DEVELOPING STUDENTS' CREATIVE COMPETENCES WITH THE HELP OF DIGITAL IMAGING MEDIA

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Abstract: This article discusses the use of digital tools in education to enhance students' creativity. It explores issues related to introducing new forms and methods of analysis into the educational process based on digital technology. The study defines the concept of creativity and provides examples of digital graphics programs, visual design platforms, and interactive tools.

The relevance of this topic is underscored by its relevance to regulatory and legal frameworks in the education sector in Uzbekistan, as well as previous statements made by the President regarding this issue. The article highlights the significance of innovative approaches to the current educational system.

Key words: digital figurative tools, creative competence, high education, digital pedagogy, creative activity, innovation education.

Today on the day digital technologies society all areas, including education to the system deep enter is going on. Higher education in front of not only educated, maybe creative thinker, digital in the environment effective activity yurita able to experts preparation task current become remains.

Uzbekistan Republic of "Education" "about" Law and supreme education to develop aimed at President decree and in their decisions digital technologies education to the process wide current innovation, pedagogical approaches application important task as The President Sh. M. Mirziyoyev's "New Uzbekistan strategy" education system digitalization, youth creative and intellectual potential develop priority from directions one that is emphasized.

This in terms of, numerically figurative tools using students creative competence develop. The issue of modern education requirements complete suitable comes and scientific and pedagogical the research demand will reach.

Creative competence person's new thinking, unusual ideas working exit, problems creative approach and innovative decisions acceptance to do abilities in the embodied integrative It is a quality. It is knowledge, practical habit, motivation and personal of virtues harmonious development based on is formed.

High education in the process creative competence develop students professional readiness and competitiveness increases.

Digital figurative to the tools graphic design programs, digital picture drawing platforms, 3D modeling, animation and visual content create tools This tools following pedagogical to opportunities has:

- visual thinking development;
- creative the process individualization;
- interactive and problematic assignments organization to grow;
- students independent and project based on activity support .

Digital figurative tools traditional figurative activity new to the stage take comes out and creative competence in formation effective factor to be service does.

Digital figurative tools based on creative competence develop process supreme education under the circumstances students creative potential step by step to form directed

complicated pedagogical system This is process digital technologies, visual activity and competency-based approach integral integration is based on.

1. Motivational- initial stage main purpose in students digital figurative to activity relatively interest and internal motivation from forming consists of. This in stages:

- digital figurative of tools professional and creative importance explained;
- visual content through problematic situations is created;
- students personal interests and needs is determined.

As a result in students creative to activity was positive attitude is formed.

2. Content-active stage creative competence develop process central part then students directly digital figurative to activity attraction This is stage the following own inside takes:

- digital graphics, design, animation and visual modeling according to knowledge and skills to occupy;
- project based on education and problematic assignments to do;
- interdisciplinary integration based on creative tasks solution to be this stage students new ideas working output, visual solutions create and independent decision acceptance to do skills develops.

3. Creative-practical in stages students own knowledge and skills independent creative in activity This in stages:

- individual and group digital projects working is issued;
- design thinking and creative problems solution to grow methods is used;
- students initiative and innovative approach is supported.

This stage creative competence stable to the formation service does.

4. Reflexive-evaluation stage creative competence development level determination and analysis to do It is directed in the direction of:

- students creative works criteria based on is evaluated;
- himself/ herself assessment and reflection organization is being done;
- achieved results analysis will be done and development prospects is determined.

This stage students own creative to the activity critical approach develops.

5. Resultative-integrative in stages digital figurative tools based on creative competence development final results The results are summarized. following indicators through manifestation will be:

- creative of thinking developed;
- digital figurative from tools effective use ability;
- professional in activity creative and innovative approach by hand to take.

General pedagogical conditions process efficiency provide for following pedagogical conditions important is:

- modern digital technologies with equipped education environment;
- teacher 's digital and creative competence has to be;
- students independent creative activity encouragement .

This process students digital literacy increase with together , their creative potential expands.

Digital figurative tools using students creative competence develop process

Stages	Stage content	Digital figurative tools	Pedagogical methods	Expected results
Motivational-primary	In students digital figurative to activity interest and creative	Digital presentations, visual platforms,	Problematic education, visual analysis,	Creative to activity positive relationship,

Stages	Stage content	Digital figurative tools	Pedagogical methods	Expected results
	need formation	video lessons	conversation	internal motivation
Content-active	Digital figurative to activity related theoretical knowledge and practical skills possession	Graphic design programs, digital picture drawing applications	Project based on education, interactive training	Digital literacy, creativity thinking skills
Creative-practical	Independent and group creative projects done increase	3D modeling, animation, design platforms	Design thinking, creative assignments	Unusual ideas creation, innovation approach
Reflexive-evaluation	Creative activity the results analysis to do and assessment	Electronic portfolios, online assessment tools	Reflection, self assessment	Critical thinking, self activity analysis to do
Resultative-integrative	Creative competence development level generalization	Digital project presentations	Competency assessment	Digital and creative competence formation

This table supreme education in institutions digital figurative tools based on creative competence develop process step by step organization to reach service does. In the table stages each other integral related is, students creative potential systematic accordingly to develop provides.

Conclusion. Conclusion as literally, digitally figurative tools using students creative competence develop supreme of education important from the duties is one. Digital technologies based on organization done figurative activity students creative thinking, independent decision acceptance to do and innovative to activity readiness increases.

Recommendations:

- supreme in education digital figurative to the tools based science and modules wide current to grow;
- of educators digital and creative competence increase;
- students creative projects in evaluation competency-based approach application

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