

## **Theoretical and Methodological Basis of Determination of the Content of Multimedial Electronic Textbooks**

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**Abstract:** This article examines the role and importance of e-textbooks in improving the quality of education. It also suggests the current shortcomings and problems, as well as the necessary steps to be taken in this regard.

**Keywords:** e-textbook, component, trend, textbook, interactivity, didactic education, primary school, lesson process, animation

### **INTRODUCTION**

Today, the world is witnessing a new phase of computerization of various activities as a result of the development of multimedia technologies. Graphics, animation, photo, video, sound, text interactively create a holistic information environment with qualitatively new features for the user. The most widespread use of multimedia technologies in education - from university classes to home.

Multimedia (multimedia, M -media; Latin multum - multi and media, medium - focus, tools) - create a variety of information, including text, sound and graphics (including moving images and animation) , computer technology that provides the ability to store and reproduce. .

### **MATERIALS AND METHODS**

A characteristic of multimedia systems is the quality of all data processing, as well as the ability to use them interconnected or interconnected. For example, a combination of video sequence with text and soundtrack; textual information about sound parts of a musical work, musicians and instruments performing it; background music and text images. Components In addition to the computer, the minimum set of multimedia system is a CD-ROM or DVD-disc, sound card and stereo system.

The emergence of multimedia systems is prepared both by the requirements of practice and by the development of theory. However, the dramatic progress made in this direction over the past few years is primarily due to the development of technical and systemic tools. These are achievements in the development of personal computers: memory size, speed, graphics capabilities, specifications external memory, advances in video technology, laser disks - analog and CD-ROM, as well as their mass introduction. The development of fast and efficient data compression / opening methods also played an important role.

### **RESULTS AND DISCUSSION**

Much attention is paid to the development of multimedia products, especially the creation of incoming computer encyclopedias, electronic textbooks, entertainment and training programs, and more. What is a multimedia product? First, it is an interactive, i.e. communication, software product that provides a mode of operation, which involves the exchange of commands and responses between the user and the computer. Second, it is an environment that uses a variety of video and audio effects. Thus, a multimedia product is an interactive computer design that can include music accompaniment, video clips, animation, picture and slide galleries, various databases, and more.

Multimedia is a set of technologies that allow a computer to enter, process, store, transmit, and display information such as text, graphics, animation, digital still images, video, sound, and speech. The concept of multimedia and multimedia technologies can be expanded, especially in modern conditions. It provides students with alternative ways to acquire knowledge designed to be read in a variety of environments and platforms. This technology allows teachers and educators to explore on their own, giving each student the opportunity to observe their individual abilities. The ability to use multimedia in a multidisciplinary environment is built around creating a practical learning environment using technology.

Lessons can be tailored to a specific topic, as well as tailored to different levels of students' knowledge of the topic. Educational content can be managed using multimedia platforms. This type of reading encourages interactive communication between students and teachers and opens up channels of exchange of ideas, introduces an active learning process, especially new media and social networks ... This technology is a great addition to multimedia. mystery because it is closely related to the use of computers or other electronic devices and digital media through research, communication, problem solving through simulation, and feedback options.

With the spread and development of international communication around the world, foreign languages have become an important means of communication between different people and cultures. Multimedia technology creates a platform for language learning. The traditional form of teaching English as a second language (ESL) has changed dramatically with the spread of new technologies, making it easier to acquire skills. Thus, the latest tools and concepts emerged.

Multimedia encourages users to learn more languages using audio, video and animation. It also helps to create original contexts, as an important aspect of language learning is to develop knowledge of grammar, vocabulary, and pragmatics and genres. By improving thinking models, multimedia develops students' communicative competence by improving their language comprehension skills. Media companies around the world are trying to embrace the new phenomenon by introducing this practice into their work. Many major newspapers are setting an example in their place in a globalized world.

Multimedia These are interactive systems that allow you to work with still images and moving video, animated computer graphics, and text, speech, and high-quality sound. Multimedia - combining text, graphics, audio and video data, animation in a single user's product, with the addition of feedback and interactivity for the user. This means that multimedia is a means of exchanging information between a computer and the external environment.

Interactivity (Latin inter - in between), the ability to actively communicate with the screen, to organize a friendly "meeting" with him - to ask for details, ask questions and even change the course of events, to invite someone else to the screen. Multimedia can be classified as linear and non-linear.

The simplest form of presenting multiple multimedia elements is a linear project. In the case of linear multimedia, a person has no influence on the output of information. In this case, the user can only perform passive media viewing.

If the presentation is recorded on tape and shown to the audience, this method of conveying information can be called linear because those who watch the presentation are not able to influence the speaker.

During a live presentation, listeners can ask questions to the speaker and communicate with him or her in other ways, which can help the speaker move away from the topic of the presentation, such as explaining certain terms. or to illuminate controversial parts.

## CONCLUSION

Thus, a live presentation can be presented as a non-linear (interactive) way of presenting data.

Interactive media is hypermedia if the user is provided with a structure of relevant media elements from which they can select sequentially.

Live video - "Real / live video" is a characteristic of a multimedia system in terms of its ability to work in real time.

Linking media objects to the project is done using software tools. The results of the media display and the media controls are called the user interface. Hardware and software that enable media playback and limit project capabilities are called media platforms or environments. In conclusion, the theory of education has expanded significantly over the last decade due to the use of multimedia. Several areas of research have developed significantly. For example, the combination of cognitive load and multimedia reading has been recommended by many experts. Unlike other forms of presentation, a multimedia presentation includes tens of thousands of pages of text, thousands of images and images, audio and video recordings lasting several hours, animation, and three-dimensional graphics. despite the fact that it provides low reproduction costs and long shelf life.

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