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The current state of the development and application of multimedia tools in the educational system

The XXI century is called the "information age", "the age of the global information society". In such a society, education, knowledge, information and communication form the basis for the development and well-being of the human person. That is why one of the priority directions of digitalization of society is the process of digitalization of education, which involves the widespread use of information technologies of education.

Today, new approaches to the organization of the educational process, based on progressive information technologies are needed. Multimedia technologies enrich the learning process, make learning more effective, involving most of the student's sensory components in the process of perceiving educational information[1].

Today multimedia technologies are one of the promising areas of digitalization of the educational process. Improvement of software and methodological support, material base, as well as mandatory advanced training of the teaching staff sees the prospect of successful application of modern information technologies in education.

With the help of multimedia technologies, many didactic and educational tasks are effectively addressed [2]. Their use is useful when the following occurs:

• Presentation of new knowledge;

• Explanation in the dynamics of the principles of operation of complex mechanisms, processes, graphic models;

• Observation of labor-intensive processes

• Presentation of video documents, strengthening the connection with life;

• Observations of hidden processes occurring inside the equipment

• Creation of databases for educational, training and research work;

• Rationalization of the educational process, increasing its productivity, ensuring the optimal volume of transfer and assimilation of scientific information by improving the quality of pedagogical management [3].

All of the above suggests that the modern learning process without multimedia will be significantly impoverished.

To improve the quality of teaching, various methods of intensifying the educational activity of students are used. New computer technologies provide opportunities for updating teaching content and teaching methods. Taking into account the individuality of the approach of a particular teacher when building a course and the level of requirements for modern education, the teacher needs to develop his own authoring applied software that works in the form of multimedia / hypermedia, i.e. create multimedia tutorials [4].

Learning technologies are traditionally used in the education system as a means of information transfer and learning. The rapid development of new information and communication technologies is changing the nature of the acquisition and dissemination of knowledge. New technologies open up opportunities for updating teaching content and teaching methods [5].

The development of multimedia technology and multimedia courses developed on this basis significantly expand the possibilities of presenting educational material, including through the inclusion of animation, sound and video. In addition to new forms of information presentation, programs that are developed based on multimedia technology have another property that is valuable from a methodological point of view - interactivity, which makes it possible to more completely realize the learning effect of these teaching aids. The languages of visual, event-driven, object-oriented programming, as well as various shells and environments can serve as a toolkit for creating programs of this kind [6].

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