

WHY ARE INTELLIGENT SYSTEMS IMPORTANT IN TEACHING?

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Education is the core of a prosperous community, and the transmission of knowledge has been a key objective of civilizations from the beginning of time. People are always looking for new methods to make information transfer easier, quicker, and more efficient. As a consequence of new scientific discoveries, informatization, globalization, and the growth of astronautics, robotics, and artificial intelligence, significant changes are taking place in the twenty-first century. The "Age of Digital Technologies and Knowledge" has been coined for this century.

Before getting into the details of how Virtual Reality (VR) in education might help improve learning, it is critical to understand why we need to improve education quality in the first place. Historically, most learning systems have focused on giving access to knowledge facts, and observations about the world. Before computers, we had a vital tool for remembering facts: books.

Books are being converted into eBooks in the age of digital technology. Modern search engines make it quite simple to access information with only a few clicks, you can get answers to a wide range of questions.

Furthermore, while saturating with both knowledge and good energy, the classroom atmosphere plays a significant function.

It is reasonable to infer that the term "virtual" has been utilised to a wide range of activities and events since 2020, owing primarily to Pandemic. We've attended virtual conferences, sang in virtual choirs, cheered for our teams in virtual sports, discussed important topics with colleagues in virtual meetings, and even visited friends and family virtually. VR provides both students and educators with exciting new prospects. Virtual reality (VR) is an immersive technology that allows students to study in unique and interesting ways. Students can go to exotic places without ever leaving the classroom. Imagine the possibility of learners exploring the Giza Pyramids while sitting at their desks. This is made possible through virtual reality schooling.

VR is a term that most people have heard of but many are unaware of what it is or how it is utilized in learning and education.

VR refers to interactive content (images or movies) that allows the viewer to explore a scene in complete 360 degrees. Despite its earlier limitations, such as being difficult to use, costly to set up, and using a lot of power in today's environment, virtual reality (VR) is now widely available. We can, without a doubt, sense the size of youngsters. The proportion of high school students who own and use a smartphone is increasing. Consider the extent to which they are used and how they enhance their lives as young people in today's global society. They may struggle with basic maths and literacy, but they may witness them navigating their technological culture with the confidence of experienced educated technical natives. VR may be a difficulty for some people, including instructors, but it is a natural aspect for pupils, according to educators.

Virtual reality may enhance education by giving students with memorable and engaging experiences that would not be possible otherwise. Furthermore, as mentioned above, all of this may happen in the classroom.

Looking at it from a different angle, we can also observe that it can bridge the gap between teachers and students using. Distance learning technologies may put educators and students in the same room with digital representations of themselves utilizing VR — professors may teleport into the VR reality and coach students through their experiences. Every child has access to VR and teachers can simply oversee them. Virtual experiences have a one-of-a-kind and extraordinary power to engage and inspire students.

It is not secret that individuals learn best by doing, which is a well-known fact; nevertheless, a comprehensive assessment of modern education demonstrates how little learning occurs by doing. Students are more interested with understanding instructions than with putting them into action. In education, VR adds an experience anchor to the curriculum. Learners are motivated to discover for themselves through VR education. Students will be able to learn by doing rather than simply reading. In addition, our students may interact with and manipulate items in VR at their leisure. They can experience empathy through seeing another person's reality or delving into the unreachable secrets of the scientific, historical, or mathematical worlds, to mention a few. They may use their minds and creativity to the fullest without being hampered by physical restrictions. Some of the most significant knowledge we receive does not come from professors, but rather through collegiality and debate. By allowing students to communicate with one another, VR education allows students to make their learning experiences more social. Learners may gather to talk, synthesize, and learn from one another using avatars and mapping facial expressions.

When it comes to learning about an environment, there is no alternative for being there. While conventional visuals and movies are considerably superior to text, this is where VR truly shines. A virtual field trip allows students to experience the site as if they are at the location, giving them a greater feeling of size and surrounds.

This may include studying history and visiting a monument, or studying the environment and visiting a nature reserve. The options are truly limitless. Teachers and education places may manage the narrative by tailoring the virtual content to the lesson plan and subject.

Furthermore, virtual reality may transport learners to unreachable locations such as the surface of the Sun or the Great Wall of China.

VR can be quite beneficial for those who struggle with studying. In a secure and supervised atmosphere, students may learn about the world around them. On the other hand, incorporating virtual reality into education is beneficial not just for content consumption, but also for content production. You may assist students improve their creativity by providing them with amazing tools.

I never teach my learners, I only attempt to provide the conditions in which they can learn.

The use of VR for learning and teaching does not presuppose that all other educational instruments should or may be abandoned. Textbooks, films, PowerPoint and yes, whiteboards and pens continue to have a role in the classroom. VR cannot accomplish everything, but it can do things that other conventional technologies cannot.

As Bricken mentioned virtual things are visible, audible, and touchable. We can construct, edit and manipulate them in much the same manner that we can actual objects but without the

bothersome real-world constraints. VR is more than just virtual; we may meet real people in virtual environments, teleport to actual destinations all across the planet and beyond and superimpose virtual displays over the physical world.

Intensive immersion VR technology creates a multi-sensory experience in which the user is autonomous, actively involved, and free to move about and change their surroundings. There is a sense of being completely immersed in a virtual world yet being firmly rooted in reality.

As a foreign language teacher all I can say is, how can we deprive our young generations such tremendous possibilities for profound, in-depth, transformative learning?

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