancing interactive learning by integrating virtual reality into education. Recommendations for implementing technology in education: Training and upskilling teachers regularly on the use of innovative technologies. Providing educational institutions with modern technological equipment. Increasing internet speed and improving technological infrastructure. Updating curricula to align with modern technologies, including more STEM and IT subjects.

Conclusion. Integrating innovative technologies into education is one of the key demands of modern society. This not only enhances the effectiveness of the learning process but also helps prepare the new generation for technological progress. Strengthening cooperation between the government, educational institutions, and the private sector is essential for achieving these goals.

References:

- 1. Avloniy, A. (2020). "On Education and Upbringing" Tashkent: Ma'naviyat Publishing.
- 2. Gavharov, A. A. (2019). "Innovative Technologies and Modern Education" Tashkent: O'qituvchi Publishing.
- 3. Shou, K. (2018). "Digital Learning in the 21st Century Classroom" New York: Routledge.
- 4. Jonson, L., & Adams, B. (2021). "The Horizon Report: Higher Education Edition" EDUCAUSE.





ОБРАЗОВАНИЕ НАУКА И ИННОВАЦИОННЫЕ ИДЕИ В МИРЕ





- 5. Vygotsky, L. S. (1978). "Mind in Society: The Development of Higher Psychological Processes" Harvard University Press.
- 6. Moodle.org (2023). "Moodle Learning Management System Documentation".
- 7. Khan, S. (2012). "The One World Schoolhouse: Education Reimagined" New York: Twelve.
- 8. OECD (2020). "Education in the Digital Age: Healthy and Happy Children" OECD Publishing.
- 9. Davlatov, O. R. (2021). "Using AR/VR Technologies in Education" Tashkent: Ilm Ziyo.
- 10. UNESCO (2022). "ICT in Education: A Global Perspective" UNESCO Publishing.

Websites Used:

1. https://www.edutopia.org/

(Edutopia – ta'limda innovatsion texnologiyalarni qo'llash va pedagogik yondashuvlar bo'yicha maqolalar va resurslar.)

2. https://www.educause.edu/

(EDUCAUSE – raqamli ta'lim va texnologiyalarni ta'lim jarayoniga integratsiya qilish boʻyicha keng qamrovli ma'lumotlar.)

3. https://www.edtechmagazine.com/

(EdTech Magazine – ta'lim texnologiyalari va ularning sinfda qo'llanilishi haqidagi yangiliklar va tahlillar.)

4. https://www.khanacademy.org/

(Khan Academy – onlayn ta'lim resurslari va innovatsion ta'lim platformalari haqida ma'lumot.)

5. https://www.moodle.org/

(Moodle – masofaviy ta'lim platformasi bo'lib, uning ta'lim jarayonida qo'llanilishi va imkoniyatlari haqida batafsil ma'lumot.)

6. https://www.edtechreview.in/











(EdTech Review – ta'limda texnologiyalarni joriy etish va innovatsion yondashuvlar bo'yicha yangiliklar va maqolalar.)

7. https://www.educationnext.org/

(Education Next – ta'limda innovatsion texnologiyalarni qo'llash va ularning ta'lim tizimiga ta'siri bo'yicha tadqiqotlar.)

8. https://www.unesco.org/en/digital-learning

(UNESCO – raqamli ta'lim va innovatsion texnologiyalarni joriy etish boʻyicha xalqaro tadqiqotlar va resurslar.)

9. https://www.thetechedvocate.org/

(The Tech Edvocate – ta'lim texnologiyalari va innovatsion pedagogik yondashuvlar bo'yicha keng qamrovli maqolalar.)

10.https://www.pearson.com/

(Pearson – ta'limda texnologiyalarni qo'llash va interaktiv ta'lim vositalari haqida resurslar.)

