



Tools For Developing Students' Aesthetic Taste In The Subject "Informatics" Of A General Secondary School

OPEN ACCESS

SUBMITTED 25 July 2025

ACCEPTED 21 August 2025

PUBLISHED 23 September 2025

VOLUME Vol.05 Issue09 2025

COPYRIGHT

© 2025 Original content from this work may be used under the terms of the creative commons attributes 4.0 License.

Tayirova Muhabbat Atakhanovna

Senior Researcher at the National Institute of Education and Pedagogy
named after Qori Niyazi, Uzbekistan

Abstract: The article discusses the concept of aesthetic taste of students, its importance in education and upbringing, and the possibilities of developing aesthetic taste in computer science. The role of aesthetic education in computer science, the issues of directing students to aesthetic thinking through graphics, design, multimedia tools, programming environments, and web technologies are analyzed. Also, the methodological approaches of the teacher in the formation of aesthetic taste in students, the effectiveness of innovative pedagogical technologies, and the importance of practical exercises are shown.

Keywords: Aesthetic taste, computer science, aesthetic education, multimedia tools, design, web technology, pedagogical methodology, creativity.

Introduction: In today's globalization process, the education system is faced with one of the urgent tasks not only to provide students with theoretical and practical knowledge, but also to form their aesthetic worldview. This requirement arises from the need to improve the quality of education and ensure the comprehensive development of the individual. After all, the aesthetic education of a person is of immense importance in his comprehensive development, enhancing his creative abilities and ensuring his active integration into the life of society. Through aesthetic education, a student can not only feel beauty, but also strive to create it, to implement new ideas with a creative approach. Thus, aesthetic taste serves as an important tool in the personal and creative growth of a

student.

Although the concept of aesthetic taste has been interpreted differently in pedagogy, philosophy, and art history, in a general sense it is interpreted as a person's ability to perceive, evaluate, and consciously respond to beauty. This ability allows a student not only to appreciate works of art or the beauties of nature, but also to enrich his inner world and develop creative thinking through them. At the same time, aesthetic taste shapes not only issues related to art, but also aesthetic views in everyday life, that is, it also affects aspects such as dressing, interior design, and perception of the visual environment.

In addition, with the introduction of computer science and modern technologies into the educational process, the opportunities for developing aesthetic taste are expanding. Platforms such as multimedia tools, programming, web design, 3D modeling allow students to test their creative potential in practice, implement visual ideas and actively participate in the process of creating beauty. In this way, computer science is gaining importance not only as a subject that provides technical knowledge, but also as a means of developing aesthetic and creative vision.

The formation of aesthetic taste in computer science is of particular scientific and practical importance. Because computer science is not only about algorithms and programming, but also requires an aesthetic approach to graphic design, visual communication, multimedia technologies, web design and the creation of interactive environments. For example, aesthetic taste is significantly developed in the processes of students creating web pages, preparing multimedia presentations, using graphic programs, and developing educational animations. In this process, color harmony, compatibility of form and content, the location of text and graphic elements, and compliance with design rules serve to form aesthetic perception and taste in students.

In addition, aesthetic taste is inextricably linked to the development of information culture in computer science. That is, the student learns not only to use technology, but also to use it purposefully, spiritually and aesthetically. This serves as an important foundation for his future professional activities, creative abilities and personal culture.

Aesthetic taste encompasses the following aspects:

- beauty – the student perceives and appreciates harmony in reality;
- Evaluation criteria – can distinguish between aesthetically acceptable or disproportionate elements;
- Creativity is the pursuit of creating an elegant

and artistic product.

Developing aesthetic taste in computer science allows students to combine technological knowledge with beauty and elegance.

Tools for developing aesthetic taste in computer science

1. Multimedia tools

Multimedia tools have great potential for developing students' understanding of color harmony, shape proportion, and graphic design principles. Using graphic editors (Adobe Photoshop, CorelDraw, Canva) and animation programs (Scratch, Animaker), students are taught to create aesthetically beautiful products.

2. Programming environments

Games and animations created in environments such as Scratch, App Inventor, and Kodu Game Lab are effective tools for developing aesthetic taste, as in this process, students not only consider algorithmic thinking, but also the harmony of color, movement, and sound.

3. Web design and presentation tools

When creating web pages, it is necessary to apply the principles of color palette, font harmony and minimalism. Platforms such as WordPress, Wix, Google Sites provide a convenient opportunity to form aesthetic views. Also, in presentations prepared using PowerPoint, Prezi and Google Slides, the compliance of visual communication with aesthetic requirements is of great importance.

4. 3D modeling and interactive technologies

Creating 3D models using Blender and Tinkercad programs develops spatial thinking and aesthetic perception in students. Also, the use of virtual reality (VR) and augmented reality (AR) technologies further deepens the process of students' perception of beauty.

this way, computer science becomes important not only as a subject that provides technical knowledge, but also as a means of developing students' aesthetic and creative vision. This enriches the student's creative thinking, expands their aesthetic vision, and contributes to their successful integration into modern society.

By developing aesthetic taste in computer science, students will acquire the following skills:

- application of visual design principles;
- beauty with technological products;
- demonstrating creative thinking and aesthetic views in practical activities.

CONCLUSION

In conclusion, aesthetic taste plays an important role in the spiritual, creative and intellectual development of a person. The formation of aesthetic taste is closely related to a person's attitude to the environment, his

sense of art and beauty. Today, the rapid development of information and communication technologies, in particular, the widespread application of computer science in the educational process, creates new opportunities for the development of aesthetic taste in students.

In computer science, the development of aesthetic taste is carried out through a number of tools. In particular, multimedia tools allow students to learn complex concepts in a sensitive and interesting way using visual and audio materials. Programming, while developing logical thinking, forms aesthetic views in students by creating colorful graphic elements and interactive interfaces. Through web design and interactive projects, students not only gain technical knowledge, but also learn the aesthetics of color, shape, composition, and user interaction. At the same time, 3D modeling and animation tools allow students to create and aesthetically perfect three-dimensional objects, which further develops their creative potential.

REFERENCES

1. M. A.Tayirova . Theoretical and practical significance of using multimedia technologies in teaching computer science. / Public Education". Scientific and methodological journal of the Ministry of Public Education of the Republic of Uzbekistan . Issue 4, 2023 (July-August) p. 67-75.
2. M. A.Tayirova . Pedagogical and practical technologies for developing students' skills in working with multimedia tools. / Public Education. Scientific and methodological journal of the Ministry of Public Education of the Republic of Uzbekistan. Issue 6, 2022 (November-December) pp. 105-109.
3. M. A. Tayirova . Multimedia technologies in the context of educational informatization role and importance/ International Scientific and Practical Conference: "The role of science and innovation in the modern world" London, United Kingdom 28.02.2023. 111-117 pages
4. Abdullaeva M. (2021). Methods of forming aesthetic taste in modern education. Tashkent: Ilm Ziyo.