Problems of Formation of Competence of Future Computers of Teachers of Informatics on the Development of Virtual Education Technologies

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Abstract: This article presents the existing problems in the formation of the competence of future computer science teachers in the creation of virtual learning technologies and suggestions and recommendations for their solution.

Key words: virtual education, competence, computer science and information technology, computer science

The issues of improving the existing approaches to the formation of students' competence in the creation of virtual learning technologies in higher education institutions, as well as the development of computer science and information technology remain relevant. The pedagogical solution to these problems is to develop an alternative algorithm for teaching virtual technologies in accordance with the methodological features of pedagogical research to train future professionals in the field of computer science [1-3]. This requires, first of all, the analysis of the literature in the field and the analysis of research in this area.

In this regard, the theory and methodology of introduction of information and communication technologies in the system of continuing education, methods of creating and using e-learning tools, methods of using Internet technologies in the educational process, problems of using distance learning technologies and AAAbdukadirov, MMAripov, R.Bakiyev, FMZakirova, MHLutfullayev, A.Toylakov, U.Yu.Yuldashev, JKNurbekova, SBPanyukova, MM on the improvement of methods of teaching computer science Researchers such as Abdurazakov, VAKastronova, VGJujjalov, SABeshenkov, TABoronenko, AGGeyn conducted research.

However, their research is not sufficiently scientifically based on the formation of the competence of future computer science teachers in the creation of virtual learning technologies. Therefore, the proposed research is one of the most pressing issues today.

To solve this problem, we first need to analyze the views of researchers on the concept of competence.

In this regard N.Muslimov, Yu.M.Asadov, N.N.Narziyeva, N.Sh.Turdiyev, D.Sh.Temirov, T.T.Shoymardonov, A.L.Andreyev, I.A.Zimnya, A.V.Khutorskiy, V.V.Popova, Ye.V.Boyarova, V.A. According to Bolotov, ME Bershadsky, VI Bidenko, competence means the ability to apply knowledge, skills, the ability to act successfully on the basis of practical experience to solve common problems and achieve high results in a particular field.

It is necessary to clarify the concept of competence development in the creation of virtual learning technologies based on the given definitions.

In this regard, UBBakhodirova Virtual education - using simulation software and hardware to visually present educational material, create a virtual image of complex processes and events, organize complex experimental processes in virtual form and expand the didactic potential of independent learning , a modern educational environment designed to increase motivation for learning activities, to

acquire basic knowledge in science, to systematize them, to provide methodological assistance in the development of students 'independent work and to increase students' creative thinking [4].

Based on the views of these scholars, we introduce the following definition of the concept of competence in the creation of virtual learning technologies. Competence in the creation of virtual learning technologies means a high level of training in various virtual learning technologies related to the sciences.

It can be said that the formation of the competence of future computer science teachers in the creation of virtual learning technologies means the creation of virtual laboratories, developments, stands, videos from various disciplines by developing their skills in using applications that create virtual learning technologies. to have

Performing such tasks remains one of the most pressing issues in education today. The solutions to this problem are:

➢ Lack of scientific and methodological resources for the creation of virtual learning technologies;

➢ Insufficient attention of future computer science teachers in the content of academic subjects;

➢ Lack of skills in working with software that creates virtual learning technologies.

In short, in order to build the competence of future computer science teachers to create virtual learning technologies, it is necessary to overcome the above-mentioned series of problems. Overcoming these problems can build the competence of future computer science teachers to create modern virtual learning technologies.

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