# USE OF MODERN MULTIMEDIA VISUALIZATION TECHNOLOGIES FOR THE PRESENTATION OF MATERIAL IN INTELLECTUAL TRAINING SYSTEMS

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In this work, is investigated the definition of the concepts of "multimedia", "multimedia technology", "hypermedia". There are considered additional features that these technologies provide in the context of the issue under study. There are also given requirements and restrictions for the use of the technologies under consideration.

Currently, in educational organizations, the client – the main stakeholder (Ukrainian or foreign student) and mechanisms of interaction with him – is placed first [1].

In the modern world of education, information and communication intellectual educational systems occupy leading positions, have great potential and high prospects for the development and implementation of achievements in the educational process with the aim of global modernization and transition to a qualitatively new level of education in order to achieve the most effective result in this field.

Consider the basic technologies for visualization and polysensory presentation of educational material that must be used in modern ILS (intelligent learning systems). It is safe to say that MMT (multimedia technologies) are really effective in learning [2]. We single out the main technologies for visualization and polysensory presentation of training material in ILS:

1) multimedia technology;
2) hypermedia technology;
3) modeling;
4) panoramic video;
5) interactive alternative computer reality (integrated interactive system of three-dimensional graphics);
6) virtual reality;
7) augmented reality;
8) 3D technology.

The general specificity of human perception of various information is determined by the functioning of the five senses: vision, hearing, smell, touch, sensorics. Since the World today is a visually oriented world, a world of virtual opportunities and information technologies, there are particular importance the considered multimedia tools in solving the problems of upbringing, development and education [3].

The pedagogical goals of using the considered technologies to presentate educational information are determined by the possibility of implementing intensive forms and methods of learning, contribute to increasing learning motivation through the use of modern means of complex presentation and manipulation of information of various kinds, increasing the level of emotional perception of information, self-processing information of various types [4].

In conditions of informatization of education, the main goal of didactics is the disclosure, development and realization of the intellectual potential of a person while ensuring a pedagogical impact of a long-term nature aimed at achieving educational goals that are most effectively feasible when realizing the capabilities of modern audiovisual technologies for presenting educational information in IOS [4].

The listed main technologies in the article require adaptive use in the educational process of KNURE. First of all, in multimedia information technology transfer courses and digital shooting, namely, more active use of multimedia technology hardware.

Significant results have been achieved in the studied field of research, but criteria for evaluating effectiveness, methodological and didactic requirements, principles of using the considered technologies in IOS have not been defined. However, the high potential for the implementation of audiovisual technologies for the presentation of training information in IOS is obvious. In this regard, it is necessary to determine the teaching methods and the choice of the most effective in each case technology for the presentation of training information in IMOS (intelligent multimedia training systems) to improve the quality of training.

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