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THE IMPORTANCE OF VIRTUAL REALITY AS A SELF-DEVELOPING SYSTEM<https://doi.org/10.5281/zenodo.10308326>**Khaydarova Akida Khurram kizi***Centre of the professional qualification**improvement of medical workers (TIPME)**Assistant at "Uzbekistan development strategy.**Civil society" department, PhD in philosophy***ВАЖНОСТЬ ВИРТУАЛЬНОЙ РЕАЛЬНОСТИ КАК САМОРАЗВИВАЮЩЕЙСЯ СИСТЕМЫ**

Аннотация: Данная статья основана на том, что проблема виртуальной реальности становится главной проблемой 21 века, с технической и физической точки зрения виртуальность является продуктом постиндустриальной цивилизации и информационно-электронной революции, его следует понимать, как необходимый компонент информационного общества.

Ключевые слова: бытие, виртуальная реальность, киберугроза, технология, индивидуализация, технократическое мировоззрение.

Abstract: This article is based on the fact that the problem virtual reality is becoming the main problem of the 21st century, from a technical and physical point of view, virtuality is a product of post-industrial civilization and the information-electronic revolution, it should be understood as a necessary component of the information society.

Key words: reality, virtual reality, cyber threat, technology, individualization, technocratic worldview.

INTRODUCTION

The principle of progress is the result of a perfect study of the scientific picture of the world, an organic combination of the principles of integrity and progress. The scientific picture of the world as unique knowledge is formed within the framework of a private scientific picture of various fields of science. The concept of universal evolutionism is based on the body of knowledge of specific scientific disciplines and at the same time embodies the principles of a number of philosophical worldviews.

We consider Turaev's opinion that "in the context of alternative philosophical teachings to global: social, economic, political, spiritual, ideological problems of the modern world, the approach is a condition for determining both the causes of their occurrence and consequences, as well as their scale"¹. In this sense, science and philosophy are enriched with such concepts as self-organization, design, openness,

proximity, linearity, nonlinearity, equilibrium - imbalance, chaos - order, actualization - potential, dynamics - homeostasis, stability - instability. One of these fundamental innovative methodological techniques is virtualism. Information reality, presented in the form of the Internet and other technologies, influences a person more strongly than events in the physical world. This concept has not yet been sufficiently clarified; currently there are several points of view on the essence of this concept. The culture is dominated by the concept of virtual reality as an area where there is no difference between the concepts of "virtuality", "virtual existence" and "virtual existence". Modern research in the field of social knowledge, philosophy, and psychology shows that this phenomenon is much broader than such interpretations. The diversity and sufficient inconsistency of the definitions of virtuality and virtual reality require their regulation and clear definition. However, despite the variety of studies, there is no holistic representation of the problem of virtualism within the framework of the new scientific paradigm. This situation requires an in-depth analysis of the adequacy of the introduction of virtualism into the modern self-developing paradigm.

Literature review. Reflecting on the phenomenon of virtual reality, we would like to focus on the fact that it must be associated with the pursuit of a specific goal. But aiming can be conscious or unconscious. When virtual reality is created consciously, it acquires the quality of an artifact - an artificially created object, losing its irrelevance. Virtual reality is unreality. "The state of satisfaction is one of the highest priority goals of virtual reality modeling. Another goal, which is obvious to the eye, is to compensate for emotional or mental losses, that is, competence. The third, most theoretical goal is the search for meaning in hypothetical, conditionally probable conditions of dialogue" [22]. Today we will not be mistaken if we say that virtual reality has reached the peak of its popularity. The number of virtual reality users, the relationships between them, and their features are so diverse that it became necessary to study them philosophically. The core of the newest vision of understanding the essence of virtual existence is human social creativity. At the same time, virtual existence is understood as a process of life activity. In current conditions, when the development of science and technology is gaining momentum, this worldview is often called a technocratic worldview. Canadian philosopher and futurist M. McLuhan claims that he based the philosophy of history on information determinism. Depending on how people communicate, he identified three periods in human history:

The first period is the period of tribal identity or "listening man." This person's communication was limited to oral speech; the period itself lasted a very long time - from the time of Adam to the 15th century AD.

The second period is the period of the typographical man or the "visionary man." This man communicated with other people using printed text, a period that lasted from the 15th century to the 1980s, when Gutenberg's printing press was invented.

The third period is the period of the information person - a person who "looks and listens" at the same time. The person described by M. McLuhan cannot in principle be

called a person of the information society. Indeed, the existence of virtual existence is connected with human existence. Since a person's thoughts, fantasies and life experiences are limitless, he strives for virtuality. In this process, man and his nature, the physical being, occupy an important place. The existence of virtual existence, in turn, is associated with information technology and the communication system. Man is important as the founder of virtuality, then virtual reality becomes a form of being that can exist by influencing the human mind. In our opinion, the most common factor contributing to this effect is the Internet network. Today, the number of Internet users in our country exceeds 27.2 million, of which the number of mobile Internet users is 25.3 million people, 95 percent of the population of the Republic is covered by mobile Internet, 54 percent of households are provided with high-speed Internet access.

Research Methodology "The existence of the future can influence the direction of today's phenomena in a synergetic methodology, since the future begins now"¹⁷. Virtuality and virtualistics are understood as one of the most important elements of the self-development paradigm. This discipline and approach adequately reflects the fundamental changes that have manifested themselves in this paradigm. Virtualism is based on the idea of the multinationality of reality, which, in turn, is associated with the ideas of the synergetic paradigm about nonlinearity, instability of reality, as well as with the most important feature of synergetics in its own quality of structuralism. This rule confirms that the synergetic paradigm is a virtualistic context. It is concluded that one of the important aspects of virtual reality lies in the nature of its self-organization. This allows us to conclude that virtual reality is a new element of the synergetic paradigm. The epistemological basis for the inclusion of virtualism as an important element of the self-developing (synergetic) paradigm is the revision of fundamental scientific and philosophical categories, such as subject and object, and the statement of their interdependence in the process of cognition and activity. This may be a condition for the sociocultural basis to be called a sustainable imbalance in modern ideas about the world. In such a world, more and more unique phenomena appear in which the subjective factor and the role of ideal images are more pronounced than in others. Consequently, there is a need for theoretical and methodological approaches that are capable of finding patterns in the influence of subjective facets on the sphere of objective reality. In the context of the synergetic paradigm, the prospects for the development of virtualism may be associated with the development of a new philosophical category.

Analysis and results. A controversial point in the process of philosophical research of virtual reality arises in the question of its relationship with real life. That is why we took into account the opinion of many scientists that "strange realities" may exist within the framework of this study. For example, the metaphysical concept of G. Leibnis about the "set of worlds that can exist", or the theory of A. Schius about "several corresponding fields", the doctrine of P. Bourde about the "field of signs", P. Berger, T. Lukman, L. Thévenot, "Constructive paradigm" by T. Heurup and a number of scientists, with a keen

approach to the ontology of virtuality, create the possibility of constructing (creating, opening, discovering) special realities with the help of which a large number of possible worlds can be explored. It should be noted that the concept of virtual existence to this day still retains many unexplored facets, the necessary systematization of which is not capable of concentrating the state of decay within itself; it must be said that there is no mistake here.

Based on the latest scientific data, we recognize that the world does not develop linearly within the framework of strictly unambiguous cause-and-effect relationships (cause -> effect -> cause-and-effect relationship). Nonequilibrium, irreversible processes in nature play a fundamental constructive role. If the world consisted of stable dynamic systems, it would be a static and predictable world. Instability in the world we live in is an obstacle to all levels of development. In our opinion, the choice of a development line by an unstable system is associated with such concepts as self-organization and the bifurcation point (the point of loss of stability and the choice of one development option). Such phenomena and categories as self-organization, open systems, nonlinearity are considered by synergetics as a new scientific paradigm. Synergetics represents a new worldview, a new ideology. In our opinion, synergetics as a new scientific paradigm requires a new style of scientific thinking in the field of self-organization - nonlinear thinking. A variety of forms of activity, chance - all these are signs of the desire for creative thinking as such. The development of computer technology is an opportunity to confirm the existence of "cyberspace" as a unique phenomenon, an "artificial reality." This technological environment arises due to the strong influence of the unpredictable information and communication sphere on the human psyche. N.Z. Aliyeva noted: "In the process of computerization of public life and the development of the Internet, a new type of reality is emerging - "virtual reality" [3].

Currently, the epistemological, theoretical and cognitive aspect of any human activity can be described on the basis of the creation of a virtual world; the fact that virtual reality is created by a creator-artist, creator-musician, creator-poet allows for a radical exploration of the process of free formation, in the spotlight which is any creativity in the virtual world. The creation of virtual objects is considered an integral aspect of scientific research and technical creativity. The ontological approach to the study of virtual objects, which allows us to consider virtuality as a universal ontological phenomenon, implies that virtuality has different ontological levels created by both natural and human activities. It was also discovered that virtuality is interpreted in a broad context as one of the ontological levels of being. An attempt to highlight the properties of virtuality in the context of existence showed that there are ontological ambiguities in it. K.K. Horace explored the connection between virtuality and uncertainty. Virtuality sees it as a lack of quality in being, its underrepresented and insufficiently symbolic emptiness. In our opinion, virtuality always determines the field of possibilities, but does not provide real objects with many opportunities, but makes a transition to one of them.

Conclusion/Recommendations. In conclusion, it should be noted that virtuality is effective and objective, it helps to implement what corresponds to natural or social laws, virtuality is always the path to a new reality, a companion to everything new, it accompanies any moment of birth, it is a driving force. This will transform the real object into a new state. Thus, synergetics and virtualism make it possible to found a non-classical ontology. In our opinion, this means seeing the world in all its unity and complexity.

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