

**METHODS FOR DEVELOPING STUDENTS' METAPROFESSIONAL COMPETENCE
BASED ON DIGITAL TECHNOLOGIES.**

Mekhriniso Izatovna Bakayeva
Asia International University

Abstract: This article discusses methods for developing students' metaprofessional competence using digital technologies. The article provides practical recommendations for improving teachers' digital pedagogical approaches and competency-based teaching methods, as well as opportunities for forming metaskills in students through the use of digital educational platforms, virtual laboratories, interactive simulations, and artificial intelligence-based learning systems.

Keywords: digital technologies, metaprofessional competence, digital education, innovative methods, student activity.

Today, the process of digital transformation is fundamentally changing all spheres of society, including the education system. At a time when digital technologies have become an integral part of the educational process, students are required not only to have professional knowledge, but also meta-professional - that is, creative, communicative, analytical and digital skills necessary for any activity.

Metaprofessional competence is the ability of a person to successfully operate outside their professional field. Digital technologies are an important factor in the development of this capacity, enabling students to learn independently, solve problems, collaborate in teams, and think innovatively. The aim of this study is to analyze effective methods for developing students' metaprofessional competence based on digital technologies and develop practical recommendations.

The essence of metaprofessional competence: metaprofessional competence is a set of universal skills that allow a person to function effectively beyond professional boundaries. It includes the following components:

- Creative thinking - the ability to develop new approaches and innovative ideas; Critical analysis - the ability to analyze, evaluate and draw conclusions from information; Communicativeness - the ability to communicate effectively in various digital environments;
- Self-management and reflection - the ability to analyze and improve one's own learning process;
- Digital literacy - the safe and purposeful use of information technologies.

What is digital technology? **Digital technologies** are **electronic systems** and **resources** that help us **learn, communicate, play** and more. Examples of digital technologies include: computers, smartphones, smart TVs, online games, video on demand websites, traffic lights and pedestrian crossings, automatic doors.

The role of digital technologies. Digital technologies create the following opportunities for students: Quick access to information: systems based on the Internet and artificial intelligence expand the sources of knowledge;

- Collaborative environment: teamwork skills are developed through cloud platforms (Google Workspace, Microsoft Teams);
- Independent learning: online learning systems (Moodle, Coursera, EdX) strengthen students' self-management competencies;

- Innovative environment: opportunities for experimentation and practical experiences are created through virtual laboratories, simulators, and AR/VR technologies.

Digital technologies enhance productivity, communication, and access to information across various sectors, including business, education, and healthcare. Their roles include automating tasks, creating new business models, providing new learning methods, and facilitating global connectivity. They are also crucial for solving global challenges, managing resources, and driving economic growth, while simultaneously raising concerns about data privacy and misinformation.

In education

- **Enhanced learning:** Provide new teaching and learning models, enabling remote access to education and resources.
- **Administrative support:** Help educators with tasks like planning and documenting student progress through tools like digital portfolios.
- **Information access:** Give students and educators easy access to a wealth of information and knowledge.

Digital technology-based methods

- 1) Project-based learning – students work on digital projects that solve real-life problems;
- 2) Gamification – increasing motivation through game elements;
- 3) Virtual labs – safe and interactive experimental environments;
- 4) Online collaboration – completing team assignments on digital platforms;
- 5) Digital reflection tools – self-analysis through e-portfolios, blogs or online diaries.

Implementation conditions. The following factors are important for the effective development of metaprofessional competence based on digital technologies:

- Increasing the digital pedagogical competence of teachers;
- Responsible use of artificial intelligence tools;
- Formation of concepts of digital culture and information security in students;
- Development of digital infrastructure in educational institutions.

Digital technologies are emerging as a powerful factor in the development of students' metaprofessional competence. Through them, students acquire the skills of independent thinking, creative approach, teamwork, self-management and reflection. Therefore, the methodologically correct integration of digital technologies into the educational process is one of the priorities of modern education.

REFERENCES:

1. Turaeva N. "Digital education system and innovative pedagogy", Tashkent: Uzbekistan, 2023.
2. Karimov B. "Theory of metaprofessional competence development", Journal of Pedagogy of Uzbekistan, No. 4, 2022.
3. OECD (2022). Digital Competence Framework for Educators.
4. UNESCO (2021). Digital Learning and Skills Development.
5. Anderson T. (2020). E-Learning in the Digital Era. Routledge.
6. Khaydarov U. "Ways to improve the efficiency of education in the context of digital transformation", Education and Innovation, 2024.