THE ROLE OF DIGITAL TECHNOLOGIES IN DEVELOPING STUDENTS' CREATIVE AND TECHNICAL SKILLS

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Abstract: This article examines the role of digital technologies in the development of students' creative and technical skills. The study focuses on innovative approaches to integrating digital tools, virtual projects, and interactive multimedia in art and technical drawing lessons. The aim is to enhance students' independent creative activity, improve technical competence, and stimulate problem-solving and visual thinking skills through the use of modern educational technologies.

Keywords: Digital technologies, creative skills, technical skills, interactive tools, virtual projects, educational methods, student development

Art and technical drawing lessons play a key role in developing students' visual thinking, aesthetic perception, and technical abilities. In modern education, the use of **digital technologies** has become an essential pedagogical tool for enhancing both creative and technical competencies.

Digital tools, virtual projects, and interactive multimedia allow students to create drawings, analyze color and shape harmony, and apply principles of composition. Moreover, these technologies promote independent creative work, encourage students to explore new solutions, and teach them to use contemporary tools effectively.

According to Shavdirov (2017), Shovdirov (2024), and Baymetov & Shovdirov (2023), the integration of digital technologies into art education significantly enhances students' creative potential, broadens visual thinking, and strengthens technical proficiency. Therefore, understanding and applying the role of digital technologies in developing creative and technical skills is a critical aspect of modern teaching methodology.

The use of digital technologies in art and technical drawing lessons plays a crucial role in developing students' creative and technical skills. Virtual projects, multimedia tools, interactive software, and 3D modeling enable students to create drawings, analyze color and shape harmony, and apply composition principles. At the same time, digital tools make lessons more engaging, stimulate independent creative activity, and teach students to utilize modern technologies effectively.

One of the most effective methods is **virtual projects and 3D modeling**. Students use software such as AutoCAD, SketchUp, and Adobe Illustrator to design projects,

identify errors, and test color-shape combinations. According to Shavdirov (2017), virtual projects allow students to experiment with different design and composition options, enhance problem-solving abilities, and improve creative decision-making. This method also promotes project-based thinking and technical proficiency among students.

Another significant method is **interactive multimedia lessons**. Slideshows, video tutorials, animations, and interactive modules help students visually understand complex concepts. Shovdirov (2024) notes that interactive lessons encourage students to complete tasks, perform experiments, and analyze results, fostering critical thinking and creativity. For instance, demonstrating color combinations, shape harmony, and perspective principles interactively engages students and enhances their attention during lessons.

Project-based learning combined with digital tools further enhances students' creative potential. Baymetov & Shovdirov (2023) emphasize that students work on individual or group projects, analyze them using digital tools, and evaluate the final results. This process develops problem-solving skills, decision-making, and self-assessment abilities. Group projects also foster communication and collaboration, as students review each other's work and incorporate new ideas.

Differentiated approaches are effectively applied through digital technologies as well. Each student receives tasks that match their skill level. Beginners create simple drawings and color schemes, while advanced students work on complex compositions, abstract designs, or 3D models. This approach develops individual abilities and encourages independent creative decision-making.

Digital tools also simplify the assessment process. Teachers can quickly analyze students' work using software, identify mistakes, and provide feedback. At the same time, students review their work, check color-shape harmony, and explore ways to improve their projects. This process enhances self-assessment and critical thinking skills.

Additionally, digital and interactive methods foster creativity, problem-solving skills, and effective technology use. Virtual labs, animations, and interactive exercises actively engage students in lessons, provide hands-on learning experiences, and develop drawing skills more deeply.

Through digital tools, students manage the drawing process interactively, test various solutions, and select the most optimal one. This approach teaches creative and technical decision-making and develops project-based and design thinking skills. At the same time, modern digital methods make lessons engaging and effective, capture students' attention, and promote independent creative activity.

As a result, the use of digital technologies in art and technical drawing lessons is an innovative and effective method for developing students' creative and technical skills. These methods enhance technical proficiency, stimulate creativity, and prepare students for future professional and artistic endeavors.

The integration of digital technologies in art and technical drawing lessons significantly enhances students' creative and technical skills. Virtual projects, multimedia tools, animations, and 3D modeling allow students to create complex drawings, analyze color and shape harmony, and apply composition principles effectively.

Digital and interactive methods stimulate independent creative work, encourage problem-solving, and teach students to utilize modern technologies efficiently. At the same time, these innovative approaches make lessons engaging, improve students' attention, and fully develop their creative potential.

In conclusion, applying digital technologies in art education not only enhances technical proficiency and creative abilities but also prepares students for future professional and artistic activities, modernizing and innovating the learning process.

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