

A Review of Role of Social Media in Aid and Education

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ABSTRACT

Social media is Safe, Supportive, Connected, Creative, User Driven and Empowered. The system “Social media (A Artificial intelligent social networking media for educating, learning and helping and sharing movements) “ are machine learned web based application for helping users in solving daily life queries (with just one post), learning while socially interacting, watching video or reading detailed solutions and with the features of videos calling and personal chatting that will break the distance barriers between learners. These Artificial intelligent system will be leaning with all user data using natural language processing and will be predicting the good profile based upon knowledge that one should follow to get the relevant answer..

Keywords—social media, query solving, recommendation’s, media and culture, usability, Instagram, goggle and Facebook

1. INTRODUCTION

People have a strong need and desire to maintain connections, problem solving and awareness, they need constant help from friends and loved ones, whether they live nearby or far away. It is understandable then, that we need constant support as well as need our queries to be solved. a social network offering all these benefits, must be there. Giving us presence of 24/7, offering comfort of accessing whenever and wherever we want. Helping in exchanging information and getting the best relevant solution about a particular problem or query must cut cost as well as time, by giving out best we need in a short period of time. advertising, customers services, growth, privacy and many more.

Now, it is great that social media serves the above-mentioned properties, recommend us the most applicable profile based upon our profile, based upon our problems, helping in interacting as well as problem solving. A complete dedicated social network. Here with just one post users can have multiple answers or can demand for video solutions as well. A complete dedicated social media for learning is essential. These system predicts the best users to help you and it does it by learning it from users post and data. Along with these system have a check first option for

recommend profiles so users can walk through their complete post account and then decide to follow or not. These system are helpful in time odd time like pandemic or in distress times like flood where people lost connectivity and looking for a shelter place. Users can help in meeting their demands and supporting them in hard times. Sometimes distance is barrier in learning but these system solves it via video calling video chatting has also become mundane in domestic environments and as a result the content of the call may go beyond only conversation, as people may want to share different aspects of their life with one another and move beyond exchanging verbal information. These includes sharing media for different purposes such as entertainment, awareness, excitement or organizing some activities together. People may also aim to organize activities together such as planning for a group trip during a call by sharing map and calendar. The introduction of a new technology, such as a human enhancement technology, may induce apprehension and concern among the general public. Social media enable individuals to find information and share their insights and concerns regarding new technologies.

As people desire to increase the level of communication and sharing Information within their social circles, technology has offered a variety of ways for people to share different kinds of media such as photos, calendars, videos, blog entries, and other personal or professional information. As

we know that the social media plays an important role in every individual's life and everything in this world is evolving as per the technology development. At the outset of present-day period, Computers played a major role in computing and as the technology expands everything has changed and the computers became workstation computers, super computers and so on. Later developed the mobile technology and now mobility got to be everything. Everything made simple using mobility. With the merge of social networking websites, their utilization has incredibly increased, which has led to ease of carrying out day to day activities. In addition, with the advancement of wireless technologies, wireless networks have taken over the entire world. Nowadays, business and financial transactions can be done easily and securely, anywhere and anytime. Using the Internet, connections can be established with any devices almost anywhere in the world and can share necessary information amongst them.

Since the customers' internet activities have shifted from using text books to browser learning, there arise the new opportunities to solve your query with just by simple posting them. The system is targeted to the web users. These application provides the facility learning and helping with social interaction and ease. Our query can be solved with the help of post request where your application is accessed using browsers. The information of the user is stored in database. The user can delete there post as well if he wants to take it down. Also, video calling facilities will be there to have face time with each other.

These system has like and comment options that can easily rectify any reply or answer in simple manner. The views count options on videos will also keep them sorted in number of views per videos. "Social support is defined as an "interpersonal transaction in which one can rely on others for information, help, and advice". It consists of several categories, including emotional support instrumental aid, companionship and informational support."

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Whether your struck on any question or a puzzle, we can tackle even toughest of questions. Connecting students, school teachers, scholars, a constant buzzing with the excitement of endless collaboration, proving learning is more fun and effective combining all best brains. Answering each and every single query.

"Social networking sites are a type of virtual community that has grown tremendously in popularity over the past few years. When people join social networking sites, they begin by creating a profile, then make connections to existing friends as well as those they meet through the site. A profile is a list of identifying information. It can include your real name, or a pseudonym. It also can include photographs, birthday, hometown, religion, ethnicity, and personal interest. Members connect to others by sending a "friend" message, which must be accepted by the other party in order to establish a link. "Friending" another member gives them access to your profile, adds them to your social network, and vice versa. Members use these sites for a number of purposes. The root motivation is communication and maintaining relationships. Popular activities include updating others on activities and whereabouts, sharing photos and archiving events, getting updates on activities by friends, displaying a large social network, presenting an idealized persona, sending messages privately, and posting public testimonials." Keeping all these factors in mind we have made our social network a well-protected one. We will process all the entered password with Md4 algorithm so that they will be stores long doubled hashed form.

2. OBJECTIVE

In order to achieve the aim of the system that are currently in use, it is necessary to achieve the objectives of the system.

The prime objective is to design such a system for users which will resolve the general problem of users looking for solution for hours and jumping form one webpage to another and also to help people in their hard time. It will provide connectivity and made learning and helping easy. The other objectives are summarized below:

Won't it be great if social media start answering all our queries, recommend us good profile based upon knowledge of other users that will help us in learning things in fun way along with all social interactions.

These system are reducing our efforts for finding answers from one website to other and so on. Here with just one post users can have multiple answers or can demand for video solutions as well.

These system are predicting the best users to help you and it will be doing it by learning it from users post and data. Along with these system have a check first option for recommend profiles so users can walk through their complete post account and then decide to follow or not.

Thses system will be helpful in time odd time like pandemic or in distress times like flood where people lost connectivity and looking for a shelter place.

Users can help in meeting their demands and supporting them in hard times. Sometimes distance is barrier in learning but these system solves it via video calling.

Users have problem while using a system so these system has a voice enabled assistant that will try to overcome this problem

3. BENEFITS / NEED OF BRINGING THESE SOCIAL MEDIA

Upon implemented, the system have brought about significant tangible and intangible benefits:

Tangible benefits,

1. *No investment* : Users doesn't have to pay anything for using these system on browsers. Everything in these system

is free of cost. Even user have flexibility to use any interface there is no restriction in the system.

2. *Accessibility of system* : These system can be accessible anywhere if the user has got the internet connectivity and laptop or mobile.

3. *News feed pages* : A single page to post the query and get multiple solutions from different users. No need to jump from one webpage to another in the hunt of good answers.

4. *Real time post updates on all accounts* : For a quick answer the query is posted on all the account that a user follows so as many possible people can answer.

5. *Video solutions* : A demo or a detailed solution of any query can be hosted on the video platform that answers the question well.

6. *Economic benefit* : User does not need to buy or rent for books or for any other sources. Time is money as well which

these system helps to save.

7. *Social connectivity with learning and helping* :Social connectivity is the easy way to learn thing and sometime understand logical concept can be tricky nut people see and tell things in different ways so one out of many solutions can solve a query in a good way.

4. SURVEY

We designed a survey to understand and assess users current and desired practices, these surveys were distributed among our target audience. our participants were mainly from age group 18-22, specifically we were fixed about our target audience. we conducted two surveys mainly, one of them was an informal way of conversation just verbally and other is a google form response.

Our system will be for all those who want social media to interact with the world and solve daily life challenges along with interaction. Our system will target people of all age and gender. It serves as help platform for people in distress as well. Being with all the feature of social media it can be used as a product promotion platform. keeping these factors in mind we surveyed the respective section only.

4.1 Verbal Survey

This survey was generally conducted to get a clear vision of what our target audience is looking for, mainly focussing on what problems they've faced in other networking system and

what are they expecting from our project. In particular we had few questions in mind:

- Do you want social media start answering all your queries?
- Do you want best recommendations according to your profile?
- Do you want constant support, and maintain connections with you loved ones?
- Do you want voice enabled system for the same?
- If implemented what platform are, they looking for?

Picturing an ideal system to solve queries with someone else easily with all required and desired features and interactions, we also asked about participants' desired practices of doing the same in an ideal situation. A discussion of survey's findings can be found in the result section.

4.2 Google form Survey / Online Survey

We designed an online survey to understand and assess users' current and desired practices of sharing media in audio and video calls. The survey was distributed to a general population of 50 participants. Our participants were distributed across five different age groups between 18 and 65. Our survey participants were approximately equally distributed by gender (44% Male and 56% Female). The survey consisted of 20 questions on recent practices, desired practices and demographic information.

Our main focus was on few questions related to problems faced from other such applications, what expectations users have from our application and their suggestions. Results from the survey are defined below:

1. Have our users came across any of such application?
2. Do you want social media start answering all your queries?
3. Do you want best recommendations according to your profile?
4. Do you want constant support, and maintain connections with you loved ones?
5. Do you want voice enabled system for the same?
6. If implemented what platform are, they looking for?

A Questionnaire consists of a number of questions printed in a piece of paper in a definite order to elicit necessary information from the target users within a short duration. The Questionnaire is provided to the respondents who are expected to read and understand the questions and write down the reply in the space provided. Since, user is the types of users for the proposed system; the developer will distribute the questionnaire among them.

Justification for Conducting Questionnaire

The reason for choosing questionnaire as a primary data gathering method is described below:

Since the target users of the system are quite large in number, and it is impossible to reach out to each of them individually to collect their requirements and suggestions. With questionnaire, it is possible to reach to masses simultaneously irrespective of their geographical location which is less time consuming

Since, the statistical techniques can be applied to it the analysis of questionnaire is efficient which is done in the terms of graphs and charts which are more accurate.

Users are free to answer questions anonymously, so there are more chances of obtaining exact requirements.

It's a cost-effective approach, as it can be emailed to the participants or be distributed as paper-based questionnaire.

Now concluding, the researcher conducted primary and secondary research under which technical research was conducted to come to a final conclusion of user requirements and technologies and tools to be used. Couple of research methods have been used by the developer, which includes Questionnaires and Interviews. The research was necessary to avoid waste of time in a later point of development phase. Now, the researcher is pretty sure of the features to be included in the system and how to remove existing problems. The developer is confident enough to implement the proposed app after performing extreme research related to domain, technology, language, tools etc.

5. PROPOSED PROJECT

On the basis of goofy survey that we conducted. We later on designed a social media and we named it as "lifestyle media". It was based upon the popular features of social media.

About lifestyle media form proposal:

1. Online-Chat : Personalized chat rooms a user can create with other users to discuss queries in group or in privacy.
2. Video Sharing : A solution can be in detailed video form or a practical demo of queries It can be uploaded on media server where user can watch it easily. User can give detailed description, title and genre of the video while posting.
3. Personal Profile Pages : All users have dynamic personal profile page where they can check all their video media or social media posts along with followers and following.
4. Deleting post and answer : A created post, comment or answer can be deleted any time and it will be off form all ones followers page as well.
5. Marking post and Like them : Marking post and Like them: option to like a post, comment, answer will be there and it will help predicting model to analysis your learning system
6. Social-networking : User can follow other profiles and make a long of networking links and all those users post will automatically will be displayed on your news feed account.

Future scope in proposed project :

We will be adding a recommendation system as well for users that will recommend only helpful profile for users. It will be based upon a learning model. It will be implementing it with the help of machine learning.

6. DISCUSSION

These social media platform/portal deals with the solution to the current problems of the country's youth, young old, in short deals with every age group. Social media is the best solution while looking for query solving, helping. By access to all over the globe one can easily get in touch with family, friends, health consultants, NGOs, doctors, tutor and other uncountable reaches. By one click it bring to closer to the people you love. exploring the social community where you feel free to be yourself and share everything you want.

Now coming to the working,

"It all starts with one click as it says"

- i. Privacy settings: social media gives us the feature of security in the first step itself, by adding a user in

the portal only with the help of password. People all over the world are dealing with security issue's, by posting their personal pictures, videos and other media everyone wants that their profile should be shown to only those whom they know.

- ii. Query solving: Providing a personalized service to web search users significantly helps them in satisfying their everyday information needs. Personalized search systems do not retrieve documents that are just relevant to the query but ones that are also relevant to the user's interests; thus, different users may actually receive different results for the same query. The main motive of bringing these media portal was query solving and the developer's themselves were facing such problems, the main problem with goggle in these scenario is whenever someone looks for something some irrelevant information comes and anyone can have an access to post anything over there so one can never know whether the given information is correct or not and sometimes not getting the right information leads to frustration as well as irritation . One can help you only if you allow them by adding them to your profile.
- iii. Recommendation of profiles: Information Systems enjoyment has been identified as a desirable phenomenon, because it can drive various aspects of system use, by these our portal
- iv. Commenting: Social media enable individuals to find information and share their insights and concerns regarding new technologies. Commenting on one's post gives one the accessibility to right his/her own thoughts.
- v. Information system: Information Systems enjoyment has been identified as a desirable phenomenon, because it can drive various aspects of system use. In this study, we argue that it can also be a key ingredient in the formation of adverse outcomes, such as technology-related addictions, through the positive reinforcement it generates.
- vi. An increasing number of online support groups (OSGs) have embraced the features of social networking.

7. LIMITATIONS

Limitations are always a part of every project .These limitations are defined by the survey conducted through offline as well as online mode , we came up with the

problems faced by the users in other social media portals and what were they expecting from our project, some of the suggestions weren't able to fulfil. The project scope is limited to a confined boundary as listed below:

Some of these systems are developed for only web-based platforms; no personal mobile downloads are available.

Systems do not have any image filter to rectify blurred images. So, posted images should be clicked well with a good camera. So, it is must that the picture clicked should be very much clear, and the problem should not be clustered up, there should be perfect composition in the click plus a subtle processing must be there.

The customer will need the internet connection for posting queries. A strong Wi-Fi access should be there with a perfect bandwidth, mapping of queries as well as need a continuous internet connectivity.

There is no access to any information without having an account. We have implemented few steps that demand you to have an account to access the information.

There will be no help from video problems, as mentioned above, the problem or query should be in picture so that it can be scanned properly or it should be written.

No time limit will be there while using the application. We are well aware of the usage time limit present in Instagram as well as Twitter; unfortunately, most of them lack that.

There is no age limit in making of the account. According to "STATEMENT OF RIGHTS AND RESPONSIBILITIES" under 13 age kids are not allowed to use any social media site but unfortunately, we weren't able to add this feature, for these parents have to be a little more careful or go for some parental controls.

That's all from the research we've done and feedback received, we might discover new problems or solve any of our limitations; it will further be edited.

8. CONCLUSION

Maybe the meaning of social life is different today because of social media but the way it is helping us in all our doing is much greater and may be equal as what humans do. Its simplicity to use and easy access makes it popular among users. It has reinvented our way of interaction. Along with it, it has redefined our way of life in terms of knowledge, learning, helping, interactivity. And this redefinition has more good effect than few shortfalls that it comes. Maybe we all are little addicted to this social mean but the good output

that is associated with it overcomes it. If we keep upon doing the good work on social media and limit our ego moment on it that will create a change that may change million of life.

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