

THE IMPORTANCE OF THE STEAM APPROACH IN FINE ARTS EDUCATION

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Annotation: This in the article figurative art STEAM (Science, Technology, Engineering, Arts, Mathematics) approach in education theoretical and practical basics analysis STEAM education through students creative thinking, problems solution to grow skills, aesthetics taste and interdisciplinary to integration based competencies develop opportunities illuminated. Also, pictorial art STEAM technologies in their lessons of application advantages, pedagogical conditions and practical recommendations statement **Keywords:** figurative art, STEAM education, integration, innovation education, creativity, competence, interdisciplinary approach, pedagogical technology, design, visual Thought.

ВАЖНОСТЬ ПОДХОДА STEAM В ИЗОБРАЗИТЕЛЬНОМ ИСКУССТВЕ

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Аннотация: В данной статье анализируются теоретические и практические основы STEAM-образования как подхода к образованию в области изобразительного искусства (наука, технологии, инженерия, искусство, математика), а также освещаются возможности развития творческого мышления учащихся, решения проблем, формирования эстетического вкуса и междисциплинарного подхода к интеграции компетенций. Также рассматриваются преимущества применения STEAM-технологий в изобразительном искусстве на уроках, педагогические условия и практические рекомендации.

Ключевые слова: изобразительное искусство, STEAM-образование, интеграция, инновационное образование, креативность, компетентность, междисциплинарный подход, педагогические технологии, дизайн, визуальное мышление.

Introduction

Today globalization and digital transformation under the circumstances education system in front of 21st century in students skills to form, their creative and critical thinking develop and interdisciplinary integration provide such as important tasks This point of view is being put in terms of STEAM (Science, Technology, Engineering, Arts, Mathematics) approach modern of education the most effective from models one as confession is being done. This approach natural and technician sciences art with harmonization through theoretical knowledge practical activity with to connect, students creative potential to the surface release and real life to problems innovative solution find skills to develop service does¹. Descriptive art STEAM approach in education application students aesthetic taste, visual thinking, design culture and creative competencies in development important importance profession Especially the graphics design, composition, color theory and modeling such as topics mathematics, technology and engineering elements with integration of lessons efficiency increases. Therefore figurative art science modern pedagogical technologies based on organization STEAM approach in education scientific and methodological the basics research to grow current from issues one is considered.

References analysis and methodology

Descriptive art education modern pedagogical approaches based on improvement issue local and foreign of scientists scientific in research wide highlighted. Especially STEAM education interdisciplinary integration to ensure that students creative and critical thinking competencies develop and theoretical knowledge practical activity with to harmonize service doer effective as a pedagogical model confession SF Abdirasilov her own " Descriptive art teaching methodology " in his work figurative art of teaching didactic principles , aesthetics upbringing formation and students artistic his/her thinking develop issues scientific based on given by². R. Hasanov is in schools figurative art science teaching methodology improvement, practical training effective organization to grow and modern teaching methods application according to scientific recommendations working released³.

Last in years figurative art in education innovative and digital technologies application especially on the issue attention In particular, M. Kholikov modern figurative in art innovative technologies and digital of tools creative process and education efficiency in progress importance analysis Also⁴, Yusupova OA and Mahmudov AO illustration of art development stages analysis would do so, today on the day computer graphics, digital art and innovative pedagogical technologies

¹ Yakman, G. (2008). *STEAM Education: An Overview of Creating a Model of Integrative Education*. Virginia Polytechnic Institute oath State University, USA.

² Abdirasilov SF *Illustrated art teaching methodology*. – Tashkent, 2012.

³ Hasanov R. *At school figurative art teaching methodology*. – Tashkent: Science, 2004.

⁴ Kholikov M. *Modern figurative in art innovative technologies*. – Andijan, 2022.

figurative art education inseparable to the part around going They emphasize⁵. This in research analytical, comparative, pedagogical observation and scientific generalization from methods used. Analytical method STEAM education through theoretical basics and figurative art to science related scientific sources studied. Comparative analysis using traditional and STEAM approaches mutual compared. Pedagogical observation method through figurative art STEAM elements in their classes of application students creative activity, visual thinking and interdisciplinary competencies to develop impact evaluated. Obtained results scientific generalization based on analysis done, relevant conclusions working

Discussion and results

Research during figurative art STEAM approach in education of application pedagogical opportunities analysis was done. Studied scientific sources and modern education experiences this shows that the STEAM approach students not only artistic creativity, but logical thinking, problems solution to grow ability and interdisciplinary to develop their competencies as well service does. Art natural science, technology, engineering and mathematics with integration as a result students theoretical knowledge practical in activity application to the possibility has Discussions as a result as it turns out, figurative art STEAM elements in their lessons use composition creation, color science, graphics design, layout preparation and three dimensional modeling such as practical of training efficiency increases. Such training students creative activity strengthens, in the team work, communication to do and project activity organization to grow skills develops. With this together, digital technologies and graphic programs application students visual his/her thinking positive for development impact shows⁶.

Analyses also showed that the STEAM approach effective current to grow for of educators digital competencies development, education institutions modern technician tools with provide and interdisciplinary to integration based methodical supply improvement necessary. This conditions when done figurative art lessons students for further interesting, meaningful and effective will be. Obtained results based on to say maybe the STEAM approach figurative art education quality to improve students' knowledge of the 21st century skills formation and their creative potential development effective from the means one This is approach general middle education schools to practice wide current to grow of education innovative to develop service

Conclusion

The study results this showed that the STEAM approach figurative art education modern requirements based on organization of reaching effective pedagogical from the means one is considered. This approach interdisciplinary integration provide through

⁵ Yusupova OA, Mahmudov AO *Stages of Development of Fine Art. Galaxy International Journal of Interdisciplinary Research*, Vol. 14, Issue 5, 2026.

⁶ Yusupova OA, Mahmudov AO *Stages of Development of Fine Art. Galaxy International Journal of Interdisciplinary Research*, Vol. 14, Issue 5, 2026.

students creative thinking, aesthetics tastes, problems solution to criticize, to criticize thinking and practical activity skills to develop service does. Descriptive art in their classes science, technology, engineering and mathematics elements art with harmonization students theoretical knowledge practice with tie opportunity expands. Also, the research STEAM approach throughout application students visual his/her thinking development, project to the activity interest increase and modern digital from technologies effective use competencies to form positive impact to show This was determined. approach education to the process wide current to grow for of educators professional competencies development, lessons modern technician tools with provide and innovative methodologies to practice implementation to grow important importance profession Conclusion as figuratively speaking art from the STEAM approach in education use education quality improve students' 21st century skills competencies formation and their creative potential to come true in the release important pedagogical factor is considered.⁷

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