

THEORETICAL PRINCIPLES OF TEACHING COMPUTER ANIMATION TO STUDENTS IN AN ELECTRONIC LEARNING ENVIRONMENT

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Ключевые слова: компьютерная анимация, компетентность, цифровое, электронное образование.

Аннотация: в данной статье описывается анализ педагогических проблем обучения компьютерной анимации, опыт обучения компьютерной анимации через электронную систему в вузах зарубежных стран, состояние обучения компьютерной анимации в высших учебных.

Key words: computer animation, competence, digital, e-education.

Abstract: this article describes the analysis of pedagogical problems of teaching computer animation, the experience of teaching computer animation through an electronic system in universities of foreign countries, the state of teaching computer animation in higher educational institutions.

In the conditions of globalization, the most popular type of modern technology is to develop the creative ability of students, design culture with the help of computers, taking into account the need for the improvement of efficiency in the fields of education, production and service, the need for competitive personnel, the preparation of quality products, demand and supply. is on the agenda as a very urgent issue. After all, today the activities in the fields of education, production and service are carried out almost entirely with the help of computer technology.

Today, given the increased growth in digital technology, there is more demand than ever for computer animation professionals to be trained in higher education.

The concepts of "animation", "multiplication", "computer animation", "animator" and "multiplier" are the basic terms in revealing the methodical system of teaching computer animation to students in the higher education system. Therefore, getting to know their content at the same time provides a clear idea of the general process.

Animated pictures analyzing the role of computer animation in social life and its teaching by J.M.Blain, G.G.Gwon, J.R.Dumazdie, L.V.Kurilo, N.M.Laren,



M.Mirzamukhamedova, V.S.Plotnikova, B.Saifullaev, I.I.Shulga and based on the traditional or computer-assisted sequential creation of objects.

As a result of the analysis of foreign higher education institutions such as the USA, Great Britain, Korea, China, Russia, it was found that the use of the electronic education system is effective in teaching computer animation.

The state of teaching computer animation and the existence of an electronic education system in the higher education system of foreign countries and the Republic of Uzbekistan was analyzed using "Veer technology" (see Table 1).

Table 1 Analysis of teaching computer animation in the higher education system of foreign countries (USA, Great Britain, Korea, China, Russia) and the Republic of Uzbekistan

Content	In foreign countries	in the Republic of Uzbekistan
System for training specialists in teaching computer animation	special education	Part of the training of computer graphics and design specialist
Availability of subjects related to computer animation in Pedagogical HEIs	several (2D animation, 3D animation, animation basics, computer animation, etc.)	A part of "Computer graphics" science
The amount of theoretical training on computer animation	Over 700 hours	up to 10 hours
Volume of practical training on computer animation	Over 1200 hours	up to 16 hours
The development of an electronic educational system for teaching computer animation	Developed (www.scad.edu/academics/elearning , https://www.academyart.edu)	not available
Conclusion: In the Republic of Uzbekistan, it is necessary to increase and improve computer animation topics, to train up-to-date personnel, to create an electronic educational system for teaching computer animation to students.		

Currently, if it is considered as increasing the efficiency of professional training of computer animation teachers, then considering the problem of teaching computer animation to students, improving the methodology of computer animation teaching based on the creation and use of an electronic system in teaching it exit is an urgent problem.

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Computer graphics and design) in the qualification requirements of the educational field:

formation and development of students' creative potential for creating animation in the process of informatization of the educational system;

operation in the field of computer graphics and animation and control of production processes in terms of compliance of their activities with international and national requirements;

development of methods and mechanisms for monitoring and quality assessment of processes related to the creation and use of information technology systems in the field of computer graphics and animation;

as a result of independent education and creative research, it is required to have professional competencies such as regular self-improvement of methods and tools in the field of science and pedagogical activity.

Based on the given competencies, the competencies that serve the development of the students to become modern computer animation personnel were developed and the following author's definition was given:

animation-digital competence - to have the ability to work with modern digital technologies and the ability to work with software tools for creating animations (Scratch, Adobe Animate, 3D Maya) and others;

creative-constructive competence - developing the ability to organize creative activities related to the design and creation of animation stages;

individual-pedagogical competence - regular self-improvement with the help of methods and tools in the field of computer animation pedagogical activity as a result of independent education and creative research.

60112400 – Professional education (60610200 – Information systems and technologies) undergraduate educational path approved by the order of the Ministry of Higher and Secondary Special Education of the Republic of Uzbekistan No. 365 dated August 25, 2021 in order to develop the given competencies "Computer animation" subject in the block of elective subjects was included in the curriculum of Nalysh.

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