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USE OF INNOVATIVE TECHNOLOGIES FOR ENHANCED TEACHING AND TRAINING IN THE TECHNOLOGY SERVICE SECTION

Abdullaeva Feruza
Guliston DPI o'qituvchisi

Yusupova Dinara
Guldpi talabasi

ABSTRACT

The Department of Service Technology plays a crucial role in preparing students for the fast-growing landscape of technological advancement. When educational institutions seek to provide relevant education in the field, integration of innovative technologies in teaching becomes necessary. This article provides recommendations on the use of modern technologies in the technology service section, their potential benefits, problems and successful implementation.

KEYWORDS

Education, computer, information and virtual technology, interactive, distance learning.

Introduction

The Department of Service Technology covers various fields such as computer science, information technology, robotics and telecommunications. These disciplines are constantly evolving and require the introduction of innovative teaching methodology and technology to meet the dynamic demands of the industry. This article highlights the capabilities of advanced technologies such as virtual reality (VH), extended reality (KH), artificial intelligence (AI) and online platforms in transforming the teaching and learning experience in the service section.

Virtual Reality and Advanced Truth in Tech Education:

VH and KH technologies have been significantly weighed down in recent years. VH embeds students in a simulated environment, allows them to interact with objects and scenarios, and helps them gain practical skills. KH improves learning by adding virtual elements to the real world and providing interactive visualization. This section discusses the potential application of VH and KH in the technology service department, which highlights their contribution to the development of applied learning, system simulations and applied skills.

The Transformational Power of Virtual Reality and Extended Reality in Tech Education

1. Enhanced Learning Experiences:

VH and KH provide immersive experiences that will attract students to a new level. By creating 3D copies of actual scenarios, students can learn complex theories and concepts that will remain long or theoretical. In mechanical engineering, for example, VS can mimic the assembly of complex machines, allowing students to exercise without expensive resources or without potential security concerns. In architecture, KH can design a digital project onto a physical site, allowing students to visualize designs in the real world. These experiences facilitate understanding, critical thinking, and problem-solving skills.

2. Safe and economical training:

Technological industries often involve high-risk situations or require expensive equipment. VH and KH eliminate these barriers by providing a safe and economical learning environment. For example, medical students can practice operations on a VH, allowing them to make mistakes and learn without life consequences. Similarly, industrial technical gologram instructions can be trained in KH, to guide them by repairing overlay machine disruptions and equipment damage reduction. These technologies minimize risks, while offering endless opportunities for practical learning.

3. Personalized Education:

VH and KH can adapt to different teaching styles and individual needs. These technologies can provide content in a variety of formats, such as visual, hearing, or kinetic, allowing students to opt for the most appropriate approach for learning preferences. In addition, students can learn their image and get personal reports, develop self-motivation, confidence, and independence. This tailored approach encourages active engagement and helps you understand the topic in depth.

4. Partnership and Global Connectivity:

Through VH and KH, students can collaborate with peers and professionals around the world without leaving their classes. In VH, they can create projects together or conduct experiments in virtual laboratories, facilitating teamwork and intercultural exchange. On the other hand, a bee can connect students remotely with professionals who manage or coach them on complex tasks. These technologies make education more inclusive and accessible to all, broadening horizons and influe students into a global knowledge network.

5. Future Proof Skills:

By adding VHs and bees to technological education, students gain technological literacy and develop much-needed skills in the labor market. They learn to adapt to fast-growing technologies, to think creatively and solve complex problems. In addition, these emerging technologies provide practical experience with modern tools and software, ensuring that students are well prepared for the digital era and able to solve the problems of the fourth industrial revolution.

Reflections on the above considerations:

As we look to the future on a tech basis, VH and KH are changing the landscape of technological education. These immersive technologies enhance learning experiences, provide a safe learning environment, support individual learning, develop collaboration and develop skills for the future. By adopting VR and bees in the classroom, teachers can actively participate in their education, providing

students with the necessary skills to develop in the digital age. It's time to adopt the transformational power of VH and KH in tech education.

Artificial intelligence and machine learning:

Artificial Intelligence (AI) and Machine Learning (ML) are revolutionising in many industries, and the technology services department is no exception. AI can enhance the learning and learning experience through customized repetitory systems, flexible assessment and smart personalization. ML algorithms allow you to track student engagement, create personal feedback and identify knowledge gaps. This section examines the integration of AI and ML into the service department, highlighting their capabilities to support personalized learning and enhance student understanding.

Online platforms and collaborate learning:

Online platforms have been the cornerstone of modern learning, providing a flexible and accessible educational regime. Here we discuss the benefits of online platforms such as public open online courses (MOOCs) and education management systems (LMS). These platforms facilitate collaborative learning, allow for self-study, and offer a broad resource pool. In addition, they offer opportunities to engage the industry in Real Time through webinars, virtual internships and project collaborations.

Difficulties and considerations:

Despite the potential benefits, the introduction of innovative technologies in the technology service department will create several problems. Issues such as costs, infrastructure requirements, faculty training and joining the design of curricula should be carefully considered. The ethical consequences of AI and privacy concerns are also of decisive importance. This section highlights the issues and provides recommendations for a successful implementation.

Conclusion:

When the Technology Services Department seeks to equip students with the skills necessary for the industry, it is important to cover innovative technologies. VH, KH, AI, ML, and online platforms can change learning experience, improve students' practical skills and knowledge. However, successful implementation requires solving problems and taking into account ethical influences. Using the power of these technologies, educational institutions can provide an opportunity for a technology service department to meet the demands of a constantly evolving technological landscape.

Available Literature

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