THE MOST ADVANCED TECHNOLOGIES USED IN THE EDUCATIONAL PROCESS IN HIGHER EDUCATIONAL INSTITUTIONS

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ABSTRACT: - This research paper provides detailed information about the most advanced innovative technologies used in the educational process of the world's leading higher educational institutions and methods for their effective use.

KEYWORDS: Educational process, game-based learning platforms, higher educational institutions, innovative technologies.

INTRODUCTION

Nowadays, the impact of the COVID-19 pandemic has radically changed the landscape of traditional higher education. Leading foreign universities have embarked on new approaches to increasing the number of students attending classes, from the use of modern technology in classrooms to the organization of public open online courses. Based on the real situation, innovative teaching technologies have become a trend in higher education institutions around the world

[1]. These include zoom platform, gamification (game-based learning platforms), cloud technology and mobile technology. These game-based learning technologies can be singled out. Recently, the technology of using game-based learning platforms in leading foreign higher education institutions has become widely popular. Game-based learning platforms are technologies designed to increase student engagement and productivity by incorporating game elements into the curriculum, and Uzbek universities that continue to teach hybridly and traditionally in pandemic environments can also make high use of these platforms. Game-based learning platforms provide practical assistance to students in developing competencies such as goal setting, rapid strategic thinking, interaction, feedback, problem solving and competition.

METHODS

The advantage of game-based learning platforms is also confirmed by the following statistics. The global market for educational games is estimated at $ 697.26 million by 2020, and is expected to reach $ 4 billion by 2027. According to a survey conducted by the e-Learning Industry platform, the world's largest online community of e-learning professionals, 89% of students said they would perform in a uniquely passionate and competitive environment if the task was in the form of a game. It can be seen that game-based learning platforms are evolving and evolving year by year.

Kahoot. As a game-based learning platform widely used in higher education institutions, the site offers a catalog of games with a variety of views. Access from the site via a web browser, and from 2017 from apps on mobile devices, has also emerged [2].

As of 2020, the platform is actively used by more than 70 million participants every month. This number continues to rise.

Kahoot can be widely used in the process of testing students 'knowledge. Kahoot is a platform for team work where students gather around a common screen. The game process is very simple: all players answer questions created by the teacher through their devices at the same time. The questions are shown to the students one by one on the screen. Participants receive points for each correct answer. At the end of the quiz, the screen will show the points earned by all participants while answering the questions.

You do not need to register to participate in the game. Quizzes can be selected from the catalog on the site. You can also create new quizzes often this task is done by a professor. The answer time for each question is limited to about 30-60 seconds.

To use the platform you need to go to www.kahoot.com and register to create a question. Participants are not required to register, just go to www.kahoot.it and enter the pin code of the test questions provided by the teacher. The pin-code of the questions created by the teacher will be shared with the participants through various social networks.

Quizizz. It is a game-based learning platform that instantly engages students and is actively used in more than 50% of top U.S. universities today. Teachers from more than 150 countries use this platform [3]. User can connect from any device. Instantly divided into thoughts and feedback. The platform was developed by an Indian IT company and can be widely used in classroom classes, group assignments, formative assessment processes, as well as quizzes. As of 2020, the platform has more than 65 million active users. Quizizz! through

which students can create questions in the form of multiple choice options, answering aloud, filling out a form, open-ended question, hand drawing. To use the platform you need to go to www.quizizz.com and register to ask a question. Participants are not required to register, just go to https://quizizz.com/join, enter the pin code of the test questions provided by the teacher and answer the questions.

Mentimeter. A popular learning platform with over 150 million users. Created by a Swedish company. It is widely used in the curriculum of many leading foreign universities [4]. The application is aimed at online collaboration for the education sector, providing students or community members with the opportunity to answer questions anonymously. The application allows users to conduct presentations and surveys at classes, meetings, conferences, and other group events, as well as exchange ideas in real time on a mobile phone through brainstorming. Currently, the mentimeter is one of the fastest growing game-based learning platform in Sweden with over 20 million active users.

To use the platform, you need to go to www.mentimeter.com and register to create a question. Participants are not required to register, they can only answer the question by visiting www.menti.com and entering the code provided by the teacher.

Advantages of using game-based learning platforms:

➢ Increases student activity;
➢ There is a passion for the lesson;
➢ Students will have the opportunity to express their views on the content of the lesson.

CONCLUSION

In general, students master the lessons well when they enjoy them. At this point, there is no doubt that the use of game-based learning platforms will be of great benefit.

The effective use of these innovative platforms can also bring great results in ensuring the implementation of the task of gradual transition from theoretical knowledge to practical skills in the curriculum defined in the Concept of Development of Higher Education of the Republic of Uzbekistan until 2030 [5].

Based on the above, the following suggestions can be made:

➢ Implementation of game-based learning platforms in the scientific programs of higher educational institutions;
➢ Establish a mechanism for the widespread use of game-based learning platforms in lecturers' classes;
➢ Each higher education institution should create its own game-based learning platform.

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