The Influence of Information Technologies on the Formation of Youth's Spiritual World View

Abdulhakimova Fotima Turdiqul qizi

Graduate student of Termiz State Pedagogical Institute

Abstract: *In this article, the role of information and information technologies in the formation of the spiritual outlook of young people is discussed. detailed information about the ways to avoid conflicting foreign ideas, as well as the positive aspects of information technology in the life of young people.*

Keywords: *spirituality, morality, technology, worldview, information, culture, analysis, synthesis, spiritual education, thinking.*

Introduction

Despite the rapid growth of modern technologies, sometimes people do not fully understand how to use them wisely. Most parents and teachers, who grew up in the era before computers and the Internet, think that if a child starts using the Internet, it will surely do more harm than good. At the heart of the act of distracting the child from the computer or the Internet, in fact, it was found that another problem is that adults are illiterate about this issue.[1] However, it would be appropriate if they first took a more serious approach to the issue of technological illiteracy and eliminated it. After all, it is not right to isolate the child from technology by avoiding the issue of illiteracy. In addition, another aspect worthy of attention is that children's attitude towards a cybernetic friend is formed based on the path taken by adults. Undoubtedly, the Internet provides great opportunities for obtaining knowledge and necessary information, but not all of the large amount of information posted on the network can be considered reliable and useful.[3] Users were required to have critical thinking skills to be able to clearly discern the accuracy of information . For this, it is necessary to explain to children that anyone can open their own page on the Internet, post any information on it, and no one can prevent them from doing so. In the process of directing children to use a wide range of sources, it is especially important to teach them to distinguish facts from opinions, to protect themselves from unconfirmed information.

Discussion and Results

It is known that a person's youth period is affected by different approaches to life events, hesitations, a clear position, lack of attitude. During this period, external factors, especially family, school, and society, which have a direct impact on youth, play a major role in determining the formation of young people's worldview and their future life path. The scholars of the East call this period "the period of madness". That is why, although a person is considered to be a conscious and the highest being, he does not always correctly perceive his place in social life, the meaning of life, and his responsibility for existence.[2] Man is a two-sided, contradictory, even highly polar being.

He is prone to divine and animal, high and low, free and submissive, rising and falling, pure love and selflessness, great evil and infinite negligence. In his heart, there is a constant struggle between two forces - good and evil aspects. In such a situation, not only a person, the social environment in which he lives, and the society itself cannot be free of struggles.[4]

Various ideological and ideological struggles have been observed in the history of mankind. In some of them, the forces of goodness, and in others, the spirit of destruction won. Especially as personal development develops, such struggles begin to peak. Such processes are also at the root of the current complex and turbulent landscape of the world.[5] The national idea, which embodies the unique mentality, outlook and values of the Uzbek people, is becoming our main means of vision, our source of salvation in such a situation. The national ideology implies reducing the negative characteristics of a person and turning him into the subject and object of fundamental reforms. For this, it is necessary to be involved in the process of democratic changes.[6]

As ideological struggles and disputes intensify, new types of it are becoming popular. One such manifestation is the "mass culture" that is spreading widely among our youth. By the present time, "mass culture" has begun to pose a serious threat to developed countries, and especially to national statehood in the process of development. While different scientists interpret the concept of "mass culture" in different ways, "mass culture" began to manifest itself in the 20th century with a negative impact on the classical culture created by mankind. Scientists interpret "popular culture" as a separate social factor and explain its origin, characteristics and principles of development.

One of the tools for capturing children's consciousness is the Internet on a computer, which is leading compared to other means. Today, computer technologies have a strong place in our lives, and the indicator of computer literacy is becoming a factor that determines the high level of a person in many cases. Now it is difficult to call an employee who does not know how to work with a computer a good specialist. If in the mid-90s of the last century, the most favorite activities of young people were listening to music and watching TV shows, now computers and the Internet have displaced the previous interests from the lives of the young generation. When talking about their interests and hobbies, 70 percent of today's youth mention sports, talking with friends, spiritual and cultural recreation, as well as their interest in computer technology and the Internet in the first place.[7] According to the results of the latest research conducted by Nielsen/Net Ratings, the number of young people connected to the world wide web is increasing hourly, not daily: in 2007 alone, a third of the young generation in Europe used the online system. In 2008, 10 million children used the world information network, now their number has already exceeded 13 million. This indicator is increasing day by day. The UK accounts for the largest proportion of young people - 4.5 million - who view their lives entirely online. They check their e-mail addresses every day, search for information on various sites and communicate through chat rooms.[8] Currently, 3 million young people in Germany and 1.5 million in France spend their time mostly online. After a year, this figure is expected to double. The computer literacy of the younger generation is high, today even six-year-old children know bluetooth and spam better than adults. According to the results of a study conducted among 6,000 young people under the age of seventeen in Canada, one of the developed countries of the world, they do not use the Internet only for the purpose of obtaining information. Ninety-nine percent of those who took part in the survey said that they use the Internet, and eight out of ten of them have access to the Internet at home.[9] More than half of Canadian youth say they know more about the Internet and computer technology than their parents. 80 percent of them admitted that they connect to the Internet independently, their parents do not install a filtering program, which is a protective tool on the computer, and do not control what sites their children access. In general, most parents, more precisely 65% of them, think that their children use the Internet only for homework.[10]

If we divide the activities on the agenda by level, young people put learning in the last place. They mainly listen to music on the Internet, check e-mail addresses, and so on. Two-thirds of young people go online to make new friends and chat with someone, and 15% of them continue these relationships later in real life. Such forms of communication are good, of course. However, there is another side of the issue that needs to be looked at more deeply. An aspect that requires special attention can be called the threat through the Internet.[11]

The dangerous aspect of the Internet is that it lacks certain moral and ethical standards and opens the eyes of millions of customers. Previously, the risk from this network was relatively low, but now the risk has increased in two ways. First, in terms of volume and coverage (horizontal), Internet use has become cheaper and can be observed in many households with computers. The computer is not seen as a symbol of material possessions, as it used to be, but as a simple work tool. Also, owning it has become like buying a television. In addition, Internet products are used not only on computers, but also on mobile devices with some discounts. So, the volume and scope is growing at a very fast pace. The second is the invention of tools that increase interest and inclination within the Internet network.[12] For example, some games have stakes to win, which are more reminiscent of real gambling than of a prize competition.

We found that some complex games on the Internet are played not only by children, but also by adults, and the combination of the evil goals of the virtual characters with the goals of the player is terrifying enough to make one sweat.

The games in it can be described as follows depending on the level of danger: games that promote moral corruption and open the household eye are the following - Shiper ops, Bed aylerd, SPOR, strip-chess, strip-backgammon, Vovichka; combat games that increase feelings of toughness and brutality - Star craft, Line age, GTA, Catwoman, Spiderman, Transformers, Lift4dead, Sims city, Mortal combat, War Craft, Call of Duty Ff3; psychosomatic, games that cause negative mental changes in a person - Line age, Lift4dead, NeighborsFromHell; gambling games - poker online, joker online, points, etc.;

Using the Internet has become like picking flowers from among thorns.[3] Games such as Star craft, Line age, GTA, Catwoman, Transformers, Left for dead, Sims city, Mortal combat, War Craft, Duty Ff3, Call of Duty, Shiper ops, RedAlert SPOR, Need for speed tell children stories in the spirit of evil. besides, he takes them into his evil world as a "hero". Now the boy in front of the computer creates his virtual image on the site and enters into a life full of various sad events. Especially the "Line age" game played over the Internet controlled by remote "admins" is at a high level of risk. In this, the child chooses a sword for his virtual hero, that is, before getting absorbed in the game "brutal life" . As he wins various bonuses (gifts), the weapon of destruction will be perfected. For example, weapons - raw, som, arca, luk (bow), ax, tire, sword (draconic), sword (desternium), shotgun, etc. give power to the virtual image. In addition, in the first labels, life-increasing buffs, bulletproof BIJA clothes, armor are stored in categories D, A, C. To get them, various "hard tests" are passed. Takes various castles by force. In it, a brutal war is waged with the characters of western myths and legends - black and white elves, orcs, gnomes, titans, deceitful "angels", and evil people. There is no mercy in this, because the "hero" who shows mercy becomes a victim of this mercy.[13] The game is built in such a way that it uses hundreds of proverbs that destroy a little mercy.

In this cross-network game, each participant has his own code, which hides his bonuses, life, protective clothing, etc. , cruelty is transferred to real life. Because the child who is separated from such bonuses will find out the identity of the "thief" and punish him through the admin. Of course, punishment can happen not only in the virtual world, but also in real life.

The sad thing is that some adults also enjoy playing this game. When the "ruthless hero" comes, he will have to act together with other helpless "heroes". Then, when they get out of the situation, they

fight each other. Because the belief that "if you don't kill, they will kill you" is the rule of the game. Partners who only "help" each other "kill" each other. Here is your irrationality, here is your aimlessness, inhumanity.[14]

No one can guarantee that the violence, betrayal, promiscuity, theft, corruption that takes place in the virtual world will not be transferred to real life tomorrow. Because we can't say that the hidden feelings that open the child's domestic eyes, fuel his ego, the devil, and never come to the surface if he is "not taken care of " "do not show up" on the street. Therefore, it would be better if the fathers of the children who are "digging" the sites in Internet cafes and on the home computer put their heads down, and the mothers put aside their pots and pans to think and reflect, and devote a little time to their children's education.[15] As we mentioned above, it is useful for parents to increase their computer literacy even if it is a small amount (say 10%). This will help guide the children of Azbaroi in the right way. Because not only themselves, but also society will suffer from the above situations.

Conclusion

In today's information age, the main focus is on increasing national products, protecting against various foreign ideas coming from abroad, and thereby purifying the young generation spiritually and awakening them from the heart. That is, the goal-essence is one - education of children. A mentally, morally, emotionally and physically healthy child is the guarantee of a healthy future. As A. Avloni said, "For us, education is a matter of either life or death, salvation or destruction, or happiness or disaster."

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