

NEGATIVE IMPACT OF INTERNET GAMES ON TEACHING ACTIVITIES

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Abstract. *This article is devoted to the negative impact of internet and also internet games on the education of young people today, the difficulties they cause teachers, and ways of solving this problem.*

Keywords: *internet, social network, globality, computer games, pedagogy, interactive education, psychological methods, virtual games, physiological, psychic, human factor, nymphomania, gambling, ARPAnet, NSFNet, young generation.*

The youth of today have modern technology to aid them in their quest for information. The advent of internet-enabled handheld devices has only added to the ease of accessing information. You can not only use the internet for communication, business, banking or entertainment, but you can also use it for education and research. In the age of technology, there is no society without the Internet. The Global Network is a source of information for some, and some people use it to find friends and find jobs.

Today, computer games are not only games, but also propagandists of culture, knowledge, education and education. The plays do not resemble a stage, an exhibition of paintings or a page of a book, but express modern spirituality, morality, dreams, dreams and visions. It is difficult for today's young people to imagine their lives in the world. The Internet has entered the life of every person, institution and enterprise. Even children consider the Internet an important part of life.

Computer games have become one of the largest and most developed areas of pedagogy, interactive educational technologies and practical application of psychology: they intensively use psychological knowledge and methods, and the modern man is more interesting, than participating in political elections or consulting. psychotherapist, «play more games». The popularity of games depends more on their «psychological aspect» than on the achievements of electronic technologies. Virtual games hurt and destroy young people. The American Medical Association is now on the verge of officially recognizing video game addiction to mental illness. The growing popularity of computer games and their negative impact on young people has long been a source of concern for health professionals. This is one of the greatest threats to developing countries.

At present, schoolchildren are almost bored for five to six hours because they have difficulty mastering some subjects, and as a result they come home and spend a lot of time playing Internet games or in computer classes. Because today almost all teachers have the same teaching methods. To avoid such situations, teachers should encourage students to learn about the lessons and read books and learn more about their history.

Access to educational information for schoolchildren. As a result, writing lectures and finding creative materials became much easier. At the same time, access to a lot of finished products and homework, which reduces the creative potential of students.

For example, during the lesson you can read a video or some interesting information related to the topic taught. Or to memorize words in foreign languages, you can play word games: who will be the first to write more words, chain game, make different sentences from learned words,

etc. Many modern young people want to live, work, study in foreign countries, because they lack information about our history. To interest them, it is necessary to organize trips to various museums or ancient places.

Proper education and knowledge are very important for every young generation. Everyone knows that one. The family is the first school to educate the perfect generation. Of course, the child's physiological and mental development depends directly on the learning process. And parents should approach this process responsibly and seriously. Therefore, it is essential to properly organize the learning process, constantly monitor the child's education. Therefore, it is possible to teach children to pay attention to the essence of what looks beautiful in their eyes and not outside, and to avoid the disease of «playfulness».

Internet (lat. «Web») is a global and publicly accessible complex of information exchange through the standard minimum Internet protocol (IP). The first network system based on the IP protocol was created in 1984 at the National Academy of Sciences, which later became the NSFNet project. Commercial versions of the Internet began to appear in 1995. At the same time, the Internet has spread very quickly in 10 years, its open architecture, its generic nature, the lack of centralized management have caused its organic development. The Internet is now recognized as one of humanity's greatest technological achievements.

Allam al-Tirmizi, following the folk proverb that «in a healthy body - a healthy spirit», calls to take care of health from a young age and not to waste time: «I have two things, many do not appreciate them. ; One is health and the other is leisure. In fact, everyone knows that these words are true.

If a person has free time, he spends it on something, unfortunately, almost 76% of the world's population spends it on a phone or a computer. Therefore, it is necessary not to leave children free as much as possible and help them to spend their free time in a meaningful way. They should be presented in each field. For example, if you have the opportunity to learn a particular sport or language, you can refer them to additional clubs or attract them to dance clubs.

According to research published in Pediatrics magazine, young children addicted to video games can become addicted and lead to mental illness. A group of international experts observed about 3,000 students over two years. It is said that young people, who play the most games, are more likely to suffer from symptoms of illness. It has been found that children who cannot stop playing video games are more likely to suffer from depression and anxiety. Jonesarak and the others will become stammers. But if the games take too long, these symptoms will disappear by themselves», says Michael Manos, a doctor at the prestigious Cleveland Clinic. Sometimes it's not good for a man to live in his shell.

The negative impact of the net: promoting technology that better protects social institutions, stimulating or requiring tech companies to introduce products and services that better protect social institutions and internet users; education about the internet and its consequences; stronger social services support for internet users: this policy option involves strengthening social services dedicated to internet users to prevent or mitigate harmful effects such as internet addiction, antisocial online behavior or information overload; incentivizing or requiring employers to develop policies that protect workers against harmful effects of work-related internet use, such as information overload and the blurring of lines between public and private life;

Today, many people suffer from nomophobia. The word Nomophobia-(Nomophobia-no fear of a mobile phone) comes from the English language and means the fear of being away from

the phone. Phobia is a popular type of fear disease. «Gambling» is an obsession with various computer games. This new disease, more alarming than curable diseases, has been recognized as the plague of the century.

It goes without saying that the Internet is becoming our second family, friend and even ourselves. Every morning, 80 percent of young people have a morning with the Internet, it's with us everywhere, it's our soul, it's our blood. In 1969, however, the ARPAnet network was established in the United States, bringing together the Department of Defense's computing centers and a number of scientific organizations. This network was created for a narrow purpose, mainly to learn how to communicate in the event of a nuclear attack and to help researchers exchange information. As the network has grown, many other networks have been established and developed.

BOB KAHN (1938–) and VINT CERF (1943–). American computer scientists who developed TCP/IP, the set of protocols that governs how data moves through a network. This helped the ARPANET evolve into the internet we use today. Vint Cerf is credited with the first written use of the word 'internet'. In 1965, Lawrence Roberts made two separate computers in different places 'talk' to each other for the first time. This experimental link used a telephone line with an acoustically coupled modem, and transferred digital data using packets.

The internet has had a significant impact on education and learning, democratizing knowledge and transforming the traditional classroom. While the internet has provided students and educators with a wealth of resources and tools to enhance their learning experience, it has also brought about some concerns. As we continue to explore the possibilities of the internet in education, it is important to be mindful of these concerns and work towards creating a safe and effective learning environment for all.

For many years, many scientists around the world have emphasized the negative electromagnetic impact of modern communication devices on the central nervous system of the person. The regular use of games on tablets or smartphone applications for pre-school children also affects their intellectual development.

They say: «time is the thief of life», it does not stop fast or slow, slow time is not always fast, make it fast or slow depends only on us, until now our life has depended on time, and now the Internet has joined their ranks. Children are exposed to high-frequency electromagnetic effects: the use of phones, smartphones, tablets do not meet the requirements of sanitary norms. These devices also have a negative impact on the child's mental development in the following ways.

First, the hand movements do not match the brain signals of children using touch screens. Such children are not interested in moving games, which are more useful. Secondly, the fact that the child is staring at objects on the screens of smartphones and tablets, causes problems with vision. First of all, the eye often waters, then begins to become cloudy and, finally, may reach a state of blindness. Third, the long-term use of tablets and smartphones causes problems with the neck of the child. In addition, some aggressive games have a negative impact on children's world view, creating an aggressive attitude.

The internet has also had a profound impact on the traditional classroom. With the rise of e-learning and online education, students can now attend classes and access course materials from anywhere in the world. This has made education more flexible and convenient, as students can now learn at their own pace and on their own schedule. Additionally, online education has made

it possible for students to pursue degrees and certifications that might not have been available to them in their local area.

Conclusion: It is therefore very important to keep children under constant supervision. The Internet cannot be completely restricted for children because the child's interest in the prohibited will increase. It was important to teach the younger generation how to use the Internet correctly. In other words, the global Internet has entered the life of mankind not for entertainment, playing some games, but to create the opportunity to receive scientific information and information for the development of science. You thought you would achieve your goal, but you are not only born into this world, you are born for this discovery, you are born for this good, you are born for this upliftment, you are born for this justice and power.

Negative impacts are internet addiction, lack of face to face communication, waste of time, excessive use of social networking sites and depression. The study recommends that as the internet is regarded as an inseparable part of human life, students should be conscious of using the internet. Studies show that information overload affects up to 20-30% of people.

Also, internet has so many positive effects to youngsters. It has brought about a major revolution in the field of education and learning. With the advent of the internet, access to information and knowledge has become easier and faster than ever before. The children, pupils, students can use the computer to complete their school or college assignments and use the internet for researching for vital information. Depending on the students' interests, they can write down their thoughts and pursue blogging or web-writing as a side career. And those who love to play video games can get inspired to develop their own games later on.

One of the most significant impacts of the internet on education is the democratization of knowledge. Previously, knowledge was largely limited to the privileged few who had access to libraries, academic institutions, and books. Today, however, the internet has made knowledge accessible to anyone with an internet connection, regardless of their location, background, or financial situation. This has opened up a world of opportunities for people who might not have had access to education otherwise.

Another significant impact of the internet on education is the availability of online resources and tools. From online textbooks and digital libraries to educational apps and simulations, the internet has provided students and educators with a vast array of resources to enhance their learning experience. These tools have made it possible for students to explore subjects in depth, and for educators to create more engaging and interactive learning experiences. In today's fast-growing country, the Internet, along with the creation of many opportunities and facilities for people, have a negative impact on the ideological and moral standards of the youth of our society. Almost 70-80% of the younger generation became captives of the global network. After all, it is up to each of us to effectively spend the life given.

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