

The Role Of Ethical Categories In The Implementation Of Remote Social Services

Karimov Odiljon Ikramovich

Independent Researcher (PhD) at Sharof Rashidov Samarkand State University
(Uzbekistan)

E-mail: odiljonikramov@mail.ru

Abstract. This article reveals the ethical aspects of virtual science. Virtual culture among young people in the information society is scientifically informed about its impact on social life. Today's views on social life, that is, on virtual society, virtual realities and their influence on today's social processes are widely explained.

Key words: Virtualistics, knowledge, ethics, virtual reality, virtual image, information.

Introduction

Humanity has entered the world of post-industrial civilization, consisting of globalized, informationized and computerized socio-economic and cultural structures.

This civilization, using all the creative potential accumulated in the past century, is creating an innovative world based on post-classical culture, science and technology, which is revolutionary in some respects. "At the same time, it is also an important task to develop mechanisms for assessing the skills of using digital technologies nationwide, taking into account the following aspects: information literacy, computer literacy, media literacy, communicative literacy, and the formation of a positive attitude towards technological innovations"[1]. In implementing these tasks, scientific research into ethical criteria and socio-legal foundations related to the process of improving mechanisms for collecting, storing, and transmitting information is of urgent importance.

Literature review.

The article makes effective use of the work of Russian, foreign, and domestic scientists on the virtualization of social services, its essence, and factors influencing its development. In this regard, A. Bergson, Trisha Greenhalgh, Rebecca Rosen, Sara E. Shaw, M.N. Normamatova, J. Majidov one can cite the research of scientists such as.

In philosophical sources, virtual reality is studied as a determinant, studying human needs, interests, and goals for information, and their connections are studied fragmentarily or independently of each other. Philosophical articles appeared in which concepts such as "Virtual Activity" were introduced by A. Bergson [2]. Playwright and theater figure A. Artaud describes theater as "a mirage in which characters, objects, images develop - a virtual reality of the theater as a whole [3].

Materials and methods

In the theater, the virtual micro-realities of the audience, entering the reality invented by the author, coexist and, breaking into each other, suddenly and for a short time become the dominant reality for them..

The functional concept of computer virtual reality has the following roots:

1) The ability of a computer's functions to radically change depending on the improvement of its software.

2) Virtual reality is the most optimal, more "natural" way for human capabilities to navigate in the world of electronic information.

The processes of reflection in computer virtual reality occur in a multimedia mode.

that is, the frame can be stopped, slowed down, accelerated, moved forward, rewound and interrupted, while the movement does not have the status of absolute variability.

Discussion

Development can be inverted, that is, reversed: the variety of interactions can reveal mysterious properties known in the conditions of worldly causality to which we are accustomed.

The idea that all citizens living in the country, from young children to pensioners, can solve all the problems of society through digital technologies is being formed in their minds.

In addition, the robotization of production and management processes, for example, in the banking sector, raises the issue of competition between robots and workers.

With the undeniable benefits of digital technologies, issues related to the protection of personal data, legal aspects of competition between robots and employees of organizations are increasingly being considered.

The simple (level) use of virtual reality (games, dating chats, virtual forms of communication, shows and films) is a passive consumption of products formed by postmodern society - advertising, branding, public opinion, etc.

This process of moving away from traditions, customs, values and ideals of the time, regardless of their content, turns information into a product.

The development of virtual reality technologies has had a significant impact on the popularization of computer simulation, in which simulacra are widely used.

In the process of informatization, all elements of the human worldview are radically changing: the basic worldview, the process of perceiving the world, material production itself, the sphere of education, everyday life, art, and finally, intellectual production as a specific form of scientific knowledge production are changing. As a result, the amount of knowledge used, human tastes, the way of thinking, and even a person's worldview are changing significantly. The changes are thus conceptual and affect the essence of human life.

The development of virtual technologies has created broad conditions for the development of three-dimensional environments and Internet technologies in all aspects of social life.

According to researcher A.A. Skvortsova, "information is closely related to morality, it represents a set of studies of various processes associated with the widespread use of virtual communications and the acquisition of ambiguous moral assessments in society. We will learn about the self-management practices of communities that exist in the global network and are governed by voluntarily accepted standards" [4].

Results

The fact that young people are only interested in their own worries and problems, are preoccupied with satisfying their own needs, and spend time following one simulation after another without noticing the real reason is of great benefit to the creators of virtual reality technologies.

In virtual reality, it can be almost impossible to do or exist in real life. In a virtual reality environment, people can "project" themselves into this environment through software design and computer communication and manipulate the virtual

environment. The socialization of the virtual network also has a serious impact on people's daily lives. People can get information about events and phenomena happening in the world, as well as any information they need, without leaving their homes.

Post-industrial society, informatization, globalization processes have created individuals who set profit as their goal, who strive mainly to satisfy their material interests and needs, who have lost their national and class identity, and who are ready to use any idea for the sake of their goals. Such negative situations cannot fail to affect our homeland. It is necessary to fight for this, using all possible means if necessary.

Uzbekistan has chosen its own acceptable path in the information war. This path focuses not on controlling people's minds, but on awakening nationalism in them, and considers the formation of an independent worldview in the younger generation as the main task. The main condition for not only survival, but also victory in the information field is to educate a free-thinking person who correctly understands social responsibility, and to create comfortable living conditions for him.

Therefore, "currently, in the context of ongoing globalization in the world and intensified competition in the information space, a number of scientific research works are being carried out in the field of mechanisms for ensuring the psychological security of information in the defense system. In this regard, it is of particular importance to find scientific, theoretical and practical solutions to ideological and psychological actions aimed at the sovereignty, independence, and territorial integrity of the state in the information and communication space and threatening the peaceful life of the population"[5].

Indeed, "due to globalization, the development of ideological methods, socio-political mechanisms, technological foundations, intellectual potential, information base, and an international institutional system aimed at preventing the threat of "mass culture" has become a requirement of the times. This requires a comprehensive and systematic approach to solving the problems of the global spiritual crisis, the creation of an international institutional system and legal space against the background of the absolutization of the utilitarian-mercantile national egoistic ethno-egocentric interests of individual states" [6].

Modern youth is a generation that is developing along with the new era. The large number of young people is not only the foundation for the future of the country, but also the main layer in implementing the goals and objectives of the new era.

After all, the network environment of the new media era is also changing the social environment. Therefore, in the process of spiritual and moral education of young people, special attention should be paid to eliminating problems associated with the social environment. Most young people should consciously assimilate the high spiritual and moral values of our people and develop noble qualities in themselves. In the age of new media, we need to further strengthen the direction of high spiritual and moral values. To do this, we need to strengthen the promotion of high spiritual and moral values of our people on all new media platforms and combine them with the education of young people.

Conclusion

The virtual world is not limited to games, but can include computer conferences and text conversations, depending on the relevance of the presentation. Therefore, M.N. Normamatova emphasizes that "in the second half of the 20th century, the idea of virtuality arose independently in several areas of science and technology. The world of virtuality, consisting of virtual objects, began to be explored and explored. The

development of concepts such as virtual particles in physics, virtual temperature in meteorology, virtual state in ergonomics, virtual ability in psychology, virtual theater in art history, virtual man in anthropology, computer virtual reality in computer technology, and others provide an opportunity for epistemological reflection on the object of virtualistic knowledge"[7].

In conclusion, to protect young people from information threats, it is advisable to increase their Internet literacy, regularly study their interests in virtual space, form a system for monitoring their social awareness in the information environment, study their interests and needs in virtual services, and provide them with accurate information to protect them from alien and destructive ideas that negatively affect their minds, and harmful manifestations of "mass culture".

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