**PEDAGOGICAL CLUSTER**
JOURNAL OF PEDAGOGICAL DEVELOPMENTS

Euro Asian Journals

# Digital Educational Technologies In The Modern World

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**Abstract.** This article provides information about the possibilities of using digital educational technologies in higher education institutions and the use of digital educational programs in the educational process.
**Key words:** Digital education technology, distance education, class dojo, visme, mantimeter.

# Zamonaviy Dunyoda Raqamli Ta'lim Texnologiyalari

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**Annotatsiya.** Ushbu maqolada oliy ta'lim muassasalarida raqamli ta'lim texnologiyalaridan foydalanish imkoniyatlari va raqamli ta'lim dasturlaridan ta'lim jarayonida foydalanish haqida ma'lumotlar berilgan.
**Kalit so'zlar:** Raqamli ta'lim texnologiya, masofaviy ta'lim, class dojo, visme, mantimeter.

In the higher education system of our country, using digital educational technologies in the conditions of distance education, great attention is paid to the training of highly qualified, competitive personnel, and its normative-legal and material-technical base has been updated. The priority tasks of the President of the Republic of Uzbekistan "5 important initiatives to raise the morale of young people and organize their free time meaningfully" are defined in the sections "Aimed at the organization of effective use of computer technologies and the Internet among the population and youth". Improving the

mechanisms of students' use of digital educational technologies in distance education in the higher education system plays an important role in the training of competitive personnel.

Decree of the President of the Republic of Uzbekistan No. PF-6079 of October 5, 2020 "On approval of the strategy "Digital Uzbekistan - 2030" and measures for its effective implementation", No. PF-5953 of March 2, 2020 "Development of the Republic of Uzbekistan" PQ-5172 of July 6, 2021, on the implementation of the action strategy in the five priority areas in the "Year of Science, Enlightenment and Digital Economy Development", No. on support measures" No. PQ-4672 of February 27, 2020 "On measures to further develop the field of pedagogical education" No. PQ-4851 of October 6, 2020 "On further development of the educational system in the field of information technologies "Resolutions on improvement, development of scientific research and measures of their integration with the IT industry", as well as other normative legal documents related to the activity, this dissertation research serves to a certain extent for the implementation of tasks.

Digital learning technologies are creating new ways of learning, allowing teachers to develop more personalized lesson plans, increase classroom engagement, and connect with students around the world. The most in-demand types of education rely on EdTech, which allows educators to use new teaching strategies online and in the classroom.

Educational institutions and teachers use many types of technology in the classroom. For example, virtual classrooms, interactive whiteboards, virtual bulletin boards and content management systems for online education.

Children today have three important forms of intelligence: emotional, creative and educational. Traditional classroom environments, which typically encourage lecture-based learning, tend to favor the latter option. Standardized tests and similar scoring tools do the same. With today's access to technology, children who excel outside of the standard education system can still reach their full potential.

Technology allows children to pursue their interests in a variety of ways. They can try new things without embarrassment because their technical input gives them a level of anonymity. This process allows children to work through trial and error, if they wish, to see if a different strategy would help them learn more effectively.

Creating and managing a digital learning environment requires a systematic approach. At the initial stage of this approach, the purpose of the information-educational environment of the educational institution is determined in accordance with the content of modern education. In pedagogical activity, the goal of education performs a systematizing task. It is the defined goal that serves as the basis for choosing the content, purpose, and organizational forms of education. The goal of modern education is to form a system of knowledge, skills and competencies that is formed in accordance with the requirements of the specialist model, and it is reflected in the relevant educational standards. In such cases, the importance of independent education of the student increases and the formation of the following skills and qualifications is required.

Depending on the skills of the teacher, the following software tools can be used in the course of the lesson in traditional and distance education:

ClassDojo - Happy Classrooms

The service allows you to create a positive environment. Teachers can reward students for demonstrating any skill or moral value - hard work, kindness, helping others, etc. Students can share their learning process by adding photos and videos to their portfolio.

Visme is a web design workshop for content

Visme can be used to create professional presentations without any design skills or knowledge. With a huge library of professionally designed templates, images, slides and pitch decks, you can create unique and colorful presentations or slideshows from scratch.

Mentimeter is a simple and easy to learn polling tool.

Providing instant feedback from students, its convenience is used to survey students in real time in the classroom. The possibility of this program is available both on mobile devices and information and communication devices.

An online survey can include a series of questions with different response types: multiple choice (one or more options);

- open answer;

- score on the scale;

- rating of answers within 100%;

- entering the answer as a point on a flat coordinate plane

- multiple choice question. The respondent may select one or more correct choices

there can be many answers.

Digital educational technologies serve to facilitate student learning, increase student engagement, and improve student performance. It simplifies and personalizes lesson planning and helps monitor student learning. Using digital learning technologies for students allows them to be more engaged in class, increase their own learning speed, and make learning a little more fun.

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