

The Negative Effects of Cyber Threats on Youth's Spiritual Life

Berkinov Oybek Toxir o'g'li

Teacher of Chirchik State Pedagogical University

ABSTRACT: This article philosophically analyzes the effects of cyberthreats occurring in cyberspace on the youth's spirituality, psyche and mind.

KEYWORD: cyber threat, social network, cyber addiction, cyberspace, spirituality, internet, network.

Introduction

Youth spirituality has always been the most important issue. In today's globalized world, this issue has reached the peak of attention. Because new forms, methods and weapons of attacks on the spirituality of young people have appeared. Cyber threats are the most dangerous of these weapons.

We can count the following negative consequences of cyber threats on the morale of young people: dependence on the global network; intervention in cybercrimes; addiction to social networks; immoral virtual image; cyberlomania; development of subcultures; psychological depression in cyberspace; an attack on religious belief.

Main part

Addiction to the global network. In one word, we can call global networks cyberspace. Global networks are a combination of all forms of telecommunications. Computers, mobile devices, all remotely operated equipment communicate through the global network. The most important part of the global network is the Internet. Today, 5 billion people in the world use the Internet. This is 63% of the world's population. According to Hootsuite.com, the world's population (aged 16 to 64) spends an average of 6 hours and 55 minutes on the Internet and 2 hours and 29 minutes on social networks [16]. If we analyze the number of social network users today, we can see that the number of users is growing day by day. For example: as of July 2020, 2.603 billion people use Facebook, 2 billion use YouTube, 2 billion use WhatsApp, 1.300 billion use Facebook Messenger, 1.203 billion use Wechat, 1.082 billion use Instagram, 800 billion use Tiktok and other social networks [11].

For example, studies in the United States have shown that approximately 16% of 10- to 19-year-olds and 16% of 18- to 25-year-olds spend more than 15 hours a day on the Internet and have symptoms of Internet addiction [4].

As it can be seen from the above numbers, the majority of the world's population has become connected to global networks, and they can no longer give up on it. Of course, it is the right choice for people to use global networks to satisfy their social needs, to achieve success in certain fields, to conduct scientific research, to develop their careers, and so on. Unfortunately, most of those using the global network are using the network in vain. Their biggest loss is time.

It is a big disaster for our nation that young people spend their lives in inextricable webs like a spider's web when they are studying, searching, and trying to benefit themselves, their loved ones, society, and the state. Young people are so attached to various Internet sites, computer games and social networks that it seems that the virtual world is an unforgivable world for them.

Youth involvement in cybercrime. Cybercrime is the act of committing crimes using all information and communication technologies in cyberspace. Cybercrime is the preparation of illegal information on the global network and its distribution through the network, unauthorized access to various sites, defacement, distribution of viruses and similar malicious programs, fraud, hacking, damage to the pages of network users. includes offenses such as delivering or disclosing them, stealing bank accounts, causing damage to banking operations, disclosing state secrets, accessing prohibited pages. The number of people involved in cybercrime is increasing day by day, which puts important tasks before the states.

Every year, more than 500 million cyber attacks are carried out around the world. Every second, 1 in 12 people become victims of cyber attacks. In developed countries such as the United States of America, France, England, Germany, Belgium, Luxembourg, the rate of cybercrime is 60-65% of the total crime [15].

In Uzbekistan, this type of crime has increased by 8.3 times in the last three years, and now it makes up about 5% of the total crime. In particular, embezzlement of other people's funds on plastic cards through illegal banking and financial operations, spreading harmful viruses, online games based on gambling and risk, information attacks aimed at religious fanaticism, and fraud crimes in the online shopping area are increasing. It can be seen that the issue of cyber security is becoming more important today than ever before.

It is certainly not a good thing that the majority of cybercriminals around the world are organized by young people. Despite the fact that being a cybercriminal is a lot of hard work, young people are taking the lead. The reason for this is that the abundance of various online platforms, e-textbooks, and advertisements on social pages open the way for young people to increase their "cyber competence". Social problems such as unemployment, low income, and difficult lifestyle, which are among the main problems of society, force young people to look for easy ways to earn money and thereby commit crimes in the virtual world.

Addiction to social media. Social networks have changed the spiritual image of young people. Social networks have caused the rise of vices such as immorality, lasciviousness, vandalism, and evil among young people. The reason for this is the ability to distribute materials in various audio, photo, and video forms on a large scale through this virtual communication tool. The fact that the spread of fagsh in this form, to put it bluntly, led to the early opening of the eyes of our youth is a situation that hurts us all. We can take social networks as the main factor in the fact that the feelings of decency, morality, modesty, and attitude, characteristic of our people, are disappearing, and the cases of disdain for concepts such as mentality and value are being observed. Every day, young people post their obscene photos and videos on social networks such as Telegram, Instagram, YouTube, Vkontakte, and Tiktok [1-2]. It is one of the most urgent problems of today that this evil is turning a deaf ear and blind eye to the youth who are the owners of our tomorrow and is attracting more and more young people to its trap every day.

In his scientific article, Professor G. Gaffarova listed the following dangerous effects of social networks: getting attached to the Internet; to take reading and learning lightly (not to independently complete lesson assignments due to easy access to ready-made lesson plans and solutions to mathematical problems from the Internet); the risk of a negative impact on physical development, i.e. the child has to sit in front of the monitor for a long time without active movement, etc. [3].

Immoral visual image. From a young age, we grew up listening to the reprimands of our parents, grandparents, elders in our neighborhood and educational institutions, such as walk properly, dress nicely, and be polite. Through their reprimands, we have formed our character, worldview, image. The role of

family, neighborhood, educational institution, and society in the formation of a person as a person is incomparable, and in a sense, they are our main educators. We definitely look at the people around us when forming our image. Image (eng. image, Latin imago - symbol, appearance) - the image of a person, event, thing formed with the aim of having an emotional impact on people for popularization, advertising and other purposes; one of the means of promotion [13].

Nowadays, another image of a person, other than his external image, has appeared. It is a virtual image of a person.

Virtual image is the image of a person in virtual networks, websites, social networks, virtual games and in general all kinds of information and communication tools. That is, for what purposes they use the network, how much time they spend per day, how active they are on social networks, the culture of using the Internet, which websites they use the most, and similar activities. The virtual character of a person is also formed in the virtual image. The virtual character includes going away, interfering in networks, showing activity on all platforms, giving a positive or negative attitude to social networks, i.e. "commenting" and so on.

As we mentioned above, the appearance of young people is controlled and regulated by the majority. Unfortunately, it is not possible to fully control all young people due to the fact that such a possibility is very limited in the virtual image. For this reason, a large number of young people are developing an immoral virtual image. The majority of young people spend most of their time online on pornographic sites, on platforms that promote immorality, watching obscene ads, and in the world of virtual filth that kills human spirituality and shapes German culture. In addition, one of the saddest aspects is that young people have become not only observers but also promoters of immorality. It has become a kind of "tradition" among young people to start posting their shameless pictures and videos on their pages in social networks. 41% of users of the TikTok platform alone are between the ages of 16 and 24, and 90% of them use the platform daily [14].

Cyberludomania. As we walk down the street, at every step we see various computer clubs and playstations, and these places are always full of young people. This situation is increasing day by day. Young people's interest in computer games separates them from the outside world and leads to "computer games" occupying their imagination. In recent years, world medical workers have discovered that a new disease has appeared in the world.

Addiction to virtual games in the modern scientific language is called "ludomania" (Latin "ludo" - "I play", ancient Greek "mania" - "passion", "obsession", "vengeance")., drug addiction, tobacco and alcohol addiction are dangerous diseases.

Ludomania is a mental illness like pyromania. The concept of "cybernetic ludomania" is the name of the disease officially included in the world medical practice. Cyberludomania is computer gaming. Complications of excessive dependence on computer games are manifested in the lifestyle, physical and mental health of young people.

Addicted to virtual games occurs in adolescence. According to the results of a survey of US schoolchildren, 50% of girls spend 5 hours a day, and 80% of boys spend 7 hours on virtual games. Also, a large number of virtual game enthusiasts have been found in Japan and China [5]. Unfortunately, a lot of young people in our country have managed to get addicted to computer games. Sometimes we witness that schoolchildren also go to computer clubs during classes. Indulging in virtual games creates the following problems for young people: because virtual games are fun for young people, adrenaline is released during the game and it causes a person to lose self-control. As a result, a person's dream becomes to continue this pleasure in the game and completely forgets about the environment. It seems that he is not interested in the words of the people around

him. Repetition of these things causes young people to lose their attention to people, family, friends, studies and feel like a virtual hero.

Development of subculture. It seems that the possibilities of cyberspace are limitless. Cyberspace has a positive and negative impact on all spheres of society, and opens a wide way for the change of human consciousness, morals, spirituality, mentality, worldview and culture. In recent years, expressions such as "mass culture" and "subculture" have been heard frequently. The reason for this is the acceleration of such processes as "integration of cultures", "loss of nationality", "export of cultures" in today's advanced globalization era. The images created by certain groups, classes, classes, and nations to distinguish themselves from others caused the emergence of the concept of subculture.

Subculture is a combination of the words sub (Latin - "bottom") and culture, and refers to a part of some cultures in society that is sharply different from others. Manifestations of the subculture include dress, hairstyles, jewelry, dancing, slang, barbarism, and some extreme behavior. Subculture differs from mass culture by its characteristics, signs and extreme character. Among the world's most famous subcultures, we can include groups such as beatniks, mods, punks, hippies, rockers, metalheads, gamers, goths and emos. All of these groups use colorful clothing, different hairstyles, tatoos on their bodies, etc. to distinguish themselves from others. Today, even in our country, especially on the streets of Tashkent, we notice young people and groups with such an unusual appearance. So, where did they learn these things, who taught them? Of course, the virtual world, which has no limitless boundaries and a very low possibility of control, is the reason why young people become such subcultures.

Psychological depression. Many researchers have found that being connected to electronic devices such as computers, phones, tablets, smartphones and gadgets causes various psychological diseases.

- the thinking range of young people who are connected to the virtual world becomes much narrower. Due to the fading of his efforts to understand existence, he loses interest in the actions that develop his consciousness;
- the attitude of those who work tirelessly on their virtual image to the people around them will change. The opinions of others seem to be irrelevant;
- due to the use of permanent electronic devices, the electromagnetic waves emitted from the device create radiation in the young organism and cause many pathological diseases;
- too much information on the Internet or functions in computer games creates tension in the child's brain. As a result of increasing tensions, the child becomes capricious and irritable.

In recent years, among virtual games, there has been an increase in games encouraging people to commit suicide. These games are organized by groups aiming at certain malicious goals, and they use methods of psychological influence on people, especially young people. "Siniy Kit", "More Kitov", "Feya", "F-57" and "F-58", "I'm in the game", "Bogataya Uzbekka" by reading, listening to and watching articles, shows and broadcasts about how games such as "Bogataya Uzbekka" pose a great danger to the population of many countries, especially to teenagers. we are standing. For example, the game "Crazy Whale" appeared in Russia in 2015, and in a short period of time, about 130 children committed suicide after falling into the trap of the game. In February 2017, the results of the studies conducted in the country showed that since the beginning of the year, 800 young boys and girls wanted to start this game of their own accord. Such cases were also observed in countries such as Bulgaria, Latvia, Kazakhstan, and Kyrgyzstan [12]. Unfortunately, among our children there are those who have fallen into the trap of this game and blindly follow the instructions of evil people. As reported by the Main Department of Internal Affairs of the city of Tashkent, mobile phones of students were checked during attendance monitoring activities in schools, academic lyceums and vocational

colleges, and 31 school and 5 college students were "Siniy kit" it was determined that yin became the participants of the 1-15th stage.

Attack on religious beliefs. Cyberspace, like all processes, did not fail to have its positive and negative effects on religious processes. We know that since ancient times, religious books and resources were very rare and expensive, and not everyone had the opportunity to take them and study them. Those who want to learn religious science must be apprenticed to some scholar. Currently, cyberspace has become a solution to these problems. First, it became possible to electronically download sacred texts, religious books and other resources inaccessible to humans from various Internet sites. In recent years, the spread of religious lectures by various religious scholars, imams, and teachers calling people to faith, morals, and spirituality through social networks is also beneficial for a large part of our people. However, it should not be forgotten that the global network has become the main weapon of religious threats and struggles.

The number of websites and social network groups promoting religious extremism, terrorism and corruption on the Internet is increasing day by day. This situation poisons the mind and worldview of the healthy faith of our youth, whose worldview is not formed. Attacks of cybercriminals on the Internet are mainly aimed at young people, and they masterfully use tools that are interesting for teenagers. In particular, it offers web magazines that, depending on the interest of young people, attract them to watch various videos and photos, or which, on the outside, are supposedly related to home, technology, sports, but on the internal pages only promote vandalism [6]. For example, as a result of promoting the ideas of ISIS through the Internet, thousands of young people were attracted to it, and today these young people are ready to oppose their country, people, parents, and even threaten them with weapons if necessary.

Conclusion

To conclude from the above, cyberspace today is an aggressor that is able to change the spirituality, worldview, potential, psyche, lifestyle of young people, manifest its negative consequences, and it is extremely difficult to fight against it. is a weapon. Since this weapon is in everyone's hands, the ability of others to control it is very low. If we do not form the culture and "cyber ethics" of people, especially young people, in the cyberspace, we will definitely face great disappointments and losses in the future.

References:

1. Berkinov O. (2022). IJTIMOY TARMQ: YOSHLAR VA "KELAJAK". Scientific Bulletin of NamDU - Научный вестник - NamDU ilmiy axborotnomasi – 2022-yil_3-son 184-b
2. Berkinov O.(2022). **Kibermakonda mavjud o'ziga xos tahdidlar. FarDU ilmiy xabarlar – 2023-yil_3-son 103-b**
3. Gulchehra G'affarova, Dilmurod Jumanov. (2021). Ijtimoiy tarmoqlarning yoshlar ma'naviyatiga ta'siri // Academic research in educational sciences. №4. URL: <https://cyberleninka.ru/article/n/izhtimoiy-tarmolarning-yoshlar-manaviyatiga-tasiri>(data\пбсация: 03.02.2022).
4. *Steiner-Adair C.* The Big Disconnect: Your Student in Class vs. Your Student Online [Electronic resource] // Independent School. 2015. Vol. 74 (2).
5. Yaxyo, Muhammad Amin. Internetdagi tahdidlardan himoya: Yordamchi o'quv qo'llanma. – Toshkent: Movarounnahr, 2016. – 543 b.
6. Исхақ Абдурахмонов. (2021). Кибермаконда диний экстремистик ва террористик таҳдидларни олдини олиш зарурияти. SCIENTIFIC PROGRESS VOLUME 2 | ISSUE 4 | 2021 ISSN: 2181-1601 <https://cyberleninka.ru/article/n/kibermakonda-diniy-ekstremistik-va-terroristik-ta-didlarni-oldini-olish-zaruriyati>

7. Гаффарова, Г. (2023). Молодежного Сознания В Цифровом Обществе. Central Asian Journal of Literature, Philosophy and Culture, 4(2), 13-17.
8. Gaffarova, G. (2023). Transformations of youth consciousness in a digital society. ISJ Theoretical & Applied Science, 02 (118), 1-5.
9. Gaffarova, G. (2022). Characteristics of Interdiscipline Approaches: Philosophical Analysis. Journal of Ethics and Diversity in International Communication, Volume: 2 Issue: 5, pp.55-60.
10. Gaffarova, G.G. (2022). Transdisciplinary paradigm: a philosophical analysis. Scientific Bulletin of Namangan State University. 7, 206-213.
11. <https://datareportal.com/reports/digital-2020-global-digital-overview>
12. <https://kun.uz/uz/news/2017/04/12/kuk-kit-ujin-nikobidagi-kabilik>
13. <https://uz.wikipedia.org/wiki/Imij>
14. <https://uz.wikipedia.org/wiki/TikTok>
15. https://uza.uz/uz/posts/virtual-olamdagi-global-tahdid_350549
16. <https://wearesocial.com/blog/2020/07/digital-use-around-the-world-in-july-2020>