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## INFLUENCE OF VIRTUALITY ON HUMAN SPIRITUAL WORLD

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#### **ABSTRACT**

It is known from the experience of historical development that a person always needs new information to change the social, spiritual and moral environment in which he lives, to change himself, shameless images on the phone, addiction of teenagers to the virtual world about.

#### **KEYWORDS**

Spiritual and moral environment, virtual dating, phone and game addiction.

## INTRODUCTION

It is known from the experience of historical development that a person always needs new information to change the social, spiritual and moral environment in which he lives. In other words, a person needs new information to satisfy his natural social, spiritual and moral needs. That is why youth education, human spiritual life and morals have a dynamic character that is constantly changing.

Special attention has been paid to the role of information in ensuring the development of society and the stability of interpersonal relations. In the ancient "Avesta" it was taught that any news, news should be evaluated by its authenticity and reliability, with the help of which humanity should strive for goodness, live in peace with honest work, and worship

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justice and truth [4]. In addition, there are 3 main models of media influence on political consciousness:

- Maximum effect
- Minimal impact
- Reverse influence models

In this place, under the influence of such methods, citizens behave in different ways. According to information, the distribution of obscene images through mobile phones is developing rapidly. This is seriously worrying the countries of the world.

#### **MATERIALS**

A number of countries are forced to take drastic measures in order to prevent violations of moral standards in society, especially among young people. Today's intense, extremely complicated times show that only the educational system itself cannot resist the existing moral threats. We will not be able to achieve the expected result if we do not mobilize the strength and capabilities of the entire society to this issue. Because today our children are "educated" not by their parents, kindergarten, school or institute, but in most cases by the phone in their hands [1].

Our generation is almost glued to the phone. Some parents say that they are happy to see that their child is able to use a cell phone without any problems. But many of them do not know what their children are doing on the phone, or rather, they do not control it. A

child with a phone in his hand can copy the information he wants and is interested in from his friends and enjoy it. In this way, the child's mind is poisoned by all kinds of nonsense and age-inappropriate information received on the phone. The First President of the Republic of Uzbekistan, I.A. Karimov, said, "The new age is the age of information, high technologies and modern knowledge, new perspectives that are opening before us... We cannot turn a blind eye to what new threats and dangers are increasing around us and in the international arena in this violent age. Such a situation demands from all of us, first of all, vigilance and sensitivity, in harmony with the rapidly changing times, and to live with a long view" [3]. It's easy to get stressed when we can't find our phone. Mobile has become an integral part of our life. I would say that mobile communication is second only to oxygen for people. This device has already replaced the calculator, camera and alarm clock. Of course, a computer, a tablet is good. Our grandchildren, our children are jealous of people. But culture begins at a young age, when a person is taught in kindergarten, at school [2] says our head of state. However, please don't let your cell phone replace your relationship.

- I forgot to read a book when the TV came to my house.
- I forgot to run when the car was on my doorstep.
- When my cell phone fell into my hand, I forgot to write a letter.

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- I forgot the spelling when the computer came to my house.
- When the air conditioner came to my house, I stopped going under the tree to get some cool air.
- I forgot the smell of mud when I stayed in the city.
- Dealing with banks and cards made me forget the value of money.
- With fast food, I forgot to prepare traditional food.
- And when I got WhatsApp, I forgot to talk.

#### **METHODS**

Modern virtual worlds differ from traditional video games in their purpose. Traditional video games usually have some end game goal, such as defeating all level bosses, saving the kingdom, or simply winning the game. Playing in a virtual world, on the other hand, is an end in itself.

The purpose of virtual worlds is to continue participating in the world, interacting with other users, and gaining more status or experience in the virtual world.

According to psychologists, computer addiction involves three stages.

At the first stage, a teenager learns the possibilities of a computer, prepares himself for virtual reality.

In the second stage, the teenager learns to use all his opportunities and starts spending a lot of time in front of the computer. The Internet becomes the only source of information and communication for him. A teenager perceives virtual reality as real life.

And in the third stage of addiction, he spends all his time in front of the computer, reacting angrily to any attempt to take him out of this world.

Discussion. Addiction of teenagers to the virtual world is divided into the following groups:

Addicted to the game - a teenager who is addicted to various interesting games forgets about existence. He moves away from an active life, even devoting time to play that should be spent on eating, taking care of himself, resting, and his natural needs;

Indulging in virtual dating - he is busy looking for friends only on the Internet, forgetting about friendly relationships in real life;

Web-surfing - sitting on the Internet around the clock. He goes from site to site without a clear goal. The main thing is to have the Internet.

Subjects of the virtual world exhibit the following:

His mood is directly related to the possibility of connecting to the Internet. If there is no Internet, the nerves are broken;

Talks to everyone only about computers and believes that people are interested in it;

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When he is sitting in front of the computer, it is difficult to move him with any interesting offer;

Results. Even when he is busy with work or study, he finds time to check his mail and his social network page (if you order some teenagers to work, they have a smartphone in one hand even while working, and the main focuses instead of work on the smartphone is focused);

His memory deteriorates. He remembers a lot of things with the help of a computer, but nothing stays in his head;

Even if he has no financial means, he cannot live without the Internet. Although he saves on food, drink and clothing, he spends money primarily on the Internet;

He enjoys being in front of the computer, and at other times he is indifferent to the people around him.

#### CONCLUSION

In general, the virtual world opens up a lot of opportunities for a person. Anonymity on the Internet, access from different parts of the world, communication with any user (regardless of gender, age, nationality, religion), self-realization, absence of moral rules in life on the Internet, avoidance of responsibility increase the above-mentioned risks. Addicted to the game - a teenager who is addicted to various interesting games forgets about existence.

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