



THE ROLE OF TECHNOLOGY IN EDUCATION SYSTEM

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Abstract: *The technology plays an indispensable role in intricate fields of education. The predominant intention of this review article is fostering the education system by advanced technologies and advocating high-quality education of young generations. Due to contemporary technologies, young people can learn information briskly and they endeavour to acquire new knowledge simultaneously. Therefore, the review article elucidates expediting and boosting the education system of young people, furthermore it articulates capabilities of technologies for them.*

Key words: *Contemporary technologies, education system, capabilities, intensive knowledge*

INTRODUCTION

In recent years, the contemporary technology assists to utilize digital equipment learners in order to strengthen their level of knowledge. To epitome, technology promotes engagement and interactivity as well as tools like multimedia presentations. To be more precise, the paramount aim of the review article is not only enriching but also achieving colossal ramifications young generations by technological devices. In order to enhance learning opportunities, facilitate of collaboration technology's role is crucial for fostering an effective, inclusive and future-ready learning environment. This article explores the multifaceted role of technology in education examining its benefits and challenges.

At the outset, by contemporary technology into learning and studying, educational experiences become more accessible and efficacious, preparing students for the demands of the current world. Subsequently, e-learning resources advocate students the flexibility to study at their own pace and on their own schedule. According to Costley and Lange's conception e-learning can have elevated ramifications on students' academic performance, colossal triumph and levels of gratification than traditional classroom instruction. (Costley and Lange 2017) Based on my vantage point, online-learning assists to incorporate disparate multimedia tools, boosting engagement and understanding. I also confirm their thought, this could be because, students can learn detailed data from technologies related to some topics on your own rather than traditional classroom specification. Furthermore, the role of technological gadgets is indispensable not only for learning but also achieving various outcomes. The renowned scientist Ref elucidates that the acceptance of technology can speculate access to intensive knowledge and information as well as enhance an individual's belief in the technology age. (Ref 2016) I deem that it is an idiosyncratic idea. Hence, this notion fosters collaborative projects where individuals can share knowledge and intricate skills, strengthening a sense of community and credence in collective learning through technology. Moreover, in modern era, emerging technologies have modified the learning and studying environment, as well as technology-rich environment propose capabilities for educators to utilize electronic technologies and gadgets to encourage creative thinking in



students, (Heriksen 2016,Yalci Nalp and Avci 2019) I agree with their crucial perceptions. Due to boosting advanced technologies, every field or branch of the education system adjusts to contemporary technologies so as to create intricate possibilities for not only students but also learners. To epitome, emerging technologies, including virtual reality and artificial intelligence suggest new mediums for creative thinking. Thus, this tools assist creators visualize complicated notions, making it absolute easy to experiment before implementation.

After that, Burkhardt and Lubart told that utilizing digital technologies to facilitate brainstorming workouts, stimulate creative trouble-tackling processes and aid innovative art design. (Burkhardt and Lubart 2010). When not only students but also teachers use intricate platforms like Zoom or Microsoft Teams, they can enhance live discussions, smaller group collaboration on particular difficulties. No ifs and buts, according to scientists' perception, learners can share beneficial resources and distinctive ideas in order to deal with some issues. According to the account of conceptions of academic people video games were digital instruments to permit learners to strengthen their level of knowledge and capabilities during gaming. [Backlund and Hendrix, 2013; Vander Cruysse and Elen, 2017; Wouters 2013] It is reckoned that these ideas are extremely substantiated. For instance, if students learn an English language by disparate online games like Scrabble Go, Duolingo, The Sims, Wordscapes and especially Kahoot in this situation they may foster advanced vocabularies, spelling skills, listening comprehension and grammar practice. Literally, Duolingo and Kahoot expedite to learn English even other languages fan and interactive, furthermore you may acquire esoteric words by descriptions. Genuinely, indispensable information by technology was advocated and social media were used in learners' schooling. (Habibi, 2020; Kincal, 2016; Kuswanto, 2018) In my perspective, also millions of students make use of contemporary technologies in order to develop the quality of knowledge. To epitome, if they stumble upon arduous tasks in study, they may find colorful data from media, moreover , if you have a problem from listening comprehension or speaking skills, you may not only listen different podcasts, renowned blogger's speech but also every student can communicate fluently in foreign languages by platforms like ChatGPT, Ted Talk and Lingoda.

CONCLUSION

Taking everything into account, it can be extrapolated, the usage of contemporary technology has become paramount for today's learners for expanding their level of knowledge and achieving considerable ramifications in their field. Subsequently, digital technology in education system enhances the accessibility, effectiveness and capability, creates disparate comforts so as to improve the schooling. As well as, assists to facilitate the process of looking for the information or source related to learner's branch and study each field briskly and effectively.



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