



Using Computer Educational Software In Education

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Abstract. *This article discusses using computer educational software in education.*

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Computer training programs include the following modern stages [1, 2, 3]:

- electronic textbooks;
- management of computer programs;
- database of dictionaries and educational information;
- a set of problems and examples;
- support for computer illustrations for various activities, etc.

The computer training system provides the training course software and is carried out using a modem connection with a remote computer or via the Internet.

Didactic audio and video educational materials - didactic audio and video educational materials, video lectures are one of the most useful tools in distance learning courses. These are good assistants in conveying to students the essence of each subject and achieving the set didactic goal.

We see the following as the main functions of computer educational programs in the educational process:

- individualization and differentiation of the educational process;
- carrying out diagnostic monitoring and feedback on correcting identified errors;
- self-control and correction of educational activities;
- achieving sufficient time for training by quickly performing labor-intensive calculation tasks on a computer;
- visualization of training data;
- modeling and simulation of the processes or events being studied;
- conducting natural laboratory work and experiments in a virtual environment;
- developing the ability to make optimal decisions in various situations;
- development of theoretical, visual and comparative thinking;
- increase motivation to study by visualizing software and game situations;
- formation of a culture of cognitive activity, etc.

Video lectures and other audio and video materials can be watched and listened to anywhere, anytime. This allows many students to listen to and watch lectures from the best, most experienced teachers and experts in the field. In this case, video materials have to take on a greater didactic load, since situations that are difficult to convey to a traditional audience have to be conveyed through video visually, animatedly and figuratively. With these video capabilities, other educational materials can take precedence over books. Therefore, the effective use of modern technologies is of particular importance for the high-quality preparation of information explained in video materials. Virtual



constructors are software tools that allow you to create visual and symbolic models of mathematical and physical reality and conduct experiments with such models [4, 5].

Virtual construction kits enable the transfer of learning to students through simulation and visualization. It serves to develop students' abilities to perform learning tasks in a simulated environment [6].

Testing environment - allows you to develop and use automated tests in which the student receives a task in whole or in part through a computer, and the result of completing the task is fully or partially assessed automatically [7].

Monitoring at training courses is carried out in asynchronous and synchronous mode: in asynchronous mode (forum, wiki, Twitter, forum discussions, video round tables, web quest within topics) and in synchronous mode (chat, webinar, video conference) is carried out by tracking [8].

Also, methods of reporting, qualifying work, course work, essay, web quest, design, portfolio, and survey are used as test work. Thus, regardless of which tool is chosen for use in distance learning, it should provide students with the opportunity to study independently and provide the opportunity to rarely consult additional literature, as well as regularly consult with the teacher.

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