

Digitalization And Social Lives Of Adolescent Students

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Abstract: Interactions with technology have been shaping human society since its beginning. Recently, digitalization has pervaded all aspects of our lives and provided us with new ways to communicate with our social contacts and develop new social ties. We address how these changes shape the social lives of children between the age group 15-20 years today. Several factors may give rise to concerns that adolescent students today are at risk for social isolation, including demographic trends toward families, or reduction of regular activities due to lack of concentration. In today's scenario what are the effects of digitization on adolescent students, is reviewed here.

At the same time, these students today have access to new technologies that may enable them to consume of huge information for their knowledge and overcome all barriers. First, based on models of technology adoption, we review research on digital technology used by adolescents. They use technology at very high rates than any other age groups; rates of (social) internet use are increasing. However, socio-demographic disparities exist in access to technology.

Second, we focus on two key questions and methodological directions for future research: (a) Does (social) internet use contribute to more positive or negative social experiences? (b) Do digital technologies reshape the social experience or do they reinforce existing preferences and behaviors? Addressing these questions will allow us to understand the effects of technology on adolescent's daily lives and how this in turn affects multiple domains of functioning (e.g., well-being, physical health) in future generations.

Index Terms - Adolescent, socio-demographic, digital technology.

I. INTRODUCTION

By this study, one will be able to understand the cause for these drastic changes in socio behavior of our adolescent students. On this finding, one can cope with the problems they face and guide them new horizon of successful living. In today's scenario what are the effects of digitization on adolescent students, is reviewed here. In recent years, both scholars and the tutors have voiced concerns about the rise of digital technology, with a focus on smart phones and social media. Digitization is seen as very great and unmatched achievement by our Engineers. The effect of it is remarkable. Digitization has increased the knowledge in all walks of lives, specially to our students. Digital technology use is an umbrella term that encompasses various devices, services, and types of use, smart phones play a pivotal role in adolescent media use and are thus considered a "meta-medium." Adolescence is a distinct stage of life. To obtain a better picture of the context in which potential effects unfold, we then examine the psychological development of adolescents. Afterward, we present current empirical findings about the relation between digital technology use and adolescent well-being.

Most YouTube users in India: 467 million. United States in second place: 240 million. We are the largest 'connected' nation in the world with 800 million Indian users. When on social media, adolescents can chat with others, post, like, or share. Such uses are generally considered *active*. In contrast, adolescents can also engage in *passive* use, merely lurking and watching the content of others. There is another important distinction between different types of use: whether use is social or nonsocial.⁵ Social use captures all kinds of active interpersonal communication, such as chatting and texting, but also liking photos or sharing posts. Nonsocial use includes (specific types of) reading, thinking and playing, but also listening to music or watching videos.

Above mentioned types of use is considered here and analyzed on adolescent students. They are students not in school but one the verge to step out for haunting future. Adolescence is defined as “the time between puberty and adult independence,”¹ during which adolescents actively develop their personalities. In this crucial period how these digital media or so called meta media is helping our students.

II. MODELS RELATED TO SOCIETY AND TECHNOLOGY

According to models of Acceptance , STAM (senior theory of Acceptance Model) and UTAUT,(Unified Theory of Acceptance and Use of Technology) *perceived usefulness* of a technology (called “performance expectancy” in UTAUT) and *perceived ease of use* (called “effort expectancy”). Both models incorporate the role of facilitating conditions, such as perceived availability of support in case of difficulties with technology. Based on two-factor theories, age is expected to be associated with lower levels of fluid intelligence (i.e. cognitive resources, relatively content-free abilities related to basic information processing) and higher levels of crystallized intelligence (according to Cattell 1963).

First, based on models of technology adoption, we review research on digital technology used by adolescents. The percentage of Internet usage is 100% even higher. But the technology adoption is around 30%. So the students who really want to achieve has been reduced by 70%. Since most of them are involved in other activities, some drop out, recess, or bug. The Success rate from last 5 year is reduced linearly. It is inevitable to bring this problem out. Most of students end up browsing short films, pornography and reels. To what extent this is going to end up.

A study was conducted on student's age group 17-19 yrs, total of 60 parents complained about the randomized use of Smart phones. Also they added their disgusting attitude towards parents, elders and younger ones. The result of this approach was also verified in student-parent meeting where he students were told to use the phones in purpose and out of 60 parents 28 got the good response from their children. The survey was conducted on lower middle class families where education is really in need, to uplift their society status.

III. STUDENTS AND SOCIETY

Our students are related to society, their existence really essential and they are the shapers of our society. Students today are more often allowed to browse data to learn and gain knowledge from the internet. They always want to get that device, once their parents afford it to buy for them, the result is reversed. The students has o be educated regarding the use of this electronic gadget and applications. During 1970's introduction of television and cable TV connection was this type of drastic change. Similarly in 2010 smart phone was also added. Now the way digitization is moving is with Artificial Intelligence.

But there was no issue with fake news and fake videos. The media was perfect delivering news in proper time and correct method of communication. It appears that both low and excessive uses are related to decrease well-being, whereas moderate use is related to increased well-being. Students have their own interest and talents. The adolescent students have their own weakness and Strength. Here, two of them are discussed.

One is the way the browse the information, Is the search they request lead them to correct path? If yes, how far this executed. As the survey of observation, the students browse with wrong spellings and end up with wrong data and information. They even don't mind to read the requirement, whatever data comes on the screen they copy and move on. No matter how colorful, informative the browser information is the outcome is wrong and irrelevant. To what extent this can be corrected, where is the roots of learning. About 18 students out 50 are not having the mind to learn things through internet. This doesn't mean they not using internet, they use but for their fun.

Second, students browse the useful data, but the application of that is negligible, it might be zero. Whatever they browse, access, store and present will not last longer. It is for that hour of submission. They lack concentration, they are diverted and they are not specific in their work. Students in all areas find this difficult that digital data is available any time; they can access it any time. They can revive any moment they are asked. So they need not to remember all the browsed information. Here nobody can be blamed its the digitization itself.

IV. EFFECT OF DIGITALIZATION

The process of digitization is at its peak now. In today's scenario what are the effects on the mental health of adolescent students, is reviewed in this article. According to article "Interventions on adolescent's mental health" stated that, Major depressive disorder (MDD) is one of the leading causes of disability, morbidity, and mortality and is a major risk factor for suicide⁴. MDD also puts adolescents and young adults at a greater risk for suicide as they are seven times more likely to complete suicide than those without MDD³. Suicide itself accounts for 9.1% of deaths in 15- to 19-year age group and ranks as the third major cause of mortality in this age group, preceded only by School Based Intervention, Family/Community Intervention, and Digital Intervention. The factors listed were Body Mass Index (BMI), Cognitive Behavioral theory CB and Confidence Index (CI) are considered.

In both School based Intervention & family/community intervention, it's the responsibility of community together to uphold the student from their neighbor. All students are eligible for education, there is no need to deny or disgrace any of them. One of the interventions is described as the student teacher relationship. The student teacher relationship is worsening and the methodology of teaching is disappearing. Each of them blames the other for failure. Our society always encourages brilliant students and degrades the poor. Digitization has changed this opinion by all human beings are brilliant in their own field of interest. All things are inbuilt and fine tuning is only one aspect required in an individual.

How to identify this field of interest or their talent is the major issue with all the students. Who has to identify this interest? Parents on teachers, teachers on parents. There is wide gap existing between these two facts.

In social relationship, parents play an important role in curbing their children's behavior and habits and prepare for social living. They come for education at schools and colleges. Hopefully in that state students are away from parents. or not. There are 90% students who live in hostels for education. In this period, the students get maximum of attainment towards social being. If the student is culturally nurtured correctly, will be surviving this period of education. Otherwise he has to learn from basics to rise to that level.

The next step is to identify the interest. There are huge no of fields for exercising their talents. The slight training will make those individual well talented personnel. In this core period students rely on parents, if the parents are not educated the responsibility is shifted to the community and Now the position is occupied by the digital media, where a lot of opportunity is displayed and the interest are curbed based on economical status. Is there any role for teachers to play here? As everything is on media, teachers play a crucial role, as they are the chief observers of these students. Guidance is appropriately required regardless of their (both teacher & students) field of interest. Then the choice is made by the student for future. Once this relationship is development during this age, every act in future will be a cherished success. The relationship will be carried on to greater extent. The digitization effect will be also in most high level of well being.

Well being is a sub-categorized as mental health. Mental health is generally considered to consist of two parts: negative and positive mental health³. Negative mental health includes subclinical negative mental health, such as stress and depression. Positive mental health comprises attaining satisfaction or being satisfied. Hopefully the student category is on the verge of attaining satisfaction.

Watching entertaining content can make us laugh and raise our spirits, while reading hostile comments makes us angry and causes bad mood. Compared with adults, adolescents are more open-minded, more social-oriented, less agreeable, and less conscientious⁷; more impulsive and less capable of inhibiting behavior; more risk-taking and sensation seeking⁷; and derive larger parts of their well-being and life satisfaction from other peers.¹

V. CONCLUSIONS

Digitization has given a social challenge for the existence of mankind. For all walks of life digitization is essential like water, air and food. The review contains that adolescents are also human have their own choices, interest.

Teens who considered the effects to be positive stated that social media help

- (i) Connect with friend;
- (ii) Obtain information; and
- (iii) Find like-minded people.^{4,6}

Those who considered the effects to be negative explained that social media increase the risks of

- (i) Bullying;
- (ii) Neglecting face-to-face contacts;
- (iii) Obtaining unrealistic impressions of other people's lives.^{4,6,7,8}

Adolescents' have mixed feelings, reporting a wide range of positive,⁸ neutral,⁴ or negative ⁷ relations between specific measures of digital technology use and well-being.

Sustainability is the focus, digitalization or digital transformation has caused lot of misery in human society. We all find a easy means pass the buck. But the proper use of Smart media is really the need of this hour. All have to communalize together and bring the best form of utilization. The need may be diverse, both of the student and community. Understand the need; give the word of guidance to the students at this adolescent stage will help to make the world a better place to live.

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