

**CREATING A CREATIVE LEARNING ENVIRONMENT USING DIGITAL
TECHNOLOGIES**

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Annotation: This article highlights the role of digital technologies in creating a creative learning environment. It analyzes ways to develop students' creative potential using modern digital tools, as well as the advantages of digital approaches in teachers' professional activities. The emergence of innovative technologies and digital education has brought revolutionary changes to the learning environment, creating new opportunities to foster students' creativity. From this perspective, understanding how to effectively use digital tools and methodologies to enhance creativity among students is essential. The article also examines the methodological foundations and effective tools for developing creativity.

Keywords: Digital technologies, creative environment, innovative education, creative thinking, digital tools, interactive methods, modern pedagogy.

Digital Technologies as an Integral Part of 21st Century Education

Digital technologies have become an inseparable component of the education system in the 21st century. Traditional teaching tools no longer fully meet the needs of modern learners. Therefore, the use of digital tools in the learning process serves not only to improve the quality of education but also to foster creative thinking.

Digital Learning Environment and Creativity

In a digital environment, students' interest in the learning material increases through interactive platforms, visualizations, simulations, and virtual laboratories. This enhances their independent thinking and creative approach.

Digital Tools for Creative Teaching

Educational platforms (Google Classroom, Moodle, Edmodo) – facilitate interactive communication between students and teachers.

Visual tools (Canva, Prezi, Powtoon) – allow creative expression of topics through presentations.

Digital testing and assessment systems (Quizizz, Kahoot, Mentimeter) – increase motivation by teaching through gamified experiences.

AI-assisted teaching – offers personalized textbooks and assignments tailored to individual student needs.

The Teacher's Role and Digital Competence

Educators working in a digital environment must continuously update their professional skills, master modern technologies, and adopt creative methods. By enriching their lessons with digital tools, they encourage students to think creatively.

Methods for Enhancing Creativity Through Digital Technologies

Presenting problem-based tasks using digital tools

Collaborative work through online projects

Exchanging ideas on virtual communication platforms

Using gamification and digital games

Increasing Learning Efficiency Through New Digital Technologies

The effectiveness of the learning process improves with the rise of differentiated and individualized approaches in classrooms. This enables comprehensive utilization of students' individual differences and consideration of their unique ways of assimilating educational material. Simultaneously, ongoing monitoring of assimilation should serve as a tool for regulating the sequence and content of future instruction. All of this boosts students' engagement and independence in learning.

Challenges in the Current Learning Process

A major drawback of the existing learning process is the delayed tracking of learning outcomes and the slow revision of educational content. Moreover, monitoring the implementation of educational programs is often intuitive and based primarily on final assessments. In contrast, digitalization of education allows for extensive use of precise statistical methods to analyze the learning process, enabling both teachers and students to objectively evaluate the effectiveness of their efforts.

Based on this data, targeted work can be carried out to develop the most effective teaching methods, ways of delivering new educational material, and strategies for its assimilation.

Universal Methodology for Teaching with Digital Technologies

A universal approach to teaching methodology using digital technologies involves programming the learning course into segments, followed by the introduction of control tasks. This allows for the integration of learning (which is artificially separated in traditional education), monitoring of understanding, reinforcement, and assimilation, and maximizes the benefits of differentiated and individualized instruction. It also enables real-time monitoring of material assimilation for content management and sequencing of future instruction.

Adaptive Impact of Digital Education

Another important aspect of digital education is its ability to influence learners in real time. If there is a discrepancy between the intended and achieved outcomes, immediate corrective action can be taken. Here, it is crucial to quickly obtain information about the accuracy of material comprehension through the student's active independent work, feedback mechanisms, and various integration methods.

The Role of Digital Technologies in Modern Education

Digital technologies have introduced new forms of education, new approaches to organizing it, new processes for developing students' knowledge, skills, and competencies, and new tools for evaluating educational effectiveness.

It is important to emphasize that the personal computer has become a third participant in the educational process. It offers the richest opportunities for data processing to other participants and requires a reconfiguration of the relationships between them.

Without developing methodological teaching tools available to every educator, it is impossible to fully utilize digital education. This can be achieved through the use of interactive learning programs and digital support for educational courses. The main task in developing such a teaching methodology is to define the scope of the educational system's capabilities, the place and role of digital sessions within it, and the process of solving specific problems in human-machine system operations.

It should also be noted that due to the integration of digital technologies into the education system, future teachers must possess modern computer software tools and be able to use computers in their future professional activities. This is especially relevant for future educators who will work not only with text but also with professional and audiovisual information. Therefore, considering digital education as a subject of study and one of its core components is essential for our research.

Digital education is a rapidly evolving tool for creating various types of learning activities. Thus, in the practical part of studying digital education, it is necessary to demonstrate its possibilities to students and show the prospects for its application in order to express and further develop imagination and creativity.

It is also important to note that professional software packages are not designed specifically for educational needs. Therefore, when developing the content of digital education and selecting tools for studying it, educational objectives must be clearly defined. Additionally, teaching should be based on previously acquired knowledge and skills from various disciplines. All of this allows students to see the real potential of computer tools and digital education, as creative working methods undoubtedly provide a solid foundation for computer-based art.

Consequently, teaching students in a digital education environment should be comprehensive, integrated with specialized academic subjects, and professionally oriented. The student must play the role of an active participant who creatively interacts with the digital environment provided to them. Moreover, active involvement in a computer-based learning process undoubtedly contributes to the individual development of the student's personal qualities, where revealing their existing creativity should be a key aspect of the educational process. At the same time, any computer-based educational technology should be viewed as a form of education that, taking into account the final results of student activity, provides a stable, goal-oriented, and effective learning process.

Conclusion

Creating a creative educational environment through digital technologies is one of the key responsibilities of the modern educator. This not only enhances the quality of education but also fosters independent thinking, creative approaches, and innovative thinking among students.

Thus, using digital education to develop creativity offers significant advantages due to its direct integration with self-directed learning. It enables effective achievement of the following goals: managing students' cognitive activity; and as the proportion of educational activities and classroom engagement increases, differentiated and individualized approaches can be implemented within both large and small group settings.

In the execution of creative and practical professional tasks, it becomes possible to quickly obtain information about the quality of learning and the manifestation of creativity. Most importantly, students' engagement with digital education allows them to transition smoothly from using computers as learning tools to using them as instruments of creativity. This supports the implementation of the components of the model we have developed.

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