



CREATING DIGITAL CONTENT BASED ON QUEST AND FORESIGHT TECHNOLOGIES TO DEVELOP CREATIVE COMPETENCES OF FUTURE TEACHERS

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ABSTRACT

This article analyzes the issue of developing the creative competencies of future teachers through the creation of digital content based on quest and foresight technologies. The widespread introduction of digital technologies in the modern educational process is significantly changing the content of pedagogical activity and requiring new competencies from teachers. Therefore, the development of creative thinking, digital content creation skills and innovative approaches of future teachers is an urgent issue. The article also analyzes the pedagogical mechanisms of using these technologies in the process of creating digital content.

Entrance

Today, the rapid development of digital technologies in the education system has a significant impact on the content and form of pedagogical processes. The process of digitization requires teachers not only traditional knowledge and skills, but also digital competencies. At the same time, the development of a creative approach to the educational process and the formation of skills for creating digital content are becoming an urgent issue.

A modern teacher, along with effectively organizing the educational process, must be able to create interactive and interesting digital materials for students. This further increases the importance of creative competence in pedagogical activity. Creative competence represents the teacher's ability to develop new ideas, use innovative approaches, and effectively operate in a digital environment. In a digital educational environment, quest technology is considered an important pedagogical tool that ensures the active participation of students. In classes organized on the basis of this technology, students have the opportunity to solve problem situations, conduct independent research, and participate in collective activities. Quest technology makes the process of creating digital content more interactive and interesting.

Foresight technology is an approach based on forecasting the future and strategic planning, which serves to develop the analytical and prospective thinking of future teachers. With the help of this technology, students analyze changes in the education system, imagine future pedagogical processes, and develop innovative ideas for creating digital educational content. Digital content creation is an important component of today's education system.

Electronic textbooks, interactive presentations, video lessons, and online educational materials serve to increase the effectiveness of education. Therefore, developing digital content creation skills in future teachers is one of the important tasks. The integration of quest and foresight technologies makes the process of creating digital content more effective. While quest technology involves students in active research and practical activities, foresight technology directs them to analyze the future and develop innovative approaches. The combination of these two technologies serves to comprehensively develop the creative and digital competencies of future teachers.

Main part

Currently, the process of digitization in the education system is developing rapidly. The widespread introduction of information and communication technologies is changing the content of pedagogical processes and requiring new approaches to the organization of education. At the same time, a modern teacher is expected not only to master traditional knowledge, but also to have the skills to work effectively in a digital environment, think creatively, and create digital content. This makes the issue of developing creative competencies of future teachers relevant.

Creative competence represents the ability of a teacher to develop new ideas, take an unusual approach to problems, and use innovative methods in the educational process. In a digital educational environment, this competence becomes even more important, because the teacher not only teaches lessons, but also creates educational materials based on various digital resources, adapts them, and presents them in an interactive form for students. Therefore, one of the important tasks is to form the skills of creating digital content in future teachers. Creating digital content is one of the main factors that increase the effectiveness of the educational process. Educational materials created through electronic presentations, interactive tests, video lessons, and online platforms make the process of acquiring knowledge more interesting and effective for students. However, creating such content requires not only technical knowledge from the teacher, but also a creative approach. In this regard, quest and foresight technologies are considered important methodological tools.

Quest technology is an interactive method aimed at organizing the educational process on the basis of play and research. This technology encourages students to actively participate, solve problem situations and gain independent knowledge. In quest-based activities, students search for the necessary information by completing various tasks, analyze it and draw practical conclusions. This process serves to develop their creative thinking. Quest technology plays an important role in the process of creating digital content, as it allows you to develop interactive and interesting educational materials. For example, through electronic quest tasks, virtual searches or online problem situations, students learn to work actively on digital platforms. This approach develops not only their knowledge, but also digital competencies. At the same time, students also acquire skills in teamwork, communication and information analysis.

Foresight technology is an innovative approach based on the analysis of the future and strategic planning. This technology allows future teachers to understand changes in the education system, forecast future pedagogical processes and develop new ideas. Through the foresight approach, students not only analyze the current situation, but also imagine future

educational models. Foresight technology is important in the process of creating digital content, as it allows educators to plan innovative ideas in advance. For example, by analyzing topics such as “Future digital educational model” or “Artificial intelligence-based teaching system”, students develop creative ideas for creating new pedagogical content. This process also forms their analytical and strategic thinking.

The combined use of quest and foresight technologies makes the process of creating digital content more effective. While quest technology involves students in practical activities, foresight technology directs them to analyze the future and develop innovative approaches. The integration of these two technologies contributes to the comprehensive development of creative and digital competencies of future teachers. The digital learning environment creates broad opportunities for this process. The educational process, organized on the basis of electronic platforms, mobile applications, virtual laboratories and multimedia tools, attracts students to active learning. In such an environment, creating digital content based on quest tasks and foresight projects becomes more effective. Students develop their own creative products using various digital tools and use them in the educational process.

The mechanism for creating digital content based on quest and foresight technologies consists of several stages. In the first stage, students learn theoretical knowledge on the subject and get acquainted with digital educational tools. In the second stage, they carry out practical activities based on quest tasks and create various digital materials. In the third stage, future educational processes are analyzed and new content ideas are developed based on the foresight approach. This mechanism, along with developing students' creative thinking, also strengthens their independent work skills. This process also serves to increase the digital literacy of future teachers. As a result, they will be ready to conduct innovative pedagogical activities in accordance with the requirements of modern education.

However, there are also some difficulties in using quest and foresight technologies in the educational process. For example, the lack of sufficient technical conditions in all educational institutions or the lack of experience of some teachers in working with digital technologies is considered a problem. Therefore, it is important to develop a system of retraining and advanced training of teachers. Also, the insufficient development of methodological approaches in the process of creating digital content can cause some difficulties. Therefore, it is necessary to develop scientific and methodological research and develop innovative educational materials. Creating digital content based on quest and foresight technologies is important in developing the creative competencies of future teachers. This approach serves to make the educational process interactive, innovative and effective. As a result, the opportunity to train creatively thinking and competitive pedagogical personnel suitable for the modern digital educational environment will expand.

CONCLUSION

In the context of digitalization, developing the creative competencies of future teachers and directing them to create digital content is one of the important tasks of modern pedagogical education. Digital technologies are changing the content of the educational process and requiring new knowledge, skills and innovative approaches from teachers. In this regard, quest and foresight technologies are effective methods for improving the professional training of future teachers. Quest technology ensures the active participation of students in

the educational process, directs them to independent research and problem solving. This develops their creative thinking, teamwork skills and the ability to work in a digital environment. Foresight technology, on the other hand, allows for future analysis, strategic thinking and the development of innovative ideas. The combination of these two technologies makes the process of creating digital content more effective and meaningful. The results of the study also show that the use of quest and foresight technologies in the process of creating digital content serves to comprehensively develop the creative and digital competencies of future teachers. Students learn to work independently on the basis of electronic resources, multimedia tools and interactive platforms and are prepared for modern pedagogical activities.

In general, the systematic introduction of these technologies into the educational process will increase the professional potential of future teachers, forming them as specialists who think innovatively and can effectively operate in a digital environment. In the future, continuing scientific and methodological work in this direction will serve to further improve the quality of education.

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