Effects of Digital Technology on Young People Ideologicaly Immunity

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Abstract: *in this article the peculiarities of the modern age, in particular, the analysis of the relationship to their ideology. Also referred to as the age of internet and information technology to the effects of thinking about learning. In the article the impact of the virtual space of the mind and lifestyle of the problems of the modern age are studied at the same time, the essence of electronic culture, characteristics and development that appeared to age out the influence of the level of understanding of the approach is described. Immunity and the formation of the professional culture to the youth of this research, the effects of digitization the scale of effectiveness in determining the direction and about the importance of the word will go.*

Keywords: *digital technology, the age of ideology, spiritual and ethical education, ideology, globalization, the age of the internet, ideological immunity.*

Today, innovation for sustainable development of the basis of any state-of-the-art technology introduction wide. The introduction of digital technology along with the development of all sectors of society, he also has the effect of education system, but depends on the interaction of science, unique, and outline the basics of social development gave the development of progressive technologies. Now, in children and adolescents, too traditional, too, be an adult is to enjoy from modern technology. As it is known, traditional technologies such as television and the use of its content and the increase in the development of young people has a negative impact on health, although research has shown that smartphone, tablet, computer, digital technologies for the production of such as are becoming increasingly popular. Such technology would be useful and at the same time poses a risk to the health of young people can be. Apparently, such a technological device from the age of content, duration, frequency and the condition of their use in the moment to keep himself from the standpoint of the wrong use various pose a risk to health, in particular, the development problems of the musculoskeletal system problems, or physical inactivity, obesity, and sleep quality has been observed to cause his bad. This research is the use of digital technology as well as the importance of the ideology of youth problems that arise in the clinical review the information on them will. The healthy lifestyle of youth to accept the use of technological devices which is seen in the time, frequency and content to track them, as well as in enough physical activity, healthy eating habits, proper sleep cycle is important to ensure the development and nurturing of social existence, or the environment.

Digital technology can be considered an important element of the life of today's youth because they use it considering I spend most of the time. Ideological immunity and an increase in the use of

digital media in health status is associated with. Digital media and society in general through the use of particular health of the practitioner education strategy should promote health. The use of digital technologies this research of young people from physical, social, and aimed to evaluate the effects on the health of manners. This descriptive research conducted at the university of on primary health care centers. Through targeted selection of the research study consisting of 300 men, young people from the optional add on. Questionnaire and checklist was used as data collection tools. According to the results, students can teach the technology of the age related to the fact that there is a significant relation between physical and psychological health will determine. In addition, before the intervention of the mother and the negative and positive effects of technology and about technology in the next stage aware of the presence of a significant difference between the overall effects is determined. Therefore, you will university shows that the use of digital technology of the youth's physical, also shows the effects on mental health. The survey was conducted as a result of the use of the mother on the effects of digital technology on the health of young people aware of the increased [1].

The President of the Republic of Uzbekistan, 2019-3 years-may "on additional measures on enhancing the effectiveness of spiritual and educational work" in finance "in the country pays special attention to the systematic organization of spiritual and educational work has noted that. To increase the effectiveness of measures implemented in this area, the population, especially the youth, strengthening immunity and ideological outlook, intellectual potential, mind, mindset, outlook, boosting their patriotism and our country was in a spirit of love and loyalty for the set of bringing up the issue [2].

Also, in this decision "the decisive ideological struggle in the world occurred at a time of national and spiritual values of the youth threat to ignore, the effects of fb ideas to stay down, since there are still the way to penetrate condition of ignorance, crime and the fight against extremism, particularly among young people to carry out propaganda the word has stuck [3].

The formation of ideological immunity them with the same attitude in young people and their spiritual and ethical education associated with the implementation of goals, objectives, activities, digital technologies, providing established the need to work on [4].

It is noted that policy can come out from the age of ideological immunity educate in the spirit of patriotism, moral categories and concepts of the formation, through activation of the person aimed at the core of spiritual and ethical development "active citizens" who developed the program. The moral consciousness, and thinking about the position of the individual on the issues of moral and civil. Similarly, the age of civil, moral and legal culture in the formation of active life position their own and the actions of other people, the situation properly assess and contribute to the development of the ability to determine the best ethical choice.

A rapid boost the development of society, the change of the environmental situation of the downloads in the age and mental and physical skills to the growing conditions in the formation of maintaining health, adolescent health by means of their value for the development of manners arises the necessity of the storage formation. These health and the formation of healthy lifestyle, drug addiction (dependence) and similar actions will help prevent.

This at the present time the development of society, the transition to a market economy, to master the legal knowledge and professional activities for the organization of economic thought, and the very pressing issues of their business skills to develop a business plan. The development of social production in a rapid pace with them in a special seminar organized through the formation of strong ideological immunity age-the need to continuous improvement of the training process is carried out in the spiritual and ethical education requires.

The form designed for 18 hours according to the logic of the program of patriotism in the process, debates, tours, talks, quizzes, discussions, theme nights, military-focuses on the development and implementation of the patriots game.

"Active citizens" the main principles of the program:

➢ The principle of equal semantic integrity. General purpose coach and train interesting joint activities, critique human values of equality position of stuck. Adults and age in relation to the principle of leadership: "you are young, but the same with people. Respect you I am. We do business together under the slogan:".

➢ Continuous education in all educational stages of the effects of the principle of continuous and consistent;

➢ The relationship between the process of education and training, together with the principles of education conception (democratization, humanity);

➢ Adolescence and adolescence in the period of development of to take into account the young person to ensure a focused approach to nurturing, teaching subjects and the organization's willingness to self-organization principles (human activity, motivation, choice and decision of the problematic situation, cooperation, willingness, creativity and communication);

➢ The principle of development: the emergence of the education system, formation, maturity and stage of change in the way [5].

In the present day the effective use of digital technologies contributes both to the development of education. For example, the use of digital resources for secondary math and science learning on how you can increase the pace and depth of there is no credible evidence. Some aspects of literacy, in particular, also allowing you to write and understand the same can be said there is no evidence that order. Digital technology seems to be the main tool to improve basic literacy and computing skills, especially in the initial conditions. Another effect that is usually effective in increasing the measure of educational success, the event is similar to, but has other advantages in the use of digital education. Also, the level of the effect to achieve the educational outcomes of youth with the level of education the ability to effectively use digital tools and resources can be reduced. Read from the digital youth to increase success to achieve more effective use of digital tools and resources to determine how to use the educational outcomes of their approach and adaptation, as well as to be able to include knowledge and understanding about the technology. Education all of this applies. Formal and informal education activities at home and students at the university also possible to use digital technology, this is the time to learn them because someone has a positive effect has extended their reach. This, especially, it is very important for secondary young people.

The importance of the use of digital technology, many stuck researchs was conducted. For example, the USA by Lee sang min (2009) 15-16 young old actions and literacy in the school of standardized test points on how to use the computer that is associated with the analysis. Few hours a day from them was asked to use the computer from school work and other exercises. The results showed that yes, the computer is also in the work of the day from one hour to the school from other students used to reading lessons in class and the results of the test than the other groups significantly positive assessments of teacher behavior for the better. This socio-economic position detected in control of this other test points in the research have shown that it is the student of their prophecy[6].

Bian and Lo (2013) in the year 2009 program for international student assessment (PISS) information and readers at home and at school (even in the school, also the game) from using the information about how to use digital technology, the intensity of interaction between related appraisal gave. Young people were using digital tools and resources for literacy and check points. They use the following: a study of the activity of the game (individual or team to play online

games), cooperation and communication activities (e.g., online chat or by connecting with others in the forum discussions), information management and technical operations (for example, information search and download) and create knowledge to solve problems and activities (e.g., use a computer simulation to complete homework or do in school). Then read them on country-specific test points are compared. The authors studied 11 countries and 23 of them to master the language in the game is to identify issues related to the activities between positive and significant. Other important indicators of communication available and tend to be negative for will determine that [7].

Somex 2007 by scientists and others in the UK who use after entering Key stage 1 mathematics previous adopters savage than 1 month in stash 7-year-old girls and boys that they have to 4,75 percent growth rate will allow us to reach them highly proficient. Mathematical technique 2-stage stage (11 years) boys and girls with wide lessons for two years and taking the average high proper 2,5 months 5 months have gained additional success [8].

In addition, their own meta-analysis was moderated by la and others (2007) considered the effects of digital technology to the study of cognitive science survey issued 11. The average effect size of 0.38 and the average of them was generally showed positive effects. Con and MONRO (2007) digital learning for science students more interesting, real and pressing and determine that allocate more time for analysis and discussion from the experiment to the next [9].

Studying the details of piss and lo (2013) 21 from 23 countries readers learned of them in the general use of digital technology and science tests detect the presence of a significant positive correlation between the results. Active in 23 countries themselves, they also learned from the game and the intensity of use of 13 of them significantly sciences proved that there is a positive relation between the points. SOMEX and others (2007) except for the girl in primary school science all students at high levels, affects more when achieved more success, while causing additional monthly achievements passed from 7.5 to low boys [10].

This usually means the study of science and digital technology has a positive impact on the young. This education for students in the various stages of a number of studies on the evaluation of the results you can see.

Hug her and others (2012) multimedia tools of science to teach science in elementary school in TAIWAN studied the effects of the use of the course. Students from digital cameras to take pictures using the image obtained based on the story of produce, add subtitles and background create a digital story based on the film by presenting the story through the image to complete the project and was asked to make. According to the experiment results, the authors of this approach, besides the readers to learn the science motivation, their attitude to improve the ability to solve problems and determine educational achievement. In addition, the conversations, the analysis that the experimental group students in project-based educational activities are useful because of the thought that aspect enjoying digital story is located [11].

Sülün and Güven (2012) using the computer in teaching science and technology course for anybody like Turkish 13-14 of the periodic table, chemical bonding, and chemical reactions of substances such as the effects of the structure and characteristics to consider. The analysis of teaching the scientific and technological developments that they offer have aroused more interest in using the computer, and abstract concepts through modeling and simulation to conduct clarification of dangerous practices in the classroom could help. They trained with the method of teaching a group of students on the computer and test the average of the control group taught with traditional teaching methods detect the presence of a significant difference in success between points [12].

Digital technology educational secondary school in 2009 by us how the latest scientific evidence of the formation of the ability of governors of viewed. Evidence-based evidence and create a very

important basis for the study of test subjects has declared the age of 12-14 digital problem-based educational tools learned from the use of the effects. Students work in small groups and they will from them a grant to study the problem of the human associated with the project and was invited to present recommendations to spend. Experimental research phase of the project, which made using the online system to those individuals were used. Students are motivated to establish their own system and regulation of certain methods to with them on an individual basis to offer the opinions of the group members share the viewpoint of the formation of consensus and mutual group group function is being motivated to give specific tasks to sign [13].

Studies compared to the traditional approach, the digital learning and teaching process that produced the positive results of the study clearly for the results of digital education tools and resources included in the model when it is used in training and when it is evident that it is more likely to achieve it. This Higgins and others (2012) the conclusion of broad support: the effective implementation of digital tools and resources in this case, there is evidence of studying science on how you can help to reduce the gap. Digital literacy tools and resources to students in increasing their skills and calculation skills and about those who are in need of additional help on help, there is promising evidence. How to use digital tools and resources to effectively apply them additional skills and qualifications of the teacher or other students who are uncomfortable with the way in need of help to achieve positive results is very important. To eliminate discomfort and dissatisfaction related potential study of literature digital Becta (2007) review. Digital readers to apply the skills they learn and the confidence to increase interest in the study found evidence of time spent in informal education about [14].

Youth digital skills for the development of the study of cooperation in education and performance can be an effective tool. Higgins and others (2012) the impact on the study of meta-analysis shows that the use of digital collaboration technology (in pairs or small groups) usually through the interaction of peers is more effective than individual use of the surrounding learning and skills development [15]. Lou and the others in this meta-analysis (2001) is based on the conclusion of this work using digital tools and resources group of the the majority of studies have been conducted on the use that has an effect size larger than the individual to determine. Declared the age of 14-18 research and digital tools for research, independent study, which simulates the work environment gave me the opportunity to develop the skills of cooperation and interactive.

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