Media Products Used In Education

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Abstract. This article discusses electronic textbooks and software products that are considered media products, and explains the concepts of media library and media center.

Keywords: media culture, computer education, information and communication technologies, media center, media library.

A textbook in electronic form is an electronic publication prepared in electronic form, compatible in structure and content with printed illustrative materials, multimedia elements and interactive links, expanding and complementing the content of the textbook. Electronic textbooks can be widely used in the process of distance education, providing a wide range of illustrative materials, multimedia elements and interactive links [1, 2, 3]. Electronic educational resource – an electronic educational resource that includes course content and media information presented in electronic form. Typically, e-learning resources are elements and resources whose selection is determined by the learning objectives [4]. E-learning resources provide broad access to media information provided in electronic form during distance learning, and e-learning resources represent elements and resources whose selection serves to achieve educational goals. An electronic library is an information system that provides storage and effective use of various collections of electronic documents through global information networks. An electronic library is a collection of various electronic documents equipped with navigation and search tools. In the process of distance learning, basic and additional educational materials are used, and the role of the electronic library is important in creating the ability to store additional educational materials on the educational portal and provide them to students at any time [5].

MEDIA LIBRARY Media library - "Media" (from the Latin word media - environment - tool, environment) is not only hardware, but also an information carrier that is stored and distributed separately from additional devices, and in addition, it is the information itself [6].

The term "media library" is somewhat new; it first entered the pedagogical literature in education in 1991 under the names "media" and "media library". "Media" (Latin media - from the word "environment" - tool, intermediary) is not only hardware, but also an information carrier that is stored and distributed separately from additional devices, and in addition, the information itself [7].

In distance learning courses, the media library may include:
• multimedia materials for training;
• multimedia encyclopedias, dictionaries;
• interactive tutors;
• programs related to education and its development;
• collection of media objects (audio, video, multimedia sources, etc.);
• project kits and final multimedia presentations prepared by students.

Books form the basis of the media library. The basis of any media library is a collection of documents, including electronic copies of printed publications (books, periodicals), audio and video

materials, etc. This collection is intended for teachers and students and includes textbooks, study guides and materials, further reading, reference information, and more [8].

The definitions "Media center" and "Media library" also contain the idea of communication, since this structural unit, located in an educational institution, represents an integral information and educational environment in which new forms can appear in the organization of cognitive and communicative activities of students. participants in the educational process - search and research. At the same time, it is impossible to use the various resources provided by the media library without developing critical thinking skills, the ability of students to communicate with each other, etc. [9]

The electronic simulator is a means of individual training that allows you to enter text, automatically work with graphic objects, practice written and oral communication skills, and perform diagnostic and training functions. The diagnostic function helps to determine the knowledge, skills and abilities of the student, and the teaching function is manifested in the intensification of the tutor's work on mastering educational material or eliminating identified gaps [10].

Computer educational programs are software and methodological complexes, educational software, training and control programs, these tools are reflected in the scope of the subject, one or another technology for its study is implemented.

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