

## **INFLUENCE OF COMPUTER GAMES' DESTRUCTIVE RELIGIOUS PATTERNS ON RELIGIOUS ATTITUDES OF YOUTH**

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### **ABSTRACT**

Information-communication technologies as the main social process of nowadays are considered in the article. The information-psychological manipulation of individual and public consciousness as an indirect impact on views, opinions, attitudes, beliefs on various aspects of life and activity in order to change them is presented. The choice of youth as the main influence object with the purpose of religious attitudes deformation and ideological mobilization is substantiated. The connection between religion and computer games is demonstrated.

**Keywords:** Information-communication technologies, social process, Internet, information-psychological manipulation, psychological war, destructive religious attitude.