

ON THE USE OF THE "DUBBING" METHOD IN EDUCATION

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Annotation: This article discusses one of the modern educational requirements, which is the effective application of modern technologies in the educational process and the organization of education based on innovative technologies. It focuses on the "dubbing" method, which aims to enhance learners' creative, critical thinking, and communication skills.

Keywords: education, information technology, dubbing, educational goals, creativity, critical thinking, 3D animations, video, voiceover, film, education quality, competence

Аннотация: В данной статье содержатся комментарии по эффективному применению современных технологий в образовательном процессе, что является одним из требований современного образования, и организации образования на основе инновационных технологий.

Ключевые слова: образование, информационные технологии, дубляж, образовательная цель, креатив, критическое мышление, 3D-анимация, видео, голос, фильм, качество образования, компетентность.

Abstract: This article contains comments on the effective application of modern technologies to the educational process, which is one of the requirements of modern education, and the organization of education based on innovative technologies.

Key words: education, information technology, dubbing, educational goal, creative, critical thinking, 3D animations, video, voice, film, quality of education, competence

In today's era of information globalization, finding methods and tools to effectively manage and save the non-renewable "time resource" by accepting and processing relevant, useful, reliable, and fact-based information from massive data sources is one of the unresolved challenges. The 19th century is called the "age of technology," and it would not be an exaggeration to say that humanity has achieved technological advances in this era that were unmatched in any previous century. In this context, the integration, formation, and development of the educational process with innovative technologies hold significant importance, as they are considered the main factors behind the achievements and progress being made.

In order to improve the quality of education, various modern methods, approaches, and projects are being proposed, which directly provide an opportunity for individual attention to each learner. It has been recognized that there is a need to apply new methods in the educational process, which include innovative pedagogical technologies that have been tested in practice, can have a significant impact on personal development, and focus on making the most efficient use of every minute dedicated to education, in line with global standards.

In the context of the younger generation receiving an overwhelming amount of necessary and unnecessary information, ongoing research is being conducted by specialists in the field to shape their worldview and develop their communication skills. One effective method aimed at integrating technology into the educational process is the "Dubbing Project." Various foreign scholars have conducted research and experiments on its implementation in education.

Specifically, Jack Burston (Cyprus University of Technology) in "Video Dubbing Projects in the Foreign Language Curriculum," Yen Tran Thi Hai in "Using Movie Dubbing to Improve Natural English Pronunciation Skills" (English Teaching Forum), and Paula Buil Beltrán in "Exploring the Impact of Didactic Dubbing on Speaking Skills and Motivation in English for Specific Purposes Settings" (University of Zaragoza) have provided valuable insights on the practical value and significance of dubbing projects in the educational process [4].

The concept of "Dubbing," which can contribute to the development of a learner's creativity, linguistic literacy, and cognitive competencies, has been explained through various analyses and sources:

Dubbing (French: *doublage*), or film dubbing, is the creation of a new soundtrack by translating a film from one language to another. The translation of dialogues must be accurate in meaning and match the movements of the characters' lips. A creative team consisting of the translator or new text author, editor, director, actor, sound operator, and text placer carries out the work. First, the translator must carefully watch the film to understand how the monologues and dialogues are pronounced in different situations and contexts. After the translation, the editor compares each word with the actor's pronunciation and edits accordingly. During the dialogue, the lip movements must match the words being spoken. The director selects actors based on how well their voices match the film's characters. Finally, various sounds (such as cars, airplanes, wind, sea waves, animal sounds, etc.) are added to the actor's voice. Music and natural sounds are typically taken from the original film, though sometimes new versions are created. At "Uzbekfilm," 70-80 films are dubbed annually. R. Ahmedova, O. Yunusov, T. Tojiyev, O. Bakirova, D. Ismoilova, M. Rahimova, Y. Ahmedov, A. Rafiqov, and others have made significant contributions to the art of dubbing. [5].

Dubbing is derived from the word "dubl," meaning it should exactly match the original. If, at any point, the voice tone, the character of the actors, or the lip movements do not align, it violates the rules of dubbing.

It refers to the creation of a new soundtrack by translating a voiced film from one language to another, adjusting the translation of the dialogues to match the mouth movements of the film's characters.

Dubbing plays a significant role in the distribution of films among the public.

(From a newspaper) [6].

In some cases, if the words are longer compared to the on-screen situation, the dubber must say the words more quickly.

G. Salomov, Introduction to Translation Theory [7].

This "dubbing" (also called "dublyaj") is a voice-over technique that involves changing the speech of a film into another language. The goal is to replace the original voice content with speech in a new language that matches it. During the dubbing process, the original speech soundtrack is completely updated, so that the duration of phrases and, if possible, the actors' articulation match the new text. The shortened dubbing technique, where the beginning and ending of phrases match but there is no exact synchronization of the text, is called "lipsync." [8].

The term "dubbing" generally refers to replacing the voices of actors with those of other performers who read the dialogue in their own language, usually different from the original dialogue, for international audiences.

If the voice is created from scratch for animations, the term "original voice" is used, as this media is often only partially completed before the voice is added. Voice work remains a part of the creation process, so it is considered an official voice.

History of Dubbing in Cinema. The origin of film dubbing is linked to the advent of synchronized sound in the early 1930s. Initially, filmmakers re-shot scenes with actors speaking in different languages, a method that was expensive and time-consuming. With the development of technology, rewriting the actors' voices in the target language became the norm. This change allowed films to be easily adapted into multiple languages, providing French, German, and

Spanish-speaking audiences the opportunity to watch these works. Later, advancements in voice-over and sound effects methods behind the scenes enhanced the viewing experience.

The First Attempts at Dubbing. The first dubbing attempt was the 1930 German film *Der Blaue Engel* (The Blue Angel), which was dubbed simultaneously in English, French, and German. This innovative approach demonstrated the possibility of replacing original voices with those of actors and highlighted the important role of synchronizing with lip movements and sound effects. This dubbing became an integral part of global film commerce. Today, there are various artificial intelligence-based programs for dubbing. In particular, Yepic offers the best AI dubbing software due to its highly realistic AI voices and regional variations. Yepic has made a breakthrough in the dubbing field through its support of modern speech-to-text technologies and voice synthesis.

Thus, dubbing has come a long way, and today, there are modern programs available that help carry out dubbing effectively. The integration of dubbing into education creates a modern learning environment, as it is natural for today's younger generation to find traditional classroom lessons boring while being offered a variety of internet resources. The significant aspects of applying this method are as follows:

It develops the learner's visual worldview.

It strengthens the learner's long-term memory.

It enhances the learner's creativity and problem-solving abilities.

It helps form the learner's skills and abilities to solve problematic situations.

The dubbing method can be implemented within the integration of all subjects and fields. For example:

Biology (such as reinforcing the topic through the learners' voiceover of videos related to cell activity, where the process depicted in the video is explained). Anatomy (such as reinforcing the explanation of human body parts through voiceovers of videos about their structure). Physics (such as reinforcing the laws of physics by having learners provide voiceovers for videos that explain these laws). Language learning (for example, in learning English, a video related to a specific subject is played, and learners memorize new vocabulary by providing voiceovers for the video). Journalism (for instance, when a video about nature is shown, learners must describe the visuals in the video using beautiful language, which enhances their vocabulary and improvisational skills). Medicine (for example, in nursing, reinforcing medical knowledge by having learners provide voiceovers for videos or 3D animations depicting the process of treating patients). This method can be applied in various fields to enhance learning and understanding.[9].

Overall, by providing voiceovers for videos that include 3D animations and meet the demands of modern trends in any field or subject, the use of the "Dubbing" method in the educational process yields effective results. Therefore, it is necessary to create a database of information consisting of videos and 3D animations in each subject or field, which will serve as a guide for both educators and learners to study the subject thoroughly, develop creative and critical thinking, and enhance linguistic competencies. Dubbing can be viewed as "another effective teaching tool" in pedagogy.

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