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Philosophical and Political Aspects of Young People's Use of the Internet

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Cyberspace is a virtual environment created using information technologies and providing connectivity through a global network. It is an important platform for information exchange, data transmission and communication between people, organizations and countries. The general aspects of cyberspace are: information security, speed and efficiency of information exchange, digital economy and online communications. Currently, the development of cyberspace and its social, economic and political impact is in the spotlight worldwide, and new laws, technologies and strategies are being developed in this area.

Keywords: Cyberspace, information security, information exchange, digital economy.

Introduction

Internet (lat., inter - "between" and net (work) - "network") - 1) a worldwide computer system that connects large (global) and small (local) computer networks, a global computer network for international information exchange operating around the world; 2) a concept denoting an electronic information medium and program that covers information on various issues and areas, allows for long-distance communication, electronic commerce, distance education, audio, video, TV, image exchange, and, in general, a large amount of news and information. On the Internet, the interaction of individual computers and small networks, regardless of geographical location, time and space, forms its global information infrastructure. The concept of the "Internet" began to take shape in the 60s of the 20th century. In 1969, the ARPA (Advanced Research Projects Agency) agency began research to create an experimental network for packet switching. The network was created, and it received the simple and short name ARPANET, that is, the agency network. The network was created to study technologies for independent transmission of information flows in a communication system. The research project was successfully implemented. Many organizations that participated in its creation began to use this network for their daily purposes, and in 1975 this experiment was launched into a working network. Responsibility for the network was assigned to the DCA (US Defense Communications Agency). At the same time, specialists began to develop the basics of the Internet protocol TCP/IP (Transmission Control Protocol / Internet Protocol). It was at this time that the term "Internet" (an abbreviation for the words Interconnected Networks) began to be used. However, at this time, ARPANET was divided into two separate networks: MILNET (Western Network) - the

unclassified part of the Defense Information Network (DDN) and the new (reduced) ARPANET. At that time, both networks were referred to in the same way, and when necessary, the term Internet was used.

In the 1990s, the World Wide Web hypertext system was created. Tim Berners-Lee, an employee of CERN (Switzerland), developed the hypertext markup language for documents, HTML. In 1993, Marc Andreessen and Eric Bina, employees of NCSA (National Center for Supercomputing Applications), developed the first browser, Mosaic X. Later, Mosaic Communications introduced the first version of the Internet browser, Nitscape Navigator l.0. It is worth noting that in the 90s, Microsoft dominated the entire software market, and the Netscape Navigator program could compete with Windows with its online capabilities. Then Bill Gates, realizing that he was their competitor, ordered his employees to immediately remove this company from the "game". Thus began the browser conflict. On December 7, 1995, Microsoft developed the Internet Explorer (IE) browser. In September 1997, the browser conflict ended with the victory of Microsoft. At that time, Luis Monet developed the Alta Vista search engine. Meanwhile, the future "King of Internet stores" - Amazon - was starting to work in Seattle. By the end of the 90s, Compaq bought the Alta Vista search engine for $ 3 million. Then the first Internet auctions, portals, as well as the first music files in the MRZ format appeared on the Internet. A year later, in March 1998, Netscape opened the source code of the world's navigator, and computer enthusiasts from all over the world united and founded a small project - a community called the Mozilla Organization. Later it was renamed the Mozilla Foundation. Nowadays, there are a lot of Internet browsers. The most popular among them are, of course, Internet Explorer, Flock, Netscape, Mozilla Firefox, Avant Browser, and others.

METHOD AND METHODOLOGY

As you know. In the mid-90s, the Internet was not considered a commercial network. However, at the end of 1995, Yahoo! was the first to start advertising on the Internet and realized that it was possible to make money through the Internet. Soon, Yahoo!'s competitors also appeared. The most dangerous among them was Excite, created by students. However, Excite used a more advanced system than Yahoo!. At that time, in order to earn more money, Yahoo! and Excite increasingly included advertisements, useful tips, email services and chats, and these search engines turned into entertainment portals. The competition between Yahoo and Excite was fierce, but search engines had forgotten their original purpose, information retrieval. When it came to finding the information they needed, Yahoo and Excite would throw up unnecessary things. Sometimes it took days to find the information they needed. Therefore, a radically different innovation was needed, and the answer was found at Stanford University. Sergey Brin and Larry Page developed a new, promising technology in the first half of 1998 and named this new search engine Google. At that time, Page's room in the Stanford University dormitory served as the data processing center, and Brin's room was a working office. The brothers failed when they tried to sell their ideas. Then they began to prepare a business plan and look for funds to establish their own company. As a result, the initial investment amounted to 1 million US dollars. This money was collected from relatives and friends, as well as from investors. In particular, one of the founders of Sun Microsystems, Andy Bechtolsheim, gave the authors of the idea a check for 100 thousand US dollars. The Google search engine answers 10 thousand queries per day and was included in the list of the 100 best

Internet sites of 1998 by PC Magazine. Today, Google is one of the most popular and successful search engines, and the income of its founders, Brin and Page, is several billion US dollars. Today, computer technologies have a strong place in our lives, and the level of computer literacy is becoming a factor that determines a person's level in many cases.

RESULTS

Nowadays, it is difficult to call an employee who does not know how to work with a computer a good specialist. If in the mid-90s of the last century, the most favorite pastimes of young people were listening to music and watching TV shows, today the computer and the Internet have displaced previous interests from the lives of the younger generation. When talking about their interests and hobbies, 70 percent of today's young people, along with sports, chatting with friends, and spiritual and cultural leisure, mention computer technologies and their interest in the Internet in the first place. According to the latest research by Nielsen/Net Ratings, the number of young people worldwide accessing the Internet is growing by the hour: in 2007 alone, one-third of the young generation in Europe used online services. In 2008, 10 million young people worldwide were online, but now their number has exceeded 13 million. This figure is growing every day. The largest number of young people living such an online life - 4.5 million - is in the UK. They check their emails every day, search for information on various sites and communicate via chat rooms. Currently, 3 million young people in Germany and 1.5 million in France spend most of their time online. This figure is expected to double in a year. The younger generation is more computer literate, and today even six-year-olds know Bluetooth and spam better than adults. According to a study conducted among 6,000 children under the age of seventeen in one of the developed countries of the world, Canada, the Internet is not used only for information. 99 percent of respondents said they use the Internet, and eight out of ten of them have access to it at home. More than half of Canadian youth said they know more about the Internet and computer technology than their parents. 80 percent of them admitted that they connect to the Internet independently, that their parents do not install a filtering program on their computers as a means of protection and do not control what sites their children visit. In general, most parents, or rather 65 percent of them, believe that their children use the Internet only for homework, while young people put education last. They mainly listen to music, check email addresses, and in short, pass the time online. Two-thirds of young people go online to make new friends and chat with someone, and 15 percent of them continue these relationships in real life.

LITERATURE ANALYSIS

Today's youth cannot imagine their lives without computers, laptops, disks, flash drives and information storage devices. Even the youngest representatives of the younger generation today know well what "bluetooth" and "spam" are.

These types of threats aim to incorrectly shape a person's social consciousness and thus create a crowd that does not have its own identity. Today, information threats are mainly organized from the outside via the Internet, and its main manifestations are: deliberate criticism of the state's national policy, spreading fake news, portraying a small problem as a big (major) problem, inciting opponents, portraying leaders as tyrants, misinterpreting national values, and misleading young people. Information threats - sometimes called information attacks - confuse a person, throw him

into a whirlpool of problems. As a result, the social consciousness of citizens is poisoned, and a social disease arises in society.1 It is no wonder that messages received via e-mail have a strong psychological impact, inciting children to commit crimes both on and off the Internet. Children who know their bank or credit card numbers will not only be able to participate in online shopping, but also have the right to buy anything from a small toy to a brand-new car. This makes them a target for virtual fraudsters. Therefore, in Belarus, where there are many users of the global network, such problems have also given rise to a number of new professions. The task of these new types of specialists is to create an open and safe information space that will instill a culture of using the Internet in the family and will not cause psychological, moral and physical harm to children.

Conclusions and recommendations. Also, many public organizations, non-governmental organizations and private companies have focused their activities on studying the impact of the Internet on children and ways to prevent harm from it. In particular, the Internet Content Rating Association (ICRA) is an independent international organization whose main task is to warn parents about the unpleasant and dangerous relationships that await their children on the Internet, to protect children from misinformation in cyberspace and to ensure freedom of speech. Cyberangels, the first European organization dedicated to protecting children's rights online, was founded in 1995 and currently includes members from countries such as the United States and Canada. As the problems become more serious, such organizations are increasingly conducting extensive research and developing measures to combat existing threats. In particular, a survey conducted by the international legal organization Save the Children found that 85 percent of 15-17-year-olds in the United States and 93 percent of Canadians regularly use the Internet. According to the Association for the Research of Communication Media, teenagers have surpassed adults in internet use since 2004.

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