

## Open access Journal International Journal of Emerging Trends in Science and Technology

## **Impact of Electronic Gadgets**

Authors

## Mr. Anand Upadhyay<sup>1</sup>, Mr. Justin Joshua Jesudass, Mrs. Priyanka Chitale<sup>3</sup>

<sup>1</sup>Assistant Professor Email: anandhari6@gmail.com <sup>2</sup>Post Graduate Students Email: jabez.joshua@yahoo.com Assistant Professor

Email: Priyanka.chitale@ymail.com

<sup>1, 2,3</sup>Thakur Collage of Science & Commerce, Thakur Village, Kandivali (E), Mumbai -400101, India

#### Abstract

The electronic gadgets are very popular among the people and the people are very interested used of the electronic gadgets. So, here based on the craze among the people the survey based study is performed and collected data for the impact of the electronic gadgets. The purpose of this study is to understand the impact of electronic gadgets. The survey results in how people are connected to electronic gadgets. This survey has also shown that nowadays people are in-directly connected to others by the means of electronic gadgets and less connected directly or face to face communication. The study also shows that the marks are adversely affected due to over use of electronic gadgets. Mostly in youth the craze of electronic gadgets was found, more than 50% use mobile/tablets.

**Keywords:** *Mobile, tablets, electronic gadgets, technology etc.* 

#### 1. Introduction

Electronic gadgets are proliferated in recent years. Almost everyone in this is world is equipped with some or the other electronic gadgets. An electronic gadget plays a very supportive role in today's life style and especially mobiles phones. Everyone is available and easily connected through the mobile phone even though they are very far with respect to the geographical area.

As technology has flourished in recent decade Electronic gadgets have evolved from radio to transistors, iPod to mobile and mobile to tablets and many more, only hand few of people have radio and transistors. The new technologies of electronic gadgets are very handy and very swift to use none like the huge radio. The latest trend of the electronic gadgets provides with you the all information of the world at few flicks of the finger. Every things are ready just person has to click on enter for their search. All these electronic gadgets

directly and indirectly used by each and every age group of the people and they are very used to of these electronic gadgets.

At the same time electronic gadgets have their own limitations and drawbacks which affect the human The people are very communication through the electronic gadgets but it affects their face to face communication. People are connected to the world through technologies but at same time they are far away from their loved ones. So, by considering these entire factors the study is performed and different results are calculated for each and every question.

#### 2. Problem statement's

There are the problems related behind each and every study and the research work, so, it important to understand the problems related to this study. The different problem statements are as follows:

- The purpose of this study to provide information about the impact of electronic gadgets in peoples life styles.
- How frequently people are involved in the electronic gadgets use?
- Addiction of the people towards the electronic gadgets.
- The deep involvement of people due to which they are ignoring their health, daily important work.
- The people are forgetting about their social life and society due to more involvement in electronic gadgets use.

The consideration of all the above problem statements helps to prepare the questionnaire and the set the different parameter for this study and based on this constraints the data are collected.

### 3. Research Methodology

#### 3.1 Overview

In order to perform the study and survey based on the above problem statements and past research the questionnaires is prepared and used to collect the data. So, to collect the generalize data that represent the whole population from the sample questionnaires survey based methodology was adopted as a data collection method. Moreover, questionnaires survey is a commonly used in similar research. This study collected primary data through questionnaires survey that targets at individual users. Subsequently the data collected were analyzed using non-parametric analysis method.

### 3.2 Subject and Procedure

The data used in this study is collected via offline and online. The data were collected from publics, because majorly publics use electronic gadgets. The questionnaires were designed in such a way that technical jargons are minimized in order to enhance the understandability for the user from different knowledge backgrounds. The data collected speculated to have low level of random errors, and the response should be well distributed over all answer categories. Thus, the quality of

data is considered as fairly good, and suitable for data analysis.

#### 4. Result

After collecting all the data with the help of the survey method the in transformed in form so that the data analysis can be performed and by using the non-parametric testing the different results are calculate. The results of the following questions are found as follows:

### 4.1 Age group and Gender

The study and calculated results shows that almost all the age group of the people uses some or the other electronic gadgets but it is found that especially in youths of 18 to 23 years are more prone to electronic gadgets and mostly girls are in touch with the electronic gadgets compared to boys.

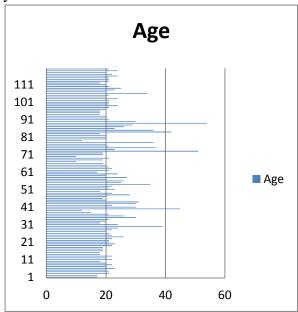


Figure 1: Age comparison

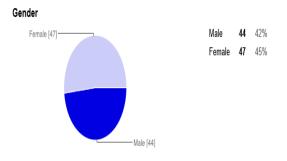


Figure 2: Gender Comparison

## 4.2 Electronic gadgets which are daily used by the consumers?

The most used electronic gadgets by the consumers are Mobile/Tablet i.e. 56%, secondly laptops 15% are been used by the consumers daily, 11% of the consumers use Television and others are used by 7% people in their daily life style.

#### 2) What are the electronic gadgets you use daily?

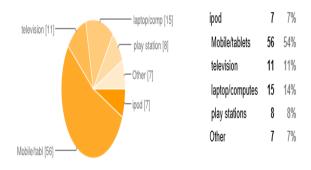


Figure 3: Daily used electronic gadgets

## 4.3 How frequently the consumers used their electronic gadgets?

The studies show that consumers used the electronic gadgets mostly every day in their life and none of the consumers used the electronic gadgets occasionally. All of the consumers used the electronic gadgets on daily bases in terms are hours, day, week and month.

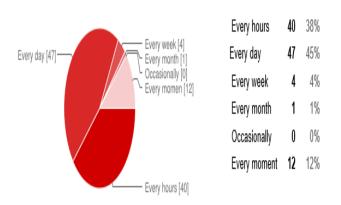
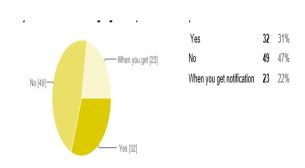


Figure 4: Frequent use of electronic gadgets

## 4.4 Use of electronic gadgets for a particular time span

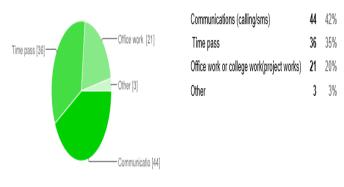
An electronic gadget has become very important in one's life that majority of the consumers use the electronics as a part of routine without any specific duration of use. 49% of people use the electronics without any time limit and 32% use with specific time limit and remaining 29% consumers use when they get notifications.



**Figure 5:** Particular Duration for use of electronic gadgets

### 4.5 Why consumers used electronic gadgets?

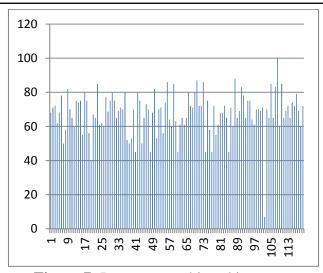
The facts was shocking when it was found that majority of consumers used their electronic gadgets for communication process .And very few People used it for their office and study use.



**Figure 6:** Electronics gadgets used for

### 4.6 Is studies affected by electronic gadgets

The survey clearly showed the electronics did not affect the studies. Almost majority of the consumers had first class in their academics.



**Figure 7:** Percentage achieved in exams

## 4.7 Do the electronic gadgets help to build skill?

Due to use of electronic gadgets almost 61% consumers build their skills with the help of different applications in those electronic gadgets.

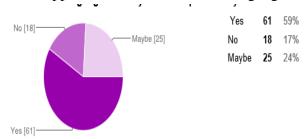
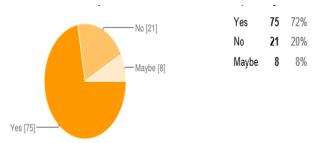


Figure 8: Electronic gadgets help in skill building

# 4.8 An electronic gadget helps in connecting consumers socially.

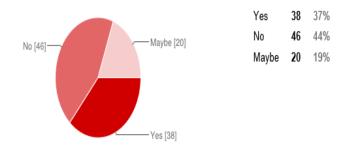
75% of consumers are connected to their near ones socially with the help of electronics and very few consumers are not connected socially due to many reasons.



**Figure 9:** Electronic gadgets help in connecting socially

# 4.9 Can consumers stay without electronic gadgets for a long duration?

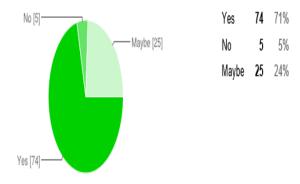
The results was as expected, majority of consumers cannot stay without electronic gadgets. And very few consumers don't understand if they can really stay without electronic gadgets.



**Figure 10:** Can consumers stay without electronic gadgets

## 4.10 Are parents aware of what you do with your electronic gadgets

The survey result was as expected, most of the parents know of about what their children do with their electronic gadgets. And very few parents are an aware of the things about the use of electronic gadgets.



**Figure 11:** Are parents aware of what you do with electronic gadgets

#### 5. Conclusion

The study has proved to be a meaningful one in the field of technology. The research methodologies can be used in future considering some specific technology in mind. This research work provides all the impact of electronic gadgets in the consumers. The most used electronic gadgets by the consumers are mobile/tablets, which is the upcoming trend in today's world. This evidence

can be used future works to analyze electronics gadgets factors and maintain knowledge about their compactness with new technology. The impact of electronic gadgets can be used in study in academics. For beginners, this information would provide a better sense of understanding of the technological impact of electronic gadgets.

[Online].

Available:http://www.stutteringhelp.org/res earch-electronic-devices-preliminary-results. [Accessed: Nov 1, 2014].

#### References

- 1. Taylor S. Drain, Lakeisha E. Grier and Wenying Sun," Is the growing use of electronic devices beneficial to academic performance? Results from archival data and a survey", Issues in Information Systems, Volume 13, Issue 1, pp. 225-231, 2012.
- 2. Kaveri Subrahmanyam, Patricia Greenfield, Robert Kraut and Elisheva Gross," The impact of computer use on children's and adolescents' development", Journal of Applied Developmental Psychology, Volume 22, Issue 1, January–February 2001, Pages 7–30.
- 3. Delgado Hachey, Maria, et al," Adolescent computer use and academic achievement. Adolescence", Issue 2005, 40(158), 307-318.
- 4. Ryan T. Gertner," The Effects of Multimedia Technology on Learning", a Thesis Presented to the Faculty of the Graduate School Abilene Christian University, April 2011.
- 5. "Research on In-Class Use of Laptops and Other Devices: Effects on Students' Learning and Attention", September 24, 2014.
  - [Online]. Available: http://teachingcenter.wustl.edu/Journal/Reviews/Pages/Research-In-Class Devices.aspx#. VGJREfnF9zg. [Accessed: Nov 1, 2014].
- 6. Anne L. Foundas, M.D., and Edward G. Conture, "Research on Electronic Devices: Preliminary Results", the Stuttering Foundation's summer 2009 newsletter.