

BASIC CONCEPTS RELATED TO INTERNET CAPABILITIES AND INTERNET USAGE

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Abstract

In this article, we discussed the possibilities of the Internet and the dangers of the Internet, the benefits of the Internet and the impact of the Internet on the minds of young people.

Keywords: International Network, structure of Internet network, social media, network.

Introduction

Internet concept. The Internet is a worldwide, global computer network operating on the basis of a single standard. Its name has two different interpretations, i.e. "International Network" - international network and "Interconnected networks" (Interconnec network) means "inter-network". It is an information system that connects local (local) computer networks and consists of a virtual collection with its own separate information space. Internet concept. The Internet is a global computer network operating on the basis of a single standard. Its name has two different interpretations, i.e. "International Network" - international network and "Interconnected networks" (Interconnec network) means "inter-network". It is an information system that connects local (local) computer networks and consists of a virtual collection with its own separate information space.

The main part.

The Internet network allows all computers connected to it to exchange information. Each client of the Internet network can transmit information to another city or country through his personal computer. For example, browsing the catalog of the Library of Congress in Washington, getting acquainted with the pictures displayed in the last exhibition of the Metropolitan Museum in New York, participating in international conferences, carrying out banking transactions and even playing chess with Internet clients living in other countries. can be played.

The structure of the Internet network. The Internet is a self-forming and self-regulating complex system, consisting mainly of three components:

- technician;
- data type;
- news

consists of various types of computers, communication channels (telephone, satellite, fiber optic and other types of network channels) and a set of technical tools of the network.



The software (component) of the Internet network are programs that ensure the operation of various computers and network devices connected to the network on the basis of a single standard (in a single language). The information supply of the Internet network consists of a set of information in the form of various electronic documents, graphic images, audio recordings, video images, websites, etc., available on the Internet network. The Internet has two main functions, the first is an information space, and the second is a communication tool.

Internet connection - connection to the Internet network is a permanent connection via a dedicated communication channel (optical fiber, satellite connection, radio channel, dedicated non-switched telephone line), as well as a switched, i.e. disconnectable connection (Dial-up access, Dial-up).

Social Media - Social media provides direct user interaction. Users can upload their own media content for public use.

the characteristics of the Internet and its difference from traditional media is the expansion of user access. With the help of the necessary programs, each user can create their own content for a wide audience. Research shows that a relatively small group of users on the Internet creates the bulk of content, such as videos, blogs, or texts. The most common way to participate in social media is to edit, rate and is an explanation. Other ways to get involved include joining various groups, responding by liking or signing up online.

Social Media Forms:

1. Community portal containing user profiles, network interaction and comments.
2. Discussion and comment based blogs.
3. User-edited wiki web pages. The information presented in it allows the user community not only to interpret existing information, but also to participate in the creation of new knowledge. Each member of the community can add information to it or remove it.
4. Quick information exchange that allows users to communicate face-to-face regardless of how far they are from each other.

When creating a profile on a social platform, users must provide personal information to identify themselves to the community. In chats or forums, users sometimes provide personal information, such as addresses or phone numbers. Children and adolescents cannot see the consequences of making personal information public. The contact information form on many social media services is based on personalized advertising. The more information the user provides about himself, the more specialized the ad will be.

Unethical behavior (bullying) on the Internet occurs mainly as a result of the anonymity of its users. Today, social media bullying has become public. So, for the person who became the object of bullying, its consequences are very serious. More than one person may hear an insult spoken by a classmate during recess, because the victim and the person who insulted him/her attend the same school and know each other. But a defamatory video can be copied to many sites on the Internet, to mobile phones, to archives on computers. Such material is stored on the network for a long time.



Due to the anonymity of the Internet, the incitement and propagation of hatred against certain groups and individuals can be widespread. In addition, the behavior of people in the virtual world is fundamentally different from their activities in real life. Because they do not see the face of their opponent and do not think about the consequences of their actions. Therefore, the risk of becoming a victim of human rights abuse and defamation is higher on the Internet. In addition, immoral content is considered dangerous for children and young people. Because the given false information can have a negative impact on their views. In most cases, young people have access to material that is inappropriate for their age, such as pornography or advertising . Exposure to pornographic material can have a negative impact on the psyche and sexual development of young people .

Understand the challenges and risks associated with using the Internet and risks associated with online content

Adapted from Youth Protection Roundtable Tool Kit - Stiftung Digitale Chancen 2009 .

Age -inappropriate content: The Internet offers a variety of content for users of all ages, thus catering to the diverse interests of both the general user base and specific groups. Children and adolescents should not be able to access all content. In this regard, it is necessary to clearly define what age group we are going to reach for certain content. Particular attention should be paid to content that is not prohibited by law, but may harm young users . Inappropriate content, particularly adult pornography , can harm children, especially if access to it is accidental. The risk of encountering age-inappropriate content lies with the user's own behavior. He may search for this content on purpose or stumble upon it accidentally. Age-restricted content may be commercially available, but may also be user-generated. Age- restricted content is restricted to specific users, while general content is generally available to all users and therefore requires special attention. Today, many children and teenagers have phones with multimedia capabilities and can access the Internet at the touch of a button. In doing so, they should remember that they may not have an adult by their side when they encounter content that is not appropriate for their youth.

Content not vetted: Content found on the Internet is not vetted by independent experts, so it's important that teens learn to be critical of content and not blindly believe everything they read there. Characteristic of the Web 2.0 environment, user content can often be incomplete, biased, and ambiguous. Young people know that not everything they read online can be trusted .
Encouragement to self-harm: There are many sites on the Internet that encourage users to self-harm (such as sites that promote suicide, anorexia, or sectarianism). With Web 2.0 and new content delivery technologies, users may be exposed to content that encourages self-harm. In particular, children and adolescents are often unable to realistically assess the risks presented in the guidelines of such sites.

Violation of human rights: The Internet is based on anonymity, so propaganda directed against certain population groups and individuals can be easily disseminated. Moreover, it should not be overlooked that people may behave differently online when confronted with their enemies or victims, knowing that they will not be held accountable for their actions. Thus, the risk of



being a victim of human rights violations and defamation is greater in the virtual environment than in real life.

Inappropriate information to children in the form of advertising and marketing: Children may be exposed to advertising that is not intended for children and may purchase goods or services not intended for them (eg, plastic surgery). The more personal information users disclose (name, age, gender), the more likely they are to receive an invitation to participate in an advertisement or sweepstakes. Children often do not fully understand the consequences of writing their name on a form or on the Internet. So they are in great danger. Given the popularity of mobile phones among children and teenagers, this additional channel of ad viewing deserves special attention.

Privacy: Content created on the Internet can circulate around the world indefinitely. Users, especially children and teenagers, cannot imagine the short-term and long-term consequences of text and images, although they themselves may not want this content to be in public. Anyone can use the data stored on the server or platform, and the data owners have no idea how unprotected their personal data is. When working on the Internet, people need to understand the specifics of this environment.

Copyright Infringement: Copyright infringement is a risk associated with the actions of many users. Regardless of whether the copyright infringement is intentional or unintentional, the user may consider it an infringement and demand that the infringer be punished.

Money theft/fraud: This refers to the process of obtaining information about citizens' personal bank account numbers, particularly personal identification numbers (PINs) and individual transaction numbers (TANs), in order to withdraw money from their bank accounts. Young people don't know how to distinguish fake websites from real websites and they reveal their bank details.

Trade Frauds: Trade frauds are when sellers pretend to sell goods or services when, after payment, the goods or services are not as described or not delivered to the customer at all. This scam is also related to identity theft or phishing. Another marketing scam is the sale of digital services (such as ringtones) at false or misleading prices, often linked to permanent subscriptions to services the user does not want. In many cases, users (teenagers and children in particular) are not fully aware of the risks involved in entering into such contracts online.

Profile creation: the more profiles a person creates for different platforms, the greater the risk that personal data posted on one of these platforms will be disclosed to others (for example, to conduct a public survey or participate in a lottery). Therefore, profiles are created to directly communicate with a person and send him unwanted content or advertising, or offer a service. A user can create a profile on any website, including a website where personal information is publicly available. Users' profiles (or their personal profiles) can be found in the website's



database, or the platform's provider can sell the data to third parties. Such situations are particularly dangerous.

Summary

The Internet offers a variety of content for users of all ages, thereby satisfying the diverse interests of both mass users and specific groups. Children and adolescents should not be able to access all content. In this regard, it is necessary to clearly define what age group we are going to reach for certain content. Particular attention should be paid to content that is not prohibited by law, but may harm young users. Inappropriate content, particularly adult pornography, can harm children, especially if access to it is accidental. The risk of encountering age-inappropriate content lies with the user's own behavior.

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