

EFFECTS OF VIRTUAL GAMES ON YOUTH CONSCIOUSNESS

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**Annotation:** online game is a kind of cute game that has become an adult's favorite game, but at the same time it has become a favorite game for teenagers and even children who are in mental development. This article presents tutorials on the positive and negative effects of online games on the minds of young people. While some negative effects bring social development, such as addiction, dissatisfaction, bullying, anti-social, isolated and less socializing capacity, on the other hand, online games also give children's cognitive effects and develop, for example, children who play online have strong memory, generate good problem-solving skills.

**Keywords:** child, online, game, student, development, social, internet, visual, technology.

The discovery of the Internet brought the game world to the news-sensation. Ancient games were played without any network, but since then the discovery of the Internet, some games have also been played online. The games manufacturer continues to invent new types of games, such as games. Users and gamers can wisely change the information received from the internet because the information in the internet and online games is so wide that the data and actions have not yet been filtered.

In Indonesia, online games are very popular among children as well as among adults. This can be proven by increasing the number of users and gamers per day. This phenomenon is caused by the update of the games that lead to this phenomenon, and the fact that new experiences and new visual graphics of games are offered to users (Andriani, et al. 2011). Some new games bring complexity and a lot of violence, are not suitable for the development of children. Compared to older adults, young people are more prone to online games, especially children who are in elementary school. As the days go by, teenagers are becoming more addicted to online games. They are spending more time playing games online, watching games online than reading. Some argue that the reason for this dependence is tight competition in games. These games are updated weekly or even daily. However, online games have a positive and negative impact on society but games have only been considered more as a bad impact on children's development. Pratama (Piri. Quoted from 2014) said there are some advantages to playing an online game that he developed.

With the statement of Hermawan (2007), who advocated playing online games, games are entertainment to relieve boredom in everyday activities. In addition, online games will help their users find new acquaintances. Some of the online games have the newest feature of the chat feature. Games, which allows them to communicate through the social network, make it possible to use it with the media. In addition, online games also have a positive effect in social and cognitive development. This was determined by facts. In an Australian study, it was discovered that online games effectively improve knowledge and skills in mathematics, reading science, as well as educational activities and homework. In addition, online play can develop problem solving, exercise in children, bringing harmony between the eyes and hand movement and motor skills. But the impact of the online game is not felt by all children, while online games have been positive for children have had a negative impact on some children' prevented development. Children who are associated with the fact that this phenomenon is spent too much time play games rather than study. In conclusion, children are also influenced by icoby but on the other hand children are separated from the real world. This can negatively affect their social development. It was this entry that started online games in Indonesia in 2001. Now studying scientific heritage, socio-political activities and acquaintance youth charity of our above-stated ancestors is considered one of the main urgent objectives of the modern intellectuals.

There are many different types of online games. Indonesia has a fighting genre, sports and role-playing games. Online games are fun games. According to the results of the Suryanto (2015) study, it was found that the average student spends 4-6 hours in one of the game times. So the duration of playing it is not short, even some of them have different goals in this regard. Online games are not the only game that attracts a person can give pleasure and reduce stress. Online games, on the other hand, cause players to become addicted to it. This is consistent with what Trismarin said in Amanda (2016), which is an online game, where players are busy until they forget about duty and responsibility with a tendency to depend. For example: if a player is a student, he often neglects his duties and becomes his responsibility as a student. Piliang (2011) explains that the behavior of children has changed due to the lack of traditional games and that online games cause and, in addition, Space border also causes in technological developments to play traditional games. People living in modern times have a high level of entertainment and children also do it as adults. One entertainment facilities for children are online games. Approximately three have been identified according to a Pitaloka (2013) study. Therefore, the child's interest in online games is, first of all, the early socialization of digital games associated with it. Since childhood, they will be a kind of game similar to a specific game station. Scientists say that they know the game Station from childhood. This means that digital games, such as online games and a gaming station, are new things in a child's life. Secondly, the presence in technology is the influence of online games on the social and cognitive development of elementary school students, we can say those under the objects. Since childhood, they get acquainted with computers, used gadgets and other technologies, which, as a result, encourage children to fall in love with online games. Children who are encouraged to play online are more likely to have fun because they feel it is good. And thirdly to spend their free time. As a result, they unwittingly fall in love with online games. Some children do not get confused with a certain activity in their free time, in these cases they can be involved in online games which can help to get out of all sorts of depression or a difficult situation. The maturity of the child means that the better the parents are brought up, the better the positive development and psyche of the children.

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