



# EFFECT OF TECHNOLOGICAL GADGETS ON STUDENT

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## ABSTRACT

"A gadget is a small tool such as a machine that has a particular function."

Gadgets are attracting the attention of the present generation. In the software industry, "Gadget" refers to computer programs that provide services without needing an independent application to be launched for each one, but instead run in an environment that manages multiple gadgets. "There are many 'Electronic gadgets', which we are using in daily life such as computer, T.V., mobile, I-pod, pen drive, etc. There are several studies which show the positive and negative impacts of the technological gadgets.

**KEYWORDS:** Introduction, Technological Gadgets and Services, Some positive and Negative effects.

### Introduction:

The term technology comes from the Greek word "techne", which means the art or skill used in order to solve a problem. Technology is the making, modification, usage and knowledge of tools, machines, techniques and method of organization. That means, it can refer to the collection of tools, including machinery, modification, arrangements and procedures. Now day's technology is everything for student. Gadgets helped student make life easier and entertaining and work also depend on technology. Now as science and technology have progressed the inventions of new gadgets have a high demand among all ages especially in the teenagers.

### Technical-gadgets

#### Computer/laptop:

Computer is a general purpose device that can be programmed to carry out a finite set of rhythmic and logical operations. Computer can solve more than one kind of problem at a particular time as a sequence of operations can be readily changed. A laptop is a type of computer that can be folded and easily carried out due to its small size and battery support for energy, required to run it. The first laptop was invented in 1979 by British Designer Bill Magritte. For the laptop producers the year 1989 was quite successful. Now the laptops are generally used for making programs, storing data, entertainment (music, videos), accessing net etc. Currently the number of computer users in the world is 900 million to 1 billion i.e. around 80% of the world population are using or having computers.

### Internet Services:

Internet is a huge network that links computers together all over the world using a range of wires and wireless technologies. The World Wide Web is the collection of linked pages those are accessed using the internet and a web browser. The purposes of using internet are online shopping, social networking, games, news, travel information, business, advertising and much more. One of the best common ways of finding information on the web is through the search engines like Google, Bing. A social networking service is a platform to build social networks or social relations among people who, for example, share interests, activities, backgrounds, or real-life connections.

### Television:

Television is an entertainment electronic device that is seen in most houses. Electronic market is flooded with a galore of televisions options like 3D, LCD, Plasma Display Panels (PDP) etc. Watching Television is a favorite pastime with many individuals but they do not know that it comes with several health risks.

### Mobile phone:

The modern generation youth are using cell phones for text messaging, watching movies, or playing games more than making and receiving calls. A longer duration of time may be a contributing factor to visual fatigue.

Dr Kalpesh Shah says "Most people use their phones four inches closer than normal reading distance and hence it causes problems with the eye sight." Dr Shah adds, "Increasing the font size on the smart phone and holding the device further away (at least 10- 12 inches) will help your eyes to focus better and reduce strain

### Positive Impacts of Technology:

The positive impacts - Face book play very important role in today's life of youth and children. Children can create their self identity. By choosing a profile picture and listing dislikes and likes, youth become more self-aware. This social networking sites gives a platform for shy children to make them socialize. Video calling is also the best option by which we can talk to our friends or family member who are sitting very far from us. There are many useful app from the age of 2 years, by this app children are able to read, speak and learn. School student also using app as a book because many app uses a school syllabus, homework details and everything. Now a day's various schools are using tablet at the place of notebook.

### Negative Impacts of Technology:

The negative impacts - Teens who use Face book frequently may become addicted to these sites. Teens who have a strong Face book presence may display psychological disorders, such as anti-social behaviors, mania and aggressive tendencies. - Teens who overdose on technology daily and this include video games too, have higher absenteeism from school and are more likely to get stomach aches, have sleep issues, and feel more anxious and depressed. I paid, I phones, androids installed phones laptops etc have reached the heart and minds of people but have affecting their social relation. Student find it easier to sit at home and start misuse of video calling or chatting at face book friends even they never meet in real life to that friends. These gadgets do not have great impact on our relationship but also affected on studies, behavior and mood swings.

One of the eye-catching information in the source data is about the use of the ear phones or head sets by the participants and its impact on their hearing capacity. We know that as earphones are electronic devices and have radiation effect, they can affect the hearing system of the human body

### Basically headaches problems:

Regular headaches are also having problems on mental health. Below analysis shows chances of headache by using gadget per day.

#### Respondents having Regular Headache

Respondents as per the use of gadgets per day	% age of the respondents having regular headaches
1-2 hr	13%
2-4 hr	17%
4-6 hr	42%
>6 hr	78%

### Conclusion:

There are several studies which show the positive impacts of the technological gadgets and services. Other studies reveal the negative impacts of these tech-products. Some of the studies take both the positive and negative impacts of these technologies into consideration and some others show a balanced approach regarding the use of the tech-gadgets and services. Now a day's technology is everything for student. Gadgets have helped student make life easier and enter-

taining .It has both positive and negative effect. Gadgets are very fruitful if uses for short period of time. Addiction of gadget can be harmful. Although the gadgets are providing happiness to the students but after all these are the machines only and have no emotions and presence of mind.