OPPORTUNITIES FOR THE USE OF INFORMATION COMMUNICATION TECHNOLOGIES IN IMPROVING TEACHING METHODOLOGY IN MUSIC EDUCATION

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Annotation: This article describes and provides the necessary recommendations on the possibilities of using information communication technologies and its significant aspects in improving the teaching methodology in music education.

Key words: music education, the concept of information, the application of Information Technology in training, modern technologies, pedagogical technologies, computer technologies.

Introduction
Currently, the use of modern technology in taking music lessons is a contemporary requirement. The era of the development of Science and technology in the world did not bypass our country either. In particular, the pedagogical technologization of the processes of music education is increasing the demand for the improvement of new conditions for teaching music.

Currently, modern music pedagogy is undergoing significant changes, which are associated with the introduction into pedagogical practice of new pedagogical methods, techniques and forms of working with students. The spread of Information Technology in the late 20th and early 21st centuries is recorded in almost all areas of human activity, including education. In the study of many disciplines, information technology is increasingly actively used, informatization of the educational sphere is carried out. As a result of this change, the quality, efficiency and accessibility of education are improving. New educational technologies based on information and communication technologies will further accelerate the educational process, increase the speed of perception, understanding, and, most importantly, increase the depth of mastering a large amount of knowledge.

In pedagogy, there is a concept of Information Technology of Education. This concept describes the process of preparing and transmitting information to the reader. The means of carrying out this process is computer hardware and software. In the information technology of Education, two components are distinguished that serve to transmit educational information: technical tools: computer technology and communication tools; various targeted software.

Pedagogical goals of the application of Information Technology: in the development of personality (thinking, aesthetic education), in the formation of an Information Culture; in the implementation of general information training for the user (called "Computer Literacy"); in the intensification of the educational process, which implies an increase in the effectiveness and quality of Education, provides for the motives of cognitive activity.

Currently, there are different classifications of educational software tools. Pedagogical software tools for methodological purposes can be as follows.
- computer textbooks (lessons);
- training programs (tutors);
- control (tests);
- reference and reference (encyclopedias);
- imitation;
- modeling;
- demonstration (slide or video);
- educational games;
- leisure (computer games: roller, logic, sports and other types). The improvement of information and communication technologies (creation of local and global networks, databases and knowledge, as well as expert systems) constitutes a kind of educational, information, computer space that enriches traditional forms of Education. The rapid development of information and communication technologies makes it possible to implement two basic principles of the future educational system: the principle of existence and the principle of continuity. It was information and telecommunication technologies that made student-oriented education more accessible. In recent years, schools, colleges and universities of general education are increasingly resorting to the use of Information Technology in the study of educational subjects, informatization of the educational sphere is carried out. Informatization refers to the active process of computer technology and the introduction of new information technologies into various spheres of production, education, social and personal life of people.

Informatization significantly changed the process of acquiring knowledge. New learning technologies based on information communication technologies make the educational process more intensive, increase the speed of perception, understanding and the depth of mastering a large amount of knowledge of what is important. In pedagogy, there is a concept of Information Technology of Education. This concept describes the process of preparing information and communicating it to the student. The tools for implementing this process are computer hardware and software. In educational information technology, there are two components that serve to transmit educational information: technical tools: computer technology and communication tools; software that can be for different purposes.

Pedagogical goals for the use of Information Technology are: in the development of personality, that is, in the development of thinking, in aesthetic education, in the development of skills in experimental research activities, in the formation of an Information Culture, in the implementation of a social order: the implementation of general information training of the user (so-called "computer literacy"), the training of; in intensifying the educational process, which involves improving the effectiveness and quality of education, ensuring the motives of cognitive activity, deepening interdisciplinary communication through the integration of information and subject learning.

Currently, there are a huge number of different classifications and typologies of pedagogical software. Pedagogical software tools for this methodological purpose can be: computer textbooks (classes); training programs (tutors); control (test shells); reference and reference (encyclopedias); imitation; modeling; demonstration (slides or videos); educational games; leisure (computer games: role-playing, logic, sports and other types). The use of new information technologies in musical education allows you to optimize teaching tools, forms and methods, find rational solutions to certain educational problems, choose appropriate methods of improving...
the educational process, help to overcome a number of difficulties arising from traditional problems.

There are the following types of computer educational programs: electronic textbook; electronic musical encyclopedia; library information search systems; knowledge management computer programs. Today, music computer programs are being developed in the following main areas of musical education. Uppbringing the artistic thinking of the musician; the formation of practical skills; the development of musical abilities; creative activity; the study of the basic concepts of terms; programs that provide theoretical knowledge—they are aimed at mastering the laws and rules of composing musical works by students, basic theoretical concepts.

Programs, as a rule, include game and educational sections that explain many musical terms, elements of musical literacy and music theory, test assignments for identifying notes, chords, etc. Solfedgio, harmony, Polyphony represent an imitation of a lesson in one of the theoretical disciplines in accordance with the traditional form of training or are aimed at developing individual abilities that require long-term exercises. At the same time, the program should conduct pedagogical communication with the student, have feedback and give an assessment. Programs aimed at developing hearing - intonation, harmonic, melodic hearing, etc. - include various trainings on the development of purity. They contain a variety of auditory dictations that allow you to practice identifying notes, intervals, scales, etc.

Musical literature programs - these can be books, encyclopedias, a small set of musical works in the form of MIDI files, small illustrated references to various musical works containing short biographies of the respective composers and musicians, and a small quiz on this material. Texts of programs on the history of music and musical literature can include narratives accompanied by slides and reproductions, excerpts from musical works, videos, selected musical and artistic works and a slideshow of articles.

With the help of such programs, you can get acquainted with the work of composers of different countries and eras, know their biographies, learn about the music he created, sort out some parts by plates, learn about different genres of musical art, musicians and musical instruments. Hypermurojaats allow you to quickly switch from one part of the program to another. Programs have a wide range of search options. You can get information on the composer, performer name, label, type of music and time period, or a specific topic.

Programs that provide knowledge and skills in the specialty - they, Of course, provide to some extent the mastery of any musical instrument (piano or synthesizer, guitar). Creative programs are usually programs that teach games in a general developmental direction. With their help, children learn to write simple melodies, like cubes, or for example: make simple melodies, play with different versions of rhythm, instruments, and create their own compositions.

Combined programs include knowledge about the basics of history, music theory, composition. Includes lectures, exercises, games and develops creativity. New information technologies are increasingly used in modern music practice, which has become part of modern culture.

There are an increasing number of types of electronic musical instruments (synthesizers, samplers, music computers). The use of multimedia systems in musical education provides the opportunity to use various anthologies written on musical encyclopedias, books, reference books and laser CDs for educational purposes.

Modern music lesson-this lesson uses modern pedagogical technologies, computer technology and electronic musical instruments. The music lesson is characterized by creating a creative atmosphere, since the content of music lessons consists of emotions and their subjective

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experiences. This specific content determines the choice of different techniques, types of work and new multimedia tools.

Musical computer technologies opened a fundamentally new stage in the technical reproduction of musical products. Musical notation has been used in applied musical genres, sound recording media, qualitative capabilities of sound recovery equipment, theater and concert events, sound design, and musical broadcasting.

One of the leading areas in the field of music pedagogy of the 21st century is the introduction of students to information and computer technology. The development of information and computer technology is objectively necessary. Firstly, for the professional training of composers and performers, and secondly, the use as a source of auxiliary educational material (reference, teaching, editing, recording sound, reproduction of sound, etc.).

Computer programs are also used in teaching how to play instruments, developing a musical ear, listening to musical works, choosing melodies, arranging, improvising, texting, and editing musical text.

**Conclusion**

Computer programs allow you to determine the range of the instrument, the fluency of the performer’s passages, the execution of strokes and dynamic shadows, articulation, etc. In addition, the computer allows you to learn parts with an "orchestra". It can also act as a conductor "simulator" (using television equipment). Computer programs allow for musical and audience analysis of the tones (themes) of works throughout the history of music.

For most musical disciplines, the computer is a valuable source of bibliographic and encyclopedic information. Common project assignments with computer presentations that allow visual presentation or illustrative material, the introduction of new information technologies into teaching determines the modification of the established organizational forms and teaching methods.

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