## NEW APPROACHES IN THE USE OF MULTIMEDIA TECHNOLOGIES IN TEACHING

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Today, multimedia technologies are used in the process of studying and learning. They help teachers to find ways to connect with students and provide the best variants to give information so that it would be visually acceptable, knowledgeable, interactive, sometimes even fun and informative. It is definitely a hard and challenging task to get students interested in a particular topic through a computer screen. It is even more complicated to maintain this interest throughout the lesson, since there are many students in the group and the teacher needs to pay attention to everyone, without losing sight of others while one of the group answers.

The article emphasizes that modern internet applications and multimedia technologies were created to help the lecturer in teaching both online and in the classroom in order to provide knowledge in efficient and engagement manner. Moreover, it is possible to use not only technologies and applications that have been already created, but also to make your own educational and methodological material, that will make the lesson unique and according to the needs of the particular group of students. That allows the educator to be flexible and understand student needs working exactly on the practical tasks that is not easy to conduct online [1].

It has been stated that when a lecturer uses different teaching technologies, the material is perceived faster and even becomes more understandable. Presentation in power point is used more common allowing the teacher to provide material in color, write tasks and show videos, and most importantly to send the lecture in chat or by email to the students for them to read and work through the material, be prepared for the exam.

New approaches in multimedia technologies for studying and teaching include: interactive board, separate rooms for group activities, interactive polling system, various educational programs (Kahoot!, Quizlet, Brainscape etc.), multimedia screen, networked learning (Facebook, Instagram, TikTok), simulation technologies (gamification). It takes more time and preparation for the teacher to familiarize with the learning tools, get used to new learning activity and to plan a lesson so that it would combine multimedia technologies and standard form of teaching. That what makes it difficult to use them and make teachers and students dependant on electronic device, information overload, the fact that it can be hard to work live and give immediate answers.

Multimedia technologies in teaching have changed the way teachers hold the lessons and give information making it effective, interactive, engaging.

## References

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