THE ROLE OF MULTIMEDIA TECHNOLOGIES IN THE DEVELOPMENT OF INFORMATION CULTURE IN STUDENTS IS AN EXAMPLE OF FOREIGN EXPERIENCES

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Abstract:
Today, information culture is important in the educational process of students. Information culture includes students' skills to search, evaluate, use and create information. Multimedia technologies serve as an important tool in this process. Multimedia technologies, combining text, audio, video and graphics, allow students to present information in a more effective and interesting way.

Keywords: foreign experiences, multimedia technologies, information culture, students, online platforms, resources.

Foreign experiences show that the integration of multimedia technologies into the educational process plays an important role in the development of students' information culture. For example, in the United States, many universities and colleges use multimedia resources such as video tutorials, interactive presentations, and online platforms to help students absorb information. These resources allow students to better understand information, analyze it, and express their opinions. The use of multimedia technologies in the educational process is also widespread in Europe. For example, the educational system in Finland is known for innovative approaches that include multimedia technologies. Students expand their knowledge through interactive games, simulations and virtual reality. These methods are effective in developing students' information culture and encourage them to form their own opinions independently. Also, the use of multimedia technologies in the educational process is increasing in Asian countries. For example, in South Korea, special programs have been developed to teach students the skills of searching and evaluating information using multimedia tools. These programs help students analyze information, compare it, and justify their opinions. As a result, students are successful in developing information culture. The role of multimedia technologies in the development of information culture is that they present information to students in an interesting and interactive way. This will attract students' attention and make

their learning process more effective. Students are more involved in acquiring information through multimedia tools, which helps to form their information culture. At the same time, the use of multimedia technologies in the educational process also serves to develop students' creativity and critical thinking skills. Students will have the opportunity to express themselves, develop new ideas and work collaboratively with the help of multimedia resources. This further enriches their information culture.Developing creativity skills in students through the use of multimedia technologies can be done through a number of methods and approaches. With the help of interactive games and simulations, students have the opportunity to develop creative skills in solving problems. Games created through multimedia technologies allow students to test their ideas, develop new strategies and compete with each other. The process of creating video and audio materials is also important in the development of creativity. Students should use multimedia tools to express themselves, tell stories, and use creative approaches to create visual or auditory materials by preparing their own video and audio materials. Writing on blogs and online platforms allows readers to express their thoughts and ideas. This process develops their writing skills and encourages creative thinking. When preparing multi-format presentations, students should present their ideas using multimedia tools, combining text, graphics, video and audio materials. This is important in developing creativity, as students learn to express themselves in different formats. Collaboration opportunities allow students to create projects together in groups. This process develops creative thinking and collaborative skills, as students need to evaluate each other's ideas and share ideas.

The process of designing and creating graphics allows students to create visual materials for their projects using graphic design software. It helps to develop creativity, as students need to use creative approaches to create an aesthetic appearance and express their ideas visually. Virtual reality and augmented reality technologies allow students to create new experiences and develop creativity skills in realizing their ideas. Students can use these technologies to present their projects in an interactive and fun way. Self-assessment and feedback options allow students to evaluate their own work and provide feedback to each other. This process is important in developing creativity, as students learn to analyze and improve their work. In general, the process of developing students' creativity skills through the use of multimedia technologies can be interesting and effective. This process helps

students to express themselves, develop new ideas, and improve their skills in collaboration.

Conclusion:

In short, multimedia technologies are an important tool in the development of information culture in students. Foreign experiences show that multimedia resources make the educational process more interesting and effective, develop students' skills in searching, evaluating and using information. Therefore, it is necessary to expand multimedia technologies in educational systems and make them available to students. This has a great impact not only on the formation of students' information culture, but also on their future success.

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