ACADEMIA ONE
PEER REVIEWED JOURNALS

Progress Annals: Journal of Progressive Research
Volume 2, Issue 1, January 2024
ISSN (E): 2810-6466
Website: https://academiaone.org/index.php/8

Using VR Technologies in Professional Education

Qambarov Bahriddin Panji o‘g‘li
Termez State University trainee teacher
E-mail: qambarov.b.p1997@gmail.com

Annotation: this article highlights the theory and possibilities of using VR technologies in professional education.

Keywords: information technology, VR, online lesson, immersive dasr, interactive applications, 3D, electronic textbook, algorithmic tasks, professional education.

Introduction. The field of education is constantly changing and adapts and develops in accordance with the needs of society. As we know today, traditional methods of education are lagging behind. They are increasingly being replaced and managed by digital(AR, VR, MOOC) educational technologies. In fact, today it is impossible to imagine not only education, but no area without these technologies.

In the strategy of the president of the Republic of Uzbekistan “digital Uzbekistan-2030”, PF6079 of October 05, 2020, the following main tasks were set for the development of digital education.

1.To provide opportunities for mastering digital skills by providing digital education at all stages of education, to include programming and Information Technology subjects from the 7th grade in the curriculum of secondary schools.

2.Development and approval of a plan for the gradual introduction of digital education mechanisms in higher education institutions.

3.Revision of professional standards of the educational system, taking into account the requirements for digital skills.

4.Development and approval of training programs for teaching digital education, programming and information technology with the study of international experience.

5.2021 from January 1, 2021, system management, database and “Cloud” Platform Management by citizens, ensuring information security.

At this point, let's dwell on the role of VR in the system of using technology in professional education..

Research methodology. As we enter a world dominated by digital educational technologies, VR offers a great opportunity for teachers to be among the leaders of these technologies.

VR allows students to feel directions in different parts of the world without leaving the classroom.

The New Media Consortium Horizon Report (2016) noted in a study that VR has a significant impact on student engagement and self-esteem and its usefulness in creating a brighter and more memorable order learning experience.

For example, instead of reading about the Roman Colosseum, those who receive education through VR technologies can make virtual trips in it. They can understand spatial

ACADEMIA ONE
PEER REVIEWED JOURNALS
Progress Annals: Journal of Progressive Research
Volume 2, Issue 1, January 2024
ISSN (E): 2810-6466
Website: https://academiaone.org/index.php/8

shapes in geometry, 3D shapes, by almost manipulating them, or learn by bypassing their detailed model.

Benefits of using VR technologies in professional education:

VR VR provides more immersive experience than traditional teaching methods, and this allows for better preservation of knowledge

Safe environment for experience: students can perform virtual chemistry experiments without any real risks.

Geographical location places will not be a problem at all, since those who receive education from all over the world can visit museums, laboratories and even other planets.

Continuous professional development helps teachers to understand not only the technological aspects of the VR, but also its pedagogical consequences.

High activity and interest of students. Interactive, gamified VR learning can have a significant positive impact on students. This activates them throughout the lesson and makes learning fun and hassle-free.

Analysis results.

The most common way to access VR is through a virtual reality headset such as Meta Quest, Sony PlayStation VR, or Apple Vision Pro.

Virtual Reality (VR) Education aims to create an interactive, practice-based and hands-on learning experience for students. It is used to train students in private learning processes through technologies, 3D art images, and virtual layouts

The result of the analysis of the use of VR technologies in professional education shows that it will have a positive result for teachers, students, educational institutions, as well as all those who receive education. For example:

ACADEMIA ONE
PEER REVIEWED JOURNALS
Progress Annals: Journal of Progressive Research
Volume 2, Issue 1, January 2024
ISSN (E): 2810-6466
Website: https://academiaone.org/index.php/8

Students ' acquired teaching speed: VR technologies provide students with the opportunity to learn in their adopted areas of study. Students can take classes according to the speed and experience of their identity teaching.

More student attitude: VR technologies provide changes and tips for teachers on how their students learn. This provides an opportunity for students to learn their thoughts, questions, and learning.

Student learning efficiency: VR technologies are a good indicator of Student Learning acquisition. It provides the opportunity for students to prepare for their own self-developed areas of development and to be transformed into their professional practices.

Transparency and good acquisition of learning: VR technologies help students to increase their acquired learning, in particular the study of new technologies, to increase the effectiveness of Education.

Currently, the idea of educating a harmonious personality is considered one of the priority ideas of national independence. The implementation of the National Training Program should be based on unconditionally new information technologies. Without encouraging the education system, civil society cannot be built. The educational system should consist of a continuous process, not a static system of closed points of view, views. Such behavior is directly related to VR technology processes in Professional Education[6]

Conclusion. This article shows the use of VR in the field of education and cites analysis of its advantages, scientific experiments and disadvantages. VR technologies generate processes such as preventing existing boring knowledge, moving images, walking in a virtual environment in educators.

In conclusion, it can be said that the use of VR technologies in professional education creates more educational opportunities for students studying in educational institutions and makes the learning process convenient and effective. Teachers and students can use these resources to ensure that each student achieves high performance in the areas of study they are enrolled in.

As a conclusion, it can be said that today's audiences are very different from those of ten years ago, and classrooms are equipped with computers, iPads, tablets, smart whiteboards and other types of educational technology. In Uzbekistan, as elsewhere in the world, a seven - screen generation of the digital generation is emerging-TV, computer, tablet, tablet, fablet, smartphone and smartsoat. As a result of having such a dense digital environment and constant interaction with it, the thinking and information processing processes of today's students are fundamentally different from previous thought and Information Processes. It is necessary to adapt the educational system to the digital generation through the effective use of innovative educational technologies based on modern information and communication technologies.

List of literature used

1. Decree No. 4947 of the president of the Republic of Uzbekistan on the strategy of action for the further development of the Republic of Uzbekistan. February 7, 2017.
2. Khashimova Dilyora Pakhritdinovna “prospects for the use of digital technologies in modern education scientific electronic journal” Economics and innovative technologies". № 3, may-June, 2020

ACADEMIA ONE
PEER REVIEWED JOURNALS
Progress Annals: Journal of Progressive Research
Volume 2, Issue 1, January 2024
ISSN (E): 2810-6466
Website: https://academiaone.org/index.php/8

3. Ishmuhamedov R., Abdukodirov A., Pardaev A. Innovative technologies in education (practical recommendations for pedagogical-teachers of educational institutions). - Tashkent: Talent, 2008.
4. Information technology in education: tutorial / R.X. Ayupov. Tashkent State Pedagogical University named after Nizami. - T.: TPDU, 2020