



Virtualization In The Social Sphere

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Journal Website:

<https://theamericanjournals.com/index.php/tajssei>

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ABSTRACT

This article discusses the paradigm of the new direction of virtualism. It provides information about virtual images and virtual reality in the information society. The etymology of the concept of virtualism is also substantiated.

KEYWORDS

Virtualistics, paradigm, epistemology, virtual reality, virtual image, information.

INTRODUCTION

The acceleration of the process of informatization in the world has led to the emergence of a modern research direction called "virtualistics". In this regard, there is a need for an adequate interpretation of the concepts and principles, laws and trends in the development of virtualistics that have formed over the last decade of the twentieth century. It is for this reason that there is a need to study virtualistic knowledge from the point of view of modern post-non-classical philosophy. The philosophical conclusions and results obtained in the process of such research will serve as a

methodological basis for the virtualization of public life, production and the education system, the study of its positive and negative aspects.

There is an increasing need in the world to study virtualistics and its capabilities on the basis of the epistemological laws of modern philosophical science. This study shows the importance of studying the features of virtual reality from the standpoint of epistemology for solving complex scientific and conceptual problems of our time, the formation of

ideological immunity among young people, the national identity of a person. This study serves as a theoretical basis for the philosophical interpretation of the scientific essence of the phenomenon of virtualism, its categories and principles.

In Uzbekistan today, the informatization of society is taking place, the widespread introduction of information technologies into public life and production, which creates the possibility of comprehensive virtualization of human activity, that is, the beginning of a broad dialogue between a person and virtual reality. In this regard, there is a need for a philosophical analysis of the problems of "virtual reality" and "virtual being", related concepts and representations. In this context, the phenomenon of virtualization of art and culture, education and healthcare, social protection systems, science and technology, information resources and other spheres of society is increasing, as well as the coverage of virtual systems is expanding. In order to effectively use such systems, the recommendations developed within the framework of this study will play the role of a methodological basis for the development of projects and technological plans for the intensification of the virtualization process of society.

MATERIALS AND METHODS

In the course of the formation of virtualism as a science, post-non-classical problems of the epistemology of this science arose, which entered the circle of philosophical research, became the subject of serious research and development. The initial foundations of the science of virtualism were laid by Russian scientists N. A. Nosov and O. I. Genisaretsky[1. 147-155]. In Western scientific and technological centers, the main emphasis was placed on the study of virtual reality arising in human-computer systems and the Internet, the social and psychological consequences of

the relationship and interaction with this reality[2. 27-33].

At the present stage of the development of virtualism, the actual epistemological problem is the object and subject of research, the compilation of a dictionary of virtual terms[3.69], the definition of its institutional, intersectoral and philosophical status.

As for the philosophical component of this science, the most developed direction is the ontology of virtuality.⁴ There are also studies on the epistemology of virtuality, but most of them are carried out on the basis of epistemological approaches and principles of a non-classical nature, and not on the basis of post-non-classical epistemology[4. 130-152].

It should be noted that in the process of cognition of virtuality, as well as in the process of identifying and characterizing the object of science, an epistemological situation arose that confirms the post-non-classical principle of proliferation developed by P. Feyerabend. The essence of this situation is that in science, within the framework of the directions, the teachings of virtualism, the discovery, characterization and study of objects of knowledge that resemble chain bifurcation (polyfuration) networks are carried out.

Over the past 10-15 years, important research has been carried out in the philosophical science of Uzbekistan on the problems of the paradigm of sciences, epistemology and methodology of post-non-classical philosophy. Such modern scientific directions as globalism, universal evolutionism, synergetics, multivalued logic, fractal geometry are deeply studied, scientific conferences devoted to these problems are regularly held. Research in this area has great prospects.

In the last quarter of the XX century, the process of accumulation of knowledge, the development of certain ideas and the formation of methodological knowledge in the

field of studying virtual phenomena and states allowed such a direction as "virtualistics" to be formed. Until now, philosophy and science have developed mainly only general ideas about virtual existence and the possibilities of its cognition, the potential of its possibilities. At the same time, the presence of such ideas is not a sufficient basis for the complete formation of virtualism in the post-classical direction of science. The history of the emergence of science shows that the emergence of a certain science requires a number of philosophical, scientific-theoretical, technological foundations, as well as a number of other sources and factors. In such a case, the emergence of virtualism in a short time interval should be attributed to random paradigmatic phenomena, which of course does not correspond to reality.

RESULTS

The formation of virtualistics is directly related to the renewal of the philosophical worldview, nonlinear thinking, the emergence of non-classical and post-non-classical scientific thinking.

In the second half of the last century, it became obvious that the trends and methodological approaches that have ideological, theoretical and methodological influence, such as phenomenology, structuralism, logicism, verificationism, binarism, reductionism and some others, do not fully possess a philosophical and methodological basis for studying natural and social structures that have potentiality and evolutionary improvement. Virtuality, on the contrary, has a polyontic (introduced into science by the Russian scientist N. A. Nasal) property, is an object of research that has concentrated versatile, sometimes contradictory entities [5]. The study of such a science is possible only within the framework of philosophy, in particular in its post-non-classical development, which has nonlinear and pluralistic components in its ideological and methodological basis.

The fundamental provisions of post-non-classical philosophy include theoretical and methodological multiplicity, critical openness to any idea, views and approaches, non-linearity, the confrontation of ideas and at the same time tolerance, which is the conceptual and methodological basis of the subject of virtualism [6].

In its appearance, virtualism is primarily due to the nonlinear thinking that arose on the basis of non-classical natural science and its heuristic beginning [7]. The following concepts and positions can be considered as the conceptual core of this type of thinking: coherence (correspondence), instability, imbalance, opposite influence, spontaneous process, symmetry breaking, and others. These and other conceptual and methodological elements of nonlinear thinking, in the process of becoming new disciplines, including virtualistics, realize their heuristic properties as important epistemological foundations and sources.

Considering the scientific and theoretical foundations and sources of virtualistics, first of all it is necessary to mention such disciplines as cybernetics, general theory of systems, multivalued logic, mathematical programming, probability theory, psychology of operator activity. The epistemological foundations of a number of concepts and propositions related to virtualism owe their origin to the ideas and propositions developed within the framework of these sciences.

As the basis for the formation of the paradigm of the subject of virtualism, the role of the approach to the object from the point of view of modeling and research practice is important. The ontological and epistemological basis of this campaign is based on the position that artificially created numerous virtual realities can also perform the function of modeling to a certain extent.

Creating a virtual reality, performing a certain practice with the help of symbolic, mathematical and computer modeling is an effective way of fruitful research. Therefore, it can be noted with full confidence that the creation of the theory and methodology of mathematical, symbolic, verbal, computer, information modeling in natural, technical and socio-humanitarian subjects has become an almost limitless scientific and technological basis for studying the phenomenon of virtual reality.

In the process of turning the essence and components of the virtuality phenomenon into an object of research, the transition to electronic computer networks has become its important technological basis. And the creation of multiprocessor computer systems, as well as powerful personal computers, was the beginning of the transition to the second computer revolution. In turn, this process led to the virtualization of knowledge and practice, the radical informatization of society.

We have considered the generative (creative) role of various foundations, conditions and sources in the emergence of a new science. Here we can cite many examples from the history of science, when certain factors had a creative influence.

At the beginning of the XIX century, the French scientist Evariste Galois (1811 - 1832) developed the theory of groups in mathematics. However, his contemporaries who lived at that time could not understand the new concept developed by the scientist and his methodological approach. The scientific heritage of E. Galois was published by another French scientist J. Louisville (1809-1882) in 1846. But even in this period of time, due to the lack of sufficient conceptual and methodological sources, the mathematical idea created by E. Galois could not acquire its theoretical or paradigmatic status. Only in the second half of the XX century, together with the appearance of appropriate conditions,

factors and theoretical sources, Galois ' brilliant discovery began to be actively and widely introduced into mathematics, physics, chemistry, psychology and economic theory.

There are many philosophical and special scientific ideas, theoretical and conceptual models about the essence of creativity, its forms of manifestation and processes [8. 45-50]. However, the development of a holistic theory that explains the essence of creativity, its rational and irrational, synergetic and virtual, innovative and cyclical aspects is still on the research agenda.

The research conducted in virtualistics, the philosophical, methodological and epistemological generalization of the research results show that along with the fact that creativity and virtuality, being universal, multi-qualitative objects of knowledge, are simultaneously closely interrelated phenomena.

Creativity is the creation of new material and spiritual values that differ in quality, form and content. The basis of creativity is the process of thinking. At the same time, we must take into account the presence of psychological and epistemological aspects of this process.

The synthesis of psychological virtual images (connection, unification of systems, etc.) creates a subjective picture of the world. The source of this picture is reality, the existence of objects that have the status of a constant reality.

Virtuality is contained in emotional images, representations and concepts that are elements of the objective and subjective world, where there is a unity of the virtual and the constant. The virtuality of images, in turn, form the basis and source of creativity and creative thinking.

The analysis shows that the virtualistic understanding of creativity, the creation of its

virtual model is a prospect for future research of the epistemology of creativity.

Virtual and constant (constant) reality in the cycles of scientific creativity, due to the lack of knowledge, continues to be an epistemological problem, and especially the question of the emergence of the process of scientific creativity and the manifestation of virtuality in it, the mutual influence of virtuality and creativity.

Scientific creativity is a complex spiritual process of creating ideas, inventions, projects, artificial structures and models, the discovery of previously unknown objects, properties and patterns. In the process of creativity, a scientist and an inventor face a multi-faceted, multi-layered space, a situation and a case, and at the same time develop ideas, ideas and projects that have the property of virtuality.

One of the important patterns of creative activity is a cyclical (temporary) pattern. This pattern is reflected in the levels of creative activity. In its levels, repeatable and unique processes and methods of activity change places.

In social life, the constructive transformation of scientific thinking is influenced by objects and subjects, internal and external forces, various factors [9.197].

CONCLUSION

Reproducible processes and elements, implying a constant reality, mainly consist of research plans, information data, laboratories, a set of methods and tools necessary for conducting research. Here, constant reality implies the "availability" of available resources. The formulation of a scientific problem implies the virtual reality of a future invention or a new idea. Here you can observe a dual reality: a) the problem statement means a virtual research model; b) one virtual reality outputs another virtuality. The problem contains the "grain" of

a new idea. In the process of research, the "grain" sprouts.

The development of computer technologies provides unprecedented innovative methods and means for creative activity. Now it is possible to simulate conscious and subconscious creative and synergetic processes through a computer-programmed virtual reality system.

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