

AN INFLUENCE OF MENACES OF VIRTUAL SPACE TO MORALITY

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Received: 11 Oct 2018

Accepted: 25 Oct 2018

Published: 10 Oct 2018

ABSTRACT

The article analyses the virtual space and various interpretations of cyber extremism. It also considers the possible negative effects of virtual and cyber space on the moral development of humanity.

KEYWORDS: *Virtual Space, Cyberspace, Cyberextremism, Information and Communication Technologies, Morals, Ethical Issues, Spiritual Thinking, Non-Specific Illusions*

INTRODUCTION

The world's present-day landscape is even more vivid and more beautiful than information-communication technology, and it is also a terrifying display. The issue of information security in virtual space during the era of globalization is becoming one of the most important cases as well. The cybercrime that is taking place in this area is increasingly exposed to unprecedented threats to humanity. This is cyberextremism, cyber terrorism and other cyber-virtual space in the virtual world.

Researcher Tashanov A. Analyses Cybercrime, and points out that "Cybercraft is one of the forms of threats to personality, society, and state, using modern information and communication media technologies." [1].

It is well-known that in the history of humanity, there were many unusual innovations in society and suspicions about the invention. In fact, some of the inventions and discoveries created by the rational perception of the universe, the perception of reality, and the perception of the universe through empirical experiments have been denied as witchcraft.

Fear of superstition and uncertainty, or lack of interest in the news, is a characteristic feature of the human being. People were technically and virtually attentive. However, with the help of these technologies, human civilization is developing. It is acknowledged that the most important means of doing so is becoming a reality through the Internet.

Nowadays, as the number of users in the Internet grows, information resources and social networks are expanding. As a result, the Internet has a unique information space. In this space, there is also an untrue illusion of knowledge, education, enlightenment, and culture, such as aggression, fraud, murder and violence.

It is important to note that every day, the world-wide dissemination and propagating sites are created. Finding, reading, and referencing pages, such as games, movies, clips, images, galleries, cartoons, murder, or death-related stories that intensely affect the mentality of people. In this "armed space" with such content, the risk of life-threatening and threatening human life is increasing. As a result, in the virtual world, a new kind of threat, called cyber-stormism, emerged.

The concept of "Cyberextremism" is described by V. E. Kasatkin and R. M. Engachyov as follows: "Cyberextremism is a cyber-attack group that is focused on the whole world, political and economic unrest, instability and rebellion, will be directed to seizure purposes"[2]. At present, the number of cybercrime victims is increasing worldwide. For example, in 2010, a powerful computer virus known as "Sukhnet" was damaged by material and social damage to nearly 30,000 computers in the Islamic Republic of Iran, as a result of infringement of the infrastructure of the Islamic Republic of Iran, nuclear power plants and water purification facilities. In addition, NASA, with its strong defense and US Defense Department, lost \$ 1.7 million as a result of the 1997 substitution of Jonathan James.

The threats to international peace and security in a virtual space during the era of globalization are focused on the following goals:

- abuse of information technology and communication;
- causing damage to key facilities in the state;
- disrupting the social, political and economic systems of the states;
- psychological interference with civilians;
- disruption of society;
- the implementation of terrorist, extremist and other crimes by non-governmental organizations, public associations, political institutions, social groups, and individuals;
- use of information technology and communications facilities to harm human rights and freedoms;
- Implementation of information on the control of the information space of a given state;
- dissemination of information that promotes ethnic hatred, racial or religious hatred using information infrastructure;

It is not difficult to understand that the "surfing" young people on the virtual site have a negative impact on the Internet, such as malicious, false, and false information. So, "The internet is not just another invention, but the decisive technology of the information age"[3].

How to protect young people from this "technology"?

At present, ethical issues in the "virtual space" are becoming increasingly popular in fast-moving games such as "Counter strike", "DOTA", "GTA", "Blue whale", "Sniper", and "Slaw of Clab". For example, an attack on another group, including the Counter strike, would lead to organized crime.

It does not matter if the end of the match ends with someone's victory, the words such as "Terrorist Win" and "Counter Terrorist Win" will appear on the monitor. Unfortunately, among adolescents there are cases of committing extremely grave crimes such as murder or suicide. *(In the example of a murder committed by the Medical College named after P. Borovskiy and the Juridical College students in Tashkent, 2017).*

For young people, this kind of "entertainment" is the majority. The worst of them is the following:

DOTA is a kind of game that looks kind of human. It contains some kind of carpentry work with animals. It's like the next stage of the above division. Now, teach people to exhort all kinds of paraphernalia, bringing human beings as wild animals.

GTA - this is the way to overcome any obstacles on your way to a destination. It includes street fighting, theft, murder, and escape. Young people who are influenced by these social networks are exposed to various extremist and terrorist groups and become involved in various groups.

The Antivirus Laboratory, called PANDLABS, has released a ranking of fraudulent Internet penalties over the last five years. In this rating, Nigeria's Fraud, Lottery, Invitation to Work, and Compensation are ranked high.

They are extending the "great fraudstroke" by assimilating people's possessions and stealing their possessions. All of this is a cyberspace, which is regarded as a revolutionary innovation in the information field, gradually creating a threat to the public, especially to the morality.

Such cyber-terrorists, cyber-threatening and cyber-terrorism threatens international security. Nowadays, lexicon, such as "cybercrime", "cyberstrike", and "cypermenance," emerge deeply into social, spiritual, cultural and everyday life. However, at present there is no reliable weapon against this threat, except for high moral and spiritual thinking. As cybercriminals need information, cybercrime can be seen in different forms and methods.

Based on the above considerations, to prevent these attacks:

First of all, to develop the perfect measures to prevent the spread of extremist and terrorist ideas disseminated through information resources and the Internet. For this purpose, it is necessary to establish antiviral laboratories and to create scientific foundations for the fight against iodic ideas spreading in our country.

Secondly, it is expedient to establish a separate structure, division in the law enforcement bodies, with the aim of preventing early warning of extremism and terrorism in the country through global and national information resources. At the same time it is necessary to strengthen the interaction of the law enforcement agencies and public associations.

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