INFLUENCE OF VIRTUAL REALITY TECHNOLOGIES ON SOCIETY DEVELOPMENT

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INTRODUCTION. Mankind lives among artificial virtual worlds, limited by his imagination. As a person expands the limits of the microworld he has mastered, the task of special study of ontological concepts necessary for any situation from a philosophical point of view becomes important. Different ontological concepts are different ways of perceiving the world. By creating them, philosophers must prepare in advance the universal models that humanity will need in case it is faced with unprecedented phenomena and has to choose the most optimal way to understand what it is. Information technology, which serves in the hands of a person as a powerful weapon for understanding the world, his assistant, a means of creating conditions for creative activity, replaces the traditional verbal way of knowing the world with an audiovisual way of knowing. Virtual existence is an imaginary existence, which is a part of existence that is likely to occur.

LITERATURE ANALYSIS AND METHODOLOGY. Virtual reality technologies have become an important part of the daily life of a modern person. "Humanity, throughout its entire development, has always strived to know objective and subjective events, interact with them and manage all processes, and this will continue to be the case. Therefore, striving for progress, it is necessary and obligatory to handle modern digital information technologies. This gives us the opportunity to go along the shortest path of development. Today, information technology has penetrated into all areas of the world." More recently, history used to search information. But nowadays, main problem is information management. Those who are able to extract information, analyze it, use it appropriately will have an advantage professionally, financially, politically and socially. This circumstance led to a radical renewal of almost all spheres of human life. As a result, a number of problems arose in the current situation. In our opinion, they are reflected in following aspects:

Firstly, the data flow has changed from a discrete level to a nonstop level. The result is a database without borders. Which means, it has been proven for us again that time in the unity of space and time is limited;

secondly, the possibility of verifying information has practically disappeared. Nowadays it is no longer possible to determine where the reliable and fake information comes from. This, in turn, has led to the emergence of harmful information that can greatly affect the consciousness and psyche of not only our youth, but also people of all age categories;

thirdly, there have been changes in the state of interpersonal communication. The situation caused social changes. The concept of "society" is gradually becoming parallel to the concept of "virtual society".

In modern studies of the virtualization of society, D.V. Ivanov's concept is taken as an example. According to him, "the social content of virtualization is primary in relation to the technical content, replacing the reality of the institutional structure of society" [1]. The general idea of the reality replacement phenomenon allows us to develop the following sociological approach: the virtualization of society computerizes life. At the end of the 20th century, emergence of a new computer culture was achieved." It is safe to say that computer culture and virtual technologies have changed the ratio of the main philosophical categories that form the basis of worldview. That is, "the social changes taking place in the modern world have formed a new virtual reality. As part of the external world, social reality has the characteristics of objective reality. Therefore, its study should be carried out not on the basis of awareness of how it is given to us in our emotional ideas and illusions, but on the basis of knowledge of the properties inherent in it and existing outside of human consciousness and independently of it. Reality refers to everything that can arise, exists and is fleeting" [2].

Currently, information and computer culture stand out as a natural stage of civilizational development. With the development of virtual reality, the scope of its application is expanding. Virtual reality consists of dissimilar relationships that are always generated by the original reality. A virtual world can only be virtual if it is the opposite of the real one. Society and social processes feel the need to exchange information. This is proof that 2020 was named by our President Sh.M.Mirziyoyev as "The Year of Science, Education and Development of the Digital Economy." The overall influence of virtual reality on the life of modern society is manifested in all areas. All this is connected with a person's ability to search and apply the necessary information. We support N.M. Rothschild's opinion that "information belongs to the One who owns the world" which is proof of this. Indeed, the world of information is vast, and conquering it is tantamount to conquering the world. In any case, changes occur at lightning speed with the help of modern information. Today, information reaches the masses through the latest means of communication even faster than infectious diseases. Information in the virtual world is limitless and vast. There is not a single industry left in society that the computer has not penetrated. The Internet is part of our daily life, a resource that is becoming an increasingly "flexible" media. In modern society, it is impossible to understand civilizational development without the capabilities of the artificially created environment. Naturally, this situation seems unthinkable. The reason is that this environment determines the purposeful formation of quality of life.

RESULTS. Virtual reality is a unique symbiosis of technology and culture. Mastering and developing this reality, which is not limited by physical laws, promises unprecedented prospects. In turn, improper use of virtual reality can lead to negative consequences. Manipulation of the human mind and entry into virtual life can replace the usual active life. Virtual reality has managed to bring the social sphere into its sphere of influence, like other spheres. This integration process involves not only the education system and the medical field, but also other areas. At the same time, a large number of virtual multimedia complexes have been created that help to study literature, history, philosophy and a number of humanities. Every teacher who regularly works on himself now has more than a dozen multimedia presentations with audio and visual content. The reason is that the effectiveness of virtual learning of real events in objective time is high.

DISCUSSION. Virtual reality is manifested in human activity in the unity of perception and understanding of the world, and it serves as a means of communication. Because of this, the information war is rapidly increasing. Information war means influencing the opponent to achieve various goals. Also, the effect shown to the opponent as a result of an information attack has a significant impact on public consciousness. In today's era, which is called the information age, the most convenient means of obtaining and exchanging information is the Internet. For information, the first crime committed on the Internet (cybercrime) was discovered in 1983. A. Tulepov studies this situation in detail and emphasizes that the reasons for the Internet becoming a space for vandals are reflected in the following:

- unregulated Internet;
- confidentiality of activities on the Internet;
- such conveniences as placing information in a combination of text, image and sound;
- ease of Internet access;
- unlimited Internet audience;
- speed of data transfer [3].

In addition to A. Tulepov's opinion, we can add such reasons as the loss of national borders on the Internet, the fact that the Internet affects the human psyche faster and more "effectively" than other means.

Consequently, turning to information technology in the interests of society and the individual has become a requirement of the time. And this means the importance of virtual reality in the sociocultural space. Just as the atomic bomb was the first factor in the scientific and technological revolution, virtual sound was the first factor in the information revolution.

SUMMARY. As a conclusion, it can be said that virtual reality technologies create a wide field of reflection for a person to deeply master the fields of modern sciences such as physics, computer science, engineering, psychology, philosophy, and medicine and to understand the world. It finds its expression in the social, political, economic, cultural and ethnic processes of technological development, in the performance of interstate and intercultural dialogue. Its improvement includes complex processes such as mastering and changing the universe. At the same time, it should be emphasized that the effective use of virtual technologies can bring great benefits not only to the life of an individual, but also to the state. This, in turn, will be a criterion for more effective functioning of the virtual management systems operating in New Uzbekistan.

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