

ELECTRONIC EDUCATION IN SPORTS

Abbosjon I. Soyibnazarov

Head Of The Center For Digital Educational Technologies, Fergana Branch Of The Uzbek State University Of Physical Culture And Sports, Uzbekistan

ABSTRACT: Currently, the process of forming an information society, which aims to informatize the higher education system of the Republic of Uzbekistan, is underway. For free navigation in information flows, a modern specialist of any profile must be able to receive, process and use data using computers, telecommunications and other information technologies. This is especially true for physical education and sports professionals.

KEYWORDS: Information, communication, technology, scientific-technical, potential, object, normative-technical.

INTRODUCTION

Despite certain difficulties in the organizational, logistical, scientific and methodological aspects of the development and introduction of modern technologies in the field of physical culture and sports, they are of particular interest to a number of specialists, as well as in other fields. It is necessary to move from traditional means to the use of modern information and communication technologies that allow more efficient collection, processing and transmission of information, independent work and self-education, qualitative change of content. Methods and organizational forms of training, training of highly qualified athletes and referees, physical education and health work with the population.

The main purpose of informatization is to qualitatively change the education system in order to prepare citizens for life in the information society. This is achieved through the formation of knowledge, skills and abilities that enable each member of society to have the potential to freely access and interact with legitimate open information using information technology appropriate

to the current level of scientific, technological and economic development of a particular individual. State

THE MAIN FINDINGS AND RESULTS

In this regard, there are certain requirements to the education system, the educational process, the general communicative and information culture of teachers and educators, as well as information technologies of education and upbringing, forms and methods of their application in the educational process. warms up.

Meeting these requirements should lead to the creation of a fundamentally new information culture, which implies the ability to properly use the whole set of information technologies in their professional activities.

This includes the development and implementation of professionally oriented software and software-pedagogical tools and courses aimed at acquiring the necessary knowledge for the educational process of physical education faculties and institutes, as well as personal experience in their use in professional activities. requires a cloak. pedagogical and sports activities.

In solving the problem of informatization of education and the educational process, the following should be clearly defined:

- Where and for what purpose to use the capabilities of personal computers, information and communication technologies;
- what software products should provide solutions to the problems of informatization of teaching and learning process;
- Development and use of software and pedagogical tools in the professional and pedagogical activities of physical education and sports specialists;
- Search, processing, storage, transmission and presentation of educational and scientific-methodological information in the field of physical culture and sports with the help of modern information and communication technologies.

Means of information and communication technologies in the field of physical culture and sports - software based on microprocessors, computer technology, modern means and systems of information and information exchange, software and hardware, as well as activities in the field of physical culture and sports. 'minlash; collection, collection, storage, processing, transmission and production of information and access to information resources of computer networks.

Informatization and communication tools for the purposes of physical education and training - means of information and communication technologies, used in conjunction with educational-methodical, normative-technical and organizational-instructional materials, ensuring the implementation of optimal technology of their pedagogical use.

Computer visualization of educational information on physical culture is a visual representation of an object, its main parts or models on the screen and, if necessary, a graphical interpretation of the studied laws of the object or process being studied (all type). angles, details, by demonstrating the internal interdependence of components) in development, in time and space motion.

The main directions of the use of information technology in physical culture and sports are primarily related to:

- with the development of the individual and the training of future professionals for a prosperous life in the information society;
- Implementation of the social order for specialists in the field of physical culture and sports through the informatization of physical culture and sports;
- by activating all levels of education and upbringing

CONCLUSION

In conclusion, as in all areas, the role of computers and information technology in sports is very important. In the effective conduct of training and preparation for competitions.

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