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Digital literacy as a key factor in educating intellectual youth

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ABSTRACT

This research paper investigates the Digital Literacy as a key factor in educating intellectual youth and its successful adaptation to digital realities. It also analyzes the importance of development of Digital Literacy competences in society as one of the main indicators of their successful adaptation in virtual and real realities. This investigation was conducted by using the online method (Google forms) and direct personal interviews through a pre-designed questionnaire. The questionnaire consisted of five sections which covered a set of questions focused on different computer literacy and internet use skills. The study revealed that the development of Digital Culture in Uzbekistan depends on the level of digital competencies that are necessary for adaptability in the digital space, that is, the ability and use of modern digital devices, the active use of digital channels for communication, digital understanding, the preferred direction of using digital technologies in resolution tasks, a correct understanding of the principles of action in the digital space, possession of the principles of digital security and digital data.

Keywords. Digital Culture, Digital Literacy, Virtual World, Computer Literacy, Communicative Digital Literacy.

1. INTRODUCTION

As part of our research work, we focus on the theoretical and methodological aspects of studying Digital Culture in Uzbekistan, where Digital Literacy is one of the main elements of its understanding.

The term Digital Literacy was introduced in 1997 by the American writer and journalist P. Gilster and “defines it as a focus on the ability to appreciate, understand and use information in various formats based on PC modifications” (Shopova, 2014). For the first time in the history of science, the algorithm was used by Muhammad al-Khwarizmi to solve algebraic problems. (Safarova, 2021)

By many definitions, Digital Literacy will be a specific ability to use, find and create digital content using modern digital technologies. (Cornell, 2017) In other sources, Digital Literacy will be the skill of a person who carries out the successful completion of a task in a digital environment, while having certain abilities “to read and interpret multimedia, reproduce data, and correctly evaluate and apply information that comes from the virtual world». (Jones Cavalier, 2006) Basically, all these skills are quickly acquired by young people. Youth is a conductor and accelerator of the development of digital culture. (Kugai, 2019) So we can assume that today's youth does not lively put cultural heritage in the foreground, but only follows the requirements of the current trend. (Otamuratov, 2020) The study of the integration of digital culture in the formation of the spiritual and moral values of young people emphasizes the development of their moral position in beliefs, social behavior and general knowledge. (Orlova, 2010)

As we can see, there are many approaches to Digital Literacy in journalism, where the differences between them are really very significant, but the common features are also clearly visible. The culture of an individual is not just an object of empirical and sensory statements, it requires recognition, which is not given to everyone. (Burkhanova, 2021) Culture is not the only interactive intercultural project of this kind, but is especially well known for its pedagogically sound design, approach and methodology. (Ochilova, 2018) But we have given our own definition, which links the ongoing cultural changes in our Uzbek society and corresponds to a certain direction of our state and society in the education of the intellectual youth of Uzbekistan.

In our study, we define Digital Culture in a broad sense, where Digital Literacy, as its main component, will be the ability to find, organize, understand, evaluate and analyze information using digital technologies. This requires a practical knowledge of modern high technologies and an understanding of how they can be used. So, Digital Culture is a special form of human existence based on the creation of digital objects and phenomena that change the behavioral attitudes of traditional sociocultural communications, and also includes Digital Literacy

as one of the main elements for maintaining certain human competencies, mentally fixed and creating its successful adaptation in the digital environment. (Yugay, 2022) In addition, Digital Literacy involves awareness of the technological factors that influence culture and human behavior. Digitally literate people can communicate and work more effectively, especially with those who have the same knowledge and skills. Already here, the development of the Digital Culture of youth plays a huge role in the further prosperity of our country and society as a whole.

2. METHODS AND MATERIALS

2.1 Research Model

“Digital Culture includes not only the use of new technologies in various fields of human activity, but also creates a certain communication system of human relationships with technology and its methods of social interaction, thanks to digital means and all its modifications”. (Viktorovna, Yugay, 2022) In this regard, our study focuses on the key role of developing the level of digital culture of young people in the use of new technologies based on Digital Literacy.

This paper contains an empirical component for studying and analyzing the degree and method of using information and communication technologies by young people in the process of life. Here, we have established the motivation of young people to improve their digital literacy skills, digital security skills and the use of digital content. All this, undoubtedly, has a positive effect on certain value qualities of modern youth and creates their successful adaptation in the digital environment.

2.2 Data Collection Methods

As it was mentioned above, Digital Culture is a special form of human existence based on the creation of digital objects and phenomena such as digital consumption, digital competencies and digital security, which we use in the implementation of various information processes: using an online learning platform, creating slides, various content, search for information, transfer, storage, processing of information taking into account the security criterion, the use of various applications (purchase, order a taxi, online payment). To assess the level of digital culture, it is necessary to analyze the components of Digital Literacy. “For example, at the G20 Summit, researchers proposed the following components of digital literacy, first of all, it is information literacy; computer literacy; communicative literacy; media literacy and attitude towards technology or innovation”. (Krish Ch., 2014)

2.3 Instruments

In this study, we will build on the Digital Competence Framework “DigComp2.0”. (Vuorikari R., 2016) developed by the Joint Research Service of the European Commission.

The empirical and information base of the paper is the data of the empirical sociological study "The level of Digital Literacy of youth", conducted by us jointly with the support of the Navoi State Pedagogical Institute, the Department of Social Science and the Navoi Agency for Youth Affairs. The study was conducted in a number of regions, educational institutions and universities of the city of Tashkent, Navoi, Samarkand, Bukhara, Termez, where the object was student youth, members of the youth agency and others.

2.4 Participants

About 967 respondents took part in the conducted sociological survey. This study was focused on young people aged from 14 to 30 years. A mixed approach was used for data collection, consisting of quantitative and qualitative surveys and included 25 discussions divided into 5 groups of questions. According to the gender distribution, about 80% were women, and most of the age gradation ranged from 17 to 24 years. The majority of respondents live in urban areas, about 74%.

Noting the purpose of the survey, here is necessary to understand: a) How young people use information in the process of their learning; b) In what area the skills of using digital content are developed among humanities students, c) To what extent communicative and consumer Digital Literacy is developed among young people; d) What is the level of digital security skills among young people; e) What is the motivation of young people to improve Digital Culture.

The challenge facing today's youth is to master the concepts, theories and basic knowledge of various disciplines, and understand all the necessary criteria and strategies for finding relevant reliable information in the field that they study or research. For the youth of universities, it is necessary to have knowledge and skills in the field of digital technologies in order to be able to effectively use information in various forms (online platforms, electronic publications, online video, audio recordings, digital libraries, databases, etc.). Moreover, young people should be able to critically work with information resources that they use in their work, educational activities, and should have those competencies that allow them to independently solve scientific issues in projects, research, everyday life, and so on.

2.5 Data Collection Process

The study was conducted by using the online method (Google forms) and direct personal interviews through a pre-designed questionnaire. The questionnaire consisted of five sections.

Results

The first set of questions focused on computer literacy and internet use skills: how often do our younger generations use a computer or laptop, and in what area is this competence usually most developed; how accessible the Internet is for youth and in what area it is used; competencies for creating presentations and slide shows, etc.

The second group of questions was to understand to what extent the skills of using digital content are developed among the younger generation in the field of education and the domestic environment. Respondents were asked to answer the following questions: Do they have the skills to use an interactive screen to present their slide or video presentation? Where and how do they prefer to search for the information they need? How competent are they in choosing the national context (use of domains related to different sources of information)? What is the level of use of public electronic services via the Internet?

The third block of questions was related to establishing the ability of young people to independently search for and effectively use digital objects in traditional sociocultural communications, such as: using the Zoom platform for remote communication; use of library information resources using QR code, Cash program back in the trading area; use the capabilities of various applications such as ZoodMall & ZoodPay, AliExpress, eBay, OLX for online shopping in a digital environment without leaving home.

The fourth set of questions related to the digital security skills of young people, as one of the main moral values of human existence and is necessary for successful adaptation in the digital environment. This section indicates to what extent the transparency of private life has become accessible and visible to the whole society; how critically and regressively there is an attitude to information; understanding the new threat posed on the Internet using cyberbullying as an example. (Belsey); protection against spam - calls using the built-in blocking program; what core values of digital culture are most at risk of digital security. This section presents such competencies of young people as: evaluate, analyze, synthesize, use and interpret information, understand economic, legal and social issues related to the ethical and legal use of information.

The fifth block of questions is aimed at motivating young people to improve their Digital Culture, their skills in using the Internet and digital technologies. Respondents were asked to select five values that they consider typical of the digital age and require more development. Questions such as: How digitally literate do they consider themselves to be? (participants should rate themselves on a 5-point scale); what are the three core Digital Culture skills they need to develop the most; whether they believe that digital technologies are changing the culture of human behavior; whether such a course as "Digital Culture" should be included in the educational program.

3. RESULTS

Section 1. Computer Literacy and Internet Use Skills

If a couple of years ago not everyone could boast that he had a smartphone, today without this gadget we cannot feel like a full-fledged person. According to the study, almost every third young person looks at his mobile phone every 5-10 minutes. At the same time, taking into account the fact that in the field of work, education or ordinary everyday life we are faced with the question of possessing special computer literacy skills, about 24% of respondents answered that they do not use a computer or laptop. About 10 years ago, when the availability of the Internet was not so developed, most parents complained that their child was spending too much time playing games at the computer. Today, the picture is changing dramatically, and only 1% of respondents use a computer for entertainment, while the majority prefer study (work) - 50%, searching for the necessary information on the Internet - 20%, and creating various documents - 15%. Today, with a sharp transition to online learning, the availability of the Internet for Uzbek youth has become a common trend, where 83% have constant access to the Internet, 15% - only at home and 2% - only at work (study). Answering the question: why do they use the Internet most of all, out of 5 offered, it was necessary to choose no more than three options, where study (work) took first place - 82%, then information search - 65%, for communication - 61%. The ability to create a presentation or video slide increases human value not only in the context of getting a job and in the eyes of the employer, but also in maintaining the current workplace. So, 50% answered that they could create a five-minute video slide within an hour, 30% - within 2-3 hours, 6% would take more than 3 hours and 14% would not be able to do it at all. Here, not only highly professional skills are important, but also the very manifestation of digital culture, which requires you to quickly and successfully convey information. (Table 1)

Table 1.

Section 1. Computer Literacy and Internet Use Skills

Section 1. Computer Literacy and Internet Use Skills (%)		
1. How often do you use a computer or laptop?	Every day-	38
	1-2 times a week-	15
	4-5 times a week-	11
	1 time per month-	12
	I don't use it at all	24
2. What do you usually use your computer or laptop for?	To search on the Internet	20
	Study/Work-	50
	For fun-	1
	Creation of various documents	15
	I don't use it at all	12
3. Do you have internet access?	Other-	2
	Not-	1
	Yes, always-	83
	Only at home-	15
4. What do you use the Internet for most? (choose no more than 3)	Only at work (study) -	1
	Study / work	82
	Communications -	61
	Entertainment-	17
	Self-development-	35
5. For what period of time can you create a 5-minute video slide (video presentation) on a computer (laptop) or smart board?	Information search-	65
	In an hour-	50
	Within 2-3 hours	30
	More than 3 hours	6
	I can't at all	14

Section 2. Skills for the use of digital content

In this section, attention was paid to the skills of using digital content in various social spheres of life. And the next question was about interactive technologies, which are increasingly becoming part of the educational environment. (Shopova, 2014) A person shows great interest, attentiveness and enthusiasm when using interactive technologies. About 41% of respondents answered that they can easily present their video slide using an interactive screen, while 39% can present with difficulty and 20% do not have competence in this area. At this stage, the need to use interactive technologies for successful adaptation in the digital environment is clearly visible, where, along with this, a change in methodological approaches is required not only in teaching, but also in the educational field as a whole. And, regarding this topic, the question is: where do you prefer to search for the information you need? So, 96% answered - on the Internet, about 2% - in the library, 1% - will turn to their friends for help. Next, the respondents were asked a question regarding national content on the Internet: Do you pay attention to which domain (online site address, for example, uz, eu, com, ru, net) do you search for the information you need on the Internet? Yes, always - 42%, sometimes - 41%, never paid attention - 13%, and 4% of respondents do not understand domains. It should be noted that otherwise, as symbolically, it is impossible to exist on the Internet. At the same time, in the virtual space, just as in the real world, society and states are fighting for presence and recognition. Knowledge and ability to use national domains for a simple layman bring benefits, because today our state does not stand still, and also moves forward with many developing countries. For example, the next question concerning the use of public electronic services via the Internet showed that 66% of young people know and use these services, and 34% are not competent in this area. For example, the service portal my.gov.uz works to ensure that citizens have quick access to public services. These are services such as obtaining detailed information about your credit card, submitting applications, obtaining certificates, licenses, registration, registration and other services. Government agencies and many other organizations, such as libraries, public transport, the labor market, banks and the post office, are also converting their work into an electronic format, getting rid of paper documents. But the question is how competently citizens are able to use new technologies. To solve it, it is necessary to educate the population in a new way to use the usual services. So, about 30% receive the necessary certificates using state electronic services, 6% register on the queue, 33% can check their personal data, 26% make payments and check home meters. Today, mass openings of various online courses attract both young people and workers in various fields of activity. And the next question made it difficult for about 20% of respondents who will have difficulty registering for online courses (for example, the registration form is not clear or where to register), and 80% will be able to register without problems. (Table 2.)

Table 2

Section 2. Skills for the use of digital content

Section 2. Skills for using digital content (%)		
6.Can you present your video slide (presentation) using an interactive screen (display)?	No I cannot-	20
	I can hardly	39
	I can easily	41
7.Where do you prefer to look for the information you need?	In the Internet-	96
	In library-	1
	In a bookstore/kiosk	1
	I'll ask my friends	1
	Other-	1
8. Do you pay attention to which domain (online site address, for example uz, eu, com, ru, net ...) do you search for the information you need on the Internet?	Yes, always-	42
	Sometimes-	41
	Never paid attention	13
	I don't know about domains	4
9. Do you use public electronic services via the Internet? If YES, which ones?	Yes-	66
	Not-	34
	Get help-	29
	Registration for the queue-	6
	Personal data verification-	33
	Checking counters-	26
Other-	6	
10.Will you encounter any difficulties when registering for an online course (for example, IELTS, IT technology, training, video course, webinar, etc.)?	Yes-	19
	Not-	81

Section 3. Communicative and consumer digital literacy

New technologies have already gone beyond their technical level and have penetrated aspects of the mentality and established traditional socio-cultural communications, while applying their new purposes and values. In Uzbekistan, some attention has been paid to distance learning (online learning), which in turn has both advantages and disadvantages in this area. Online learning makes it easy to choose a convenient time and place for learning, has flexibility both in transferring knowledge and in testing it. In turn, there are also disadvantages - the difference in the level of training, culture and language of students. So, various platforms have been created for online learning. In Uzbekistan, we know and use one of them - the Zoom platform. Answering the question: In use of Zoom platform, can you easily log in or register on it? 78% of respondents noted that they use this platform in ease way, and 7% have difficulties, and 15% do not use it at all. The modern online education system forms new requirements for knowledge and ability to own and use modern technologies for the same creation and consumption of knowledge, scientific information, improvement of new standards and their organization. Cultural institutions such as libraries, archives, museums must actively use digital integration in their field of activity in order to work successfully in the modern world. In this direction, we asked our respondents if they know what is QR code on the books in the picture means, to which 57% answered yes, 15% - no, and 28% - they know, but do not use it. Here, despite the fact that the current youth searches for material almost 100% via the Internet, however, 15% still do not know how to use the QR code, which can greatly facilitate the search for this or that information. Many respondents ask questions in the consumer sphere on cash issues back. The word itself means “return of money”. It sounds tempting, but the majority of young people 11% do not know what it is; 50% do not use in supermarkets or any other purchases; about 39% use this service. The meaning of the service is quite simple and attractive, but as can be seen from the study, not many people use it in Uzbekistan (note that this service exists in all large supermarkets in Uzbekistan). Talking about special mobile applications that allow us to make payments or make purchases without leaving home, participants here already showed much positive answers, where 90% use mobile applications such as Click, Payme and others in the family for online payment, 7 % knows, but do not use, and only 3% do not know what it is. But we have noticed the difference that the use of such electronic trading platforms as ZoodMall&ZoodPay, AliExpress, eBay, OLX for online shopping is not yet fully understood and many are distrustful of such purchases. And according to the answers of our participants, only 43% use electronic trading platforms, 47% know what it is, but do not use it, and 10% do not know what it is. (Table 3.)

Table 3

Section 3. Communicative and consumer digital literacy

Section 3. Communicative and consumer digital literacy (%)		
11. Can you easily log in or register on during the use ZOOM platform?	Yes, easily	78
	No, with difficulty	7
	I don't use it at all	15
12. Do you know what the QR code mean on the books?	Yes-	57
	Not-	15
	I know, but I never use-	28
13. Do you use cash back in supermarkets or any other purchases?	Yes-	39
	Not-	50
	I do not know what is this-	11
14. Does your family use mobile applications such as CLICK, Payme and others for online payment?	Yes, they use	90
	Know but never use - Don't know what it is -	7
		3
15. Do you use e-commerce platforms like ZoodMall&ZoodPay, AliExpress, eBay, OLX for online shopping?	Yes, I use	43
	I know, but I never use-	47
	I don't know what it is-	10

Section 4: Digital Security Skills. (as one of the main aspects of moral values)

According to the sociological survey results, the number of respondents who have online friends, communicate with them and at the same time have never seen them, is 39%. There is already a potential threat for young people here, where the substitution of real communication for virtual helps scammers and ill-wishers to cause psychological or moral harm. Among Uzbek youth, in 43% of cases, there is no understanding of what cyberbullying is. Cyberbullying is a manifestation of physical or psychological violence towards others in the digital space [16]. But cyberbullying itself and all its manifestations are very dangerous, where insults or threats expressed to the victim occur through electronic communication, messages on social networks, emails and SMS. (Zvereva, 2020) This also includes humiliating photos or videos posted on the social networks Facebook or YouTube without the consent of the victim. To protect yourself from such harassment, first of all, you need to follow basic digital security skills. Facebook and other social networks help to connect with each other and is not so much a tool for finding friends, but rather an opportunity to track information about them. But is their life, which they put on display, really so beautiful and attractive. Today, many publish their photos, write comments, while waiting for how others will react to this, and what impression they will make on people they do not know at all. The element of value judgments of people completely unfamiliar to us becomes so important that many people forget about elementary moral values. So, 50% of our youth can share their personal information on social networks (indicating the place of work/study, putting their personal photos in their profile), completely unaware of what disastrous consequences this can lead to. One of the digital security skills is the use of a spam blocker. The results of the study indicate that 67% of users use this blocking, 30% do not use it, and 3% do not know what it is.

As part of our study, we examined a question regarding the modern values of society in the digital age: respondents were given to choose five values that they consider to be the most at risk of digital security. The first place 71% is occupied by such values as Freedom/Dependence and Education, the second is Family - 58%, the third is Education - 55%. It is positive that young people understand how important digital security is in educating our generation and how much our freedom and dependence is really subject to the trends of the development of Digital Culture. (Table 4.)

Table 4

Section 4: Digital Security Skills. (as one of the main aspects of moral values)

Section 4: Digital Security Skills. (as one of the main aspects of moral values) (%)		
16. Do you have online friends with whom you communicate but have never seen each other?	Yes-	39
	Not-	61
17. Do you know what cyberbullying is?	Yes-	57
	Not-	43
18. Do you share your personal information on social networks (Indicate the place of work / study, put your personal photos in your profile)?	Yes -	50
	Not-	50
19. Do you use a blocker for spam calls and SMS?	Yes -	67
	Not-	30

	I do not know what is this-	3
20. Choose five values that you consider to be the most at risk of digital security?	Freedom/Dependence-	71
	Friendship-	41
	Upbringing-	71
	Welfare-	27
	Work and career-	53
	Beauty and health-	26
	Education-	55
	Family-	58
	Love-	39

Section 5. Motivating youth to improve their Digital Culture

In this section, this group of questions aims to develop young people not only in core ICT competencies, but also to motivate them to understand, develop and improve Digital Culture and Digital Literacy. The study found that the values which they consider typical and need more development for the digital age are speed -74% and comfort - 68%. Based on the definition of "Digital Literacy" above, respondents were given the opportunity to rate themselves on a 5-point scale on how literate they are in this area: 18% believe that they are able to find, organize, understand, evaluate and analyze information using digital technologies fully, 45% are good, 32% rated themselves as satisfactory, and only 5% do not have the skills to master digital technologies and digital culture in general. What are the main skills of digital culture they would like to develop in themselves most of all were: the possibility of using social networks for learning and work - 54%; the ability to understand the principles of information security - 47%; the ability to use special search engine settings (operators) to find specific information - 42%. This study did not leave without attention the following question: do they think that digital technologies change the culture of human behavior? To which 78% answered yes.

And in the conclusion, it was revealed that the majority of participants, about 83%, wish to take part in such an educational course as "Digital Culture" and that such a course should be included in the educational program.

Table 5

Section 5. Motivating youth to improve digital culture

Section 5. Motivating youth to improve digital culture (%)		
21. Choose five values that you think are typical for the digital age and need more development?	Speed-	74
	Flexibility-	43
	Personal opinion-	64
	Comfort-	68
	Control-	58
	Transparency-	51
	Health-	32
	Law-	47
	Family-	19
22. Based on the definition of "Digital Literacy" at the beginning of the questionnaire, how do you think you are literate in this area? Rate yourself on a 5 point scale.	1-	1
	2-	4
	3-	32
	4-	45
	5-	18
23. What do you think are the three main skills of Digital Culture that you need to develop the most in yourself?	-Ability to use special search engine settings (operators) to find specific information-	42
	-Possibilities of using social networks for learning and work-	54
	- Possibilities of wide use of digital channels for communication in the digital environment -	28
	- Opportunities for the implementation and placement of personal content on the Internet (photos, text, video, audio) -	
	-Improve internet proficiency for shopping, using payment systems and financial transactions-	28
	-Ability to understand the principles of	

	information security-	38
		47
24. Do you think that digital technologies are changing the culture of human behavior?	Yes- Not-	78 22
25. Do you think that such a course as "Digital Culture" should be included in the educational program?	Yes- Not-	83 17

4. DISCUSSION and CONCLUSION

1) The results of the study showed that young people in Uzbekistan have basic positive computer literacy skills and are active Internet users. The Internet, which combines both positive and negative aspects of human nature, is today accessible to everyone. Most of our youth, when using the "realm of unlimited possibilities", prefers self-development, study, work and social communication. Looking around, you can see everywhere people with smartphones in their hands, i.e. most prefer to use a smartphone, and they do not understand why a computer or laptop is needed. Beginning users often begin their digital literacy development from a smartphone. But despite the obvious advantages of this gadget, its virtual keyboard does not have many functions that are on a regular keyboard. And in everyday practice in many organizations and educational institutions, leadership requires knowledge of computer skills.

2) Recall, that we consider the development of Digital Culture not only in terms of the possession of digital technologies, but also take into account the value attitude to their application. The next area that requires close attention and more development among young people is the skills to use digital content, which is so necessary in all areas of our life. The use of digital technologies increases interest, efficiency and motivation for learning. But having these technologies, and not knowing how to use them, leads to the opposite result. So, for example, many educational institutions, working companies are equipped with the latest technical means (projector, interactive whiteboard, smart TV, and others), but do not use them. In most cases, young people do not have the skills to master these technologies. In addition, the identification of the use of digital competencies when receiving public services in electronic form turned out to be at an average level. Obtained results can be explained, on the one hand, by the level of accessibility of electronic interactions with government agencies in various territories of the Republic of Uzbekistan, on the other hand, by the demand for certain types of interactions in electronic form among specific groups of the population. It should be noted that the registration factor on the public services portal is a powerful catalyst for the development of Digital Culture.

3) According to the study, young people use special mobile applications and programs for online payment and shopping, but there is a certain distrust of the applications themselves, or many still prefer to use traditional social service skills. With the expansion of electronic information resources in Uzbekistan, as well as the connection of library facilities to a single electronic system, it improves the intellectual potential and knowledge of young people. But in this area, ignorance of certain new programs, such as a QR code, does not provide sufficient access to the digital world, which opens up before us only with certain knowledge and skills.

4) Most of the younger generation need an educational program: an explanation of the concept of "personal data", the basics of their protection on the network and the need to maintain confidentiality and security when using information technology. We are convinced that in modern technological and social conditions, teaching Digital Culture should be comprehensive both in terms of content and in terms of methodological base. Society must have deep knowledge of not only technical, but also humanitarian aspects of information security, which often cause great damage to the security of the state and the individual. In our deep view, the current trends in the development of "Digital Uzbekistan" require training in the basics of information security for every resident of the country, regardless of their education and age.

5) Thus, the younger generation needs the formation of a Digital Culture and its proper preparation for teaching Digital Literacy skills for professional activities and successful adaptation in the digital environment. (Khandamova, 2020) This development trend requires the correct construction of the educational sphere of activity, where the connection between the information, communication and value aspects of our society will successfully interact and be embodied in practical solutions that are valuable both for the younger generation and for the entire Uzbek people. (Burkhanova, 2021)

Thus, in our study, we managed to obtain theoretical conclusions that reflect the scientific novelty associated with the conceptual approach of the digital development of the Republic of Uzbekistan based on the analysis of Digital Culture in the historical and sociocultural perspective. According to the study, the process of developing Digital Culture transforms not only behavioral views in traditional sociocultural communications, but also changes the value orientations of young people, who are the most active part of Uzbek society. And all the

changes taking place in the development of a common culture and in the life of our state, first of all, affect the younger generation. (Yugay E., 2021)

The analysis of the work showed that the development of Digital Culture in Uzbekistan depends on the level of formation of a certain system of relationships between an individual and technology and methods of social interaction mediated by digital means based on digital literacy [15]. According to the study, the process of development of Digital Culture requires the proper mastery of digital competencies, which are necessary for technological adaptability, digital thinking, communication, data, ethics and social security. The obtained results of the study represent an integral interdependent system of theoretical conclusions that determine the new status of Digital Culture in the social, spiritual and moral development of the Uzbek people, where it acts not only as an important component of digital technologies, but also as a driving factor in the effective development of our country in the digital era.

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