Impact of Technology On Human Behavior

AYESHA MEMON- APCOER,PUNE

KRUNA KADAM- APCOER,PUNE

AJINKYA PASALKAR- APCOER,PUNE

BHUSHAN NADKAR- APCOER,PUNE

Abstract— This research deals with the impacts of modern technologies on members of the society and their negative influences on people's behavior as well as on their economic, religious and social aspects. Moreover, this research shows the need of joining all efforts collectively in order to protect the entire society from the dangers of modern technologies and work together to take advantage of its resources properly. This usually starts from the family and schools and ends with the universities, mass media and the various institutions that guarantee the rights of children from all different areas. However, this research emphasizes the fact that everyone should take his/her responsibilities towards using these methods properly whether at home or outside.

We have taken VIDEO GAMES as a Case Study.

I. INTRODUCTION

The more advanced technology becomes, the more it seems to have control over our lives. Today, the use of technology is widely available and insistently promoted throughout our society. While technology makes life easier for people, it also creates some problems for our society such as the decline in ordinary social behaviors. Yet, modern societies realized the significance of intellectual technology which is a form of new knowledge that achieves goals or solves many problems.

Consequently, the use of technology in all areas of life increases risks, threats and crimes associated with the use of this technique, which reflects negatively on the possibility of its use in absolute terms in all walks of life.

Following are some Observed Cases:

Lokmat News Network–

Pune: Fed up of the continuous restrictions on using Pubg and Tik-tok , a 16 year old guy committed suicide
. He also clipped the whole video of his suicide plan . The boy had recently left his school before appearing for his SSC board exams . He was currently staying with his grandmother. His grandmother had warned him about his excess use of Internet and games. She also tried breaking his internet habits but to no avail. On further investigation by the police , they found out his voice recording while committing suicide.

Lokmat News Network–

Chakan: Recently Pubg has become talk of town within the teenage circle. It has been observed that a young guy was massively addicted to Pubg game. He used to mimic the actions of the game by using wooden rods in his hand and also tried to attack the animals on roads. So were the complaints of the residents. Since his mental health was hampered, he was handed over back t his parents for further medical treatments.

Sakal News–

Rashiwade: Due to continuous usage of video games on phones, tabs and gaming stations, a new disease has been involved in small children called ' Amblyopia '. Amblyopia is a vision development disorder in which an eye fails to achieve normal visual acuity, even with prescription eyeglasses or contact lenses. In most cases, only one eye is affected. In most of the case 80% of eye gets damaged and it cannot be healed again. Hence parents are advised to take proper health care of their kids.

Lokmat News Network–

Belgaon: On not allowing to play Pubg game , Raghu-veer Kumbhar attacked and killed his father. He used to play games late night so his father warned him to keep his phone aside. Due to the resistance imposed on him against playing video games, made Raghuveer angry and he then locked his mother and killed his father. Raghuveer was a student at Polytechnic college. Due to his new addiction towards gaming he couldn't complete his academics and failed three times.

Since human beings are social by nature, relationships nowadays become more dominated by the use of modern technologies such as social media, which reduces the dis-tances, despite of having negative effects on human relations in society and family. Currently, people recognize that the use of modern technologies is a requirement for life and an indication of the cultural awareness of the community.

Thus, there are increased concerns in the speed at which modern technology spreads as well as its uses and their false and negative impacts. This was due to the absence

of effective guidance where some groups have become vulnerable to the negative effects of life-threatening. Since education is an important area of life, the use of modern technologies makes it an essential part in education. This research shows the negative impacts of modern technologies on society and will contribute to raise people's awareness towards the appropriate ways of using modern technologies. The authors hope that by presenting the negative effects of modern technologies on society, it will have positive influences on individuals and society in general since modern technologies play a major role in people's lives and future possibilities.

II. PREVIOUS STUDIES

A. Emotional Dependence

When you make emotional quotient quantitative rather than qualitative, you're in for mental trouble. Yes, you can use Facebook to connect to long lost friends but you also love it when the number of friends on your list increases giving you an empty sense of approval which when not met, in time, leads to an increased feeling of loneliness and social emptiness.

However, arguably this is what most social networks ultimately propagate intentionally or unintentionally. Once latched, there are numerous ways to suffice this addiction. Like an addict, even the smallest dose that gives only an instant kick, makes the product worthwhile for him/her.

But again, in the long run, it leads to emptiness and the cycle repeats itself.

B. Physical Dependence

The recent IoT boom has led to unprecedented technical innovation. Wearables and Virtual Reality have altered the way we conduct ourselves physically.

Today you can go to the gym, hop on a treadmill with your Fitbit attached and get to know each health detail while working out. This makes your plans much more efficient. No doubt about that.

But Fitbit is not all. Each day, numerous apps and tech surface that provide essential health information by monitor-ing our physical activities like sleep. The future of healthcare is already laced with nanobots that will transform continuous streams of information from inside our body.

One must wonder about issues like control and ownership of such information and the manner in which it might be used. Going too much into detail will make this article uselessly extensive but the crux is certainly clear.

C. Societal Dependence

Picking up from the Social Media segment, the effect of online privacy, free license content and Internet as a general medium to promote enterprise is something to think about.

Take the Ashley Madison fiasco for instance. Numerous people who got exposed would never have wanted that data to surface into the public. This poses questions that evaluate online privacy and human ethics on a similar scale. Is that justified?

Technology shapes the society. It was the shipping enterprise that single-handedly revolutionized global trade. Railroad transformed United States from a war-struck wheat producing farmland to the most powerful country in the world.

Today's technologies have similar power. It depends on how they are used and regulated. The current scene, as we discussed, is full of critical issues that need all round solutions.

D. Personal Dependence

There is another aspect to human behavior that many people ignore. It cannot be summed up as a collection of psychological concepts and put out to use. In its very nature lays individuality.

Dependence of human behavior on technology can be excellently studied if we have a way to map individual behavior.

The fact is that we do. Try Facebook Ads for instance. You can set so many individual based parameters to market your advertisements. Sounds unethical, doesn't it? Well, advertising is legal and so is this.

Our personal dependence on technology cannot be stressed enough. We search solutions to all our problems on the Internet. We buy stuff that we need/want online. We use passwords to access our most confidential information.

What happens when an entire ecosystem of systematic dependence, like this one, incurs even one-minute of malfunc-tion. The answers are plausible – irritation, stress, frustration and anger are some of the effects. I wouldn't scare you more by delving into the prolonged ones.

While technology coupled with automation allows us more leisure, we fill the gap with even more technology rather than using it for human growth in terms of introspection and self-curiosity.

Let's face it, curiosity is the base of human behavior. If we outsource our own thought process to AI, how alive will we remain?

To summarize, there is a lot of research investigating the negative impacts of misusing modern technologies on society. The current research based on the previous ones shows the negative impacts of modern technologies on society. The authors hope that by showing the negative effects of modern technologies, it will have positive influences on individuals and society in general since modern technologies play a main role in people's lives and future possibilities.

III. EXAMPLES OF NEGATIVE IMPACT ON SOCIETY

Resource Depletion

The more demand for new technologies and advance-ment of current technologies, the more pressure we put on earth's natural resources. Look at the total number of mobile phones and computers being manufactured today, our population is increasing every day and all these billion consumers demand either a mobile phone

or a computer in their homes or offices. This is good news for the manufactures, like Apple or Samsung, the demand for their gadgets is high, but to sustain this de-mand, they have to exploit Mother Nature for resources like aluminum, once these resources are extracted from the earth plates, they will never return back because it took them a billion years to mature. That means that at one time, we shall be left with no natural resource which can be a problem to the future generation and economy. Likewise, the intensive farming practices will deplete the soil. This makes heavy applications of commercial fertilizers necessary to yield healthy harvests, but also these fertilizers have chemicals which are dangerous to the soil and human lives.

Increased Population

Technology has helped us live longer by improving health facilities and aiding in the research for solutions for most health problems which affect humans. This is good news for developed countries but is bad news for developing countries which have not been in a position to access these health care benefits brought by technology. In developed countries population growth is controlled by advanced birth control methods, this has helped them balance their population in relation to natural resources and other opportunities which come with a planned population. This is different in develop-ing countries, the rate at which people produce is very high, the mortality rate is high, food is scarce and health care is poor.

Increased Pollution

Pollution affects the land we grow crops on, the water we drink and the air we breathe. The increased demand for new technologies and advancement of technologies has resulted in many manufacturing and processing factories. As they work so hard to create the best technologies for both society and business, they release harmful chemicals and gasses which have polluted our environment and this has resulted in climate changes (global warming). So the more technology we enjoy, the more we harm our environment. Experts have tried to implement ways of reducing this impact by encouraging factories to go green, to a small extent, this has been achieved through the development of green technologies like; green cars, green computers, but a great effort is still needed to reduce the pollution of the air and the earth.

IV. BROAD VIEW WITH THE HELP OF VIDEO GAMING:

Video games usage is steadily increased over time .Ado-lescents, children play a vital role in spending more time in playing video games especially through online portal. Video games such as pro-social games , action games , and fast-paced games have both positive and negative consequences leading to video game addiction which blows up in research arena.

There are both optimistic and pessimistic effects exist in video games and hence it is required to know about various which affect players in gaming. The two different perspectives are

a) General Learning Model (GLM) and General Aggres-sion Model (GAM) b) Five Dimensions of video game effects.

A. GAM(General Aggression Model)

In the domain of media violence, the effects of violent games in players play a major role in analysis of human aggression. There are various models of aggression in spe-cific, from which key ideas are integrated in GAM to provide a framework for understanding how social,psychological and biological factors all of which interact to bring about aggressive behavior.
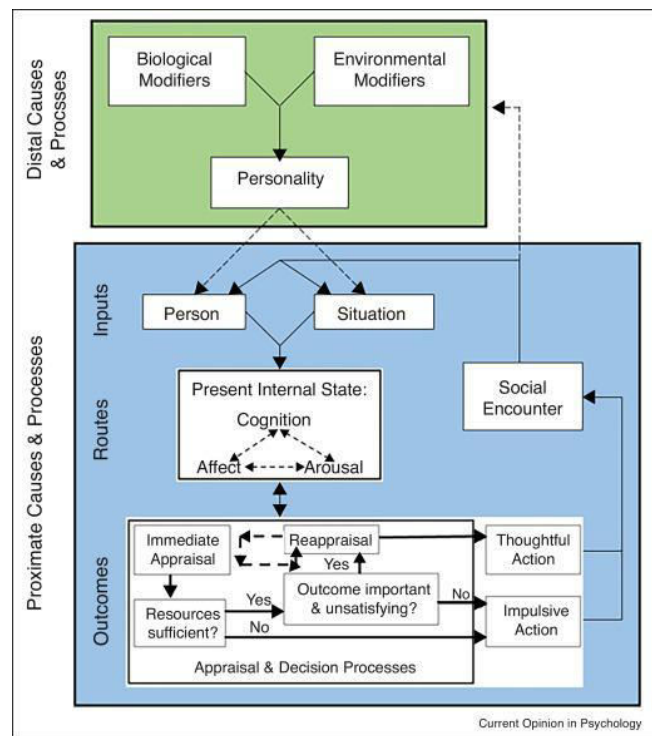

Fig. 1.   General Aggression Model(GAM)

GAM helps in understanding both Short-term process (STP) and Long-term process (LTP) shown in Fig above. Short-term process deals with the immediate situation of how media violence effects on aggression whereas, long term process helps in understanding the process of aggressive personality development.

B. GLM(General Learning Method)

Theories learned from multiple specific domains are in-corporated to form a larger meta-theory in general learning model. Mechanisms related to multiple learning such as observation learning, habituation etc. can produce learning outcomes both serially and parallel. The process of changing trait hostility, beliefs and attitudes of players are done by learning experience. The learning process placed by GLM

can be applied to social behavior as well as for aggression too. Literature on social behavior and helping provides actual support for GLM.

C. Five Dimensions of Video Game Effects

The five dimensions that affect players in video games are structure, amount of play, context, content and mechanics. Each of these factors causes specific effects on players.

Structure: Visual-spacial processing is affected by the way the video game is structured and displayed on the screen. Video game such as fast-paced videos games provides positive effect in visual and special skills on players by letting them to perceive faster visual reaction times, mental rotation and getting improvement in target localization.

Amount of Play: Factors which gets affected for adolescents or children by spending huge time in playing video games are high risk of childhood obesity, reduced academic performance and gaming addiction which displaces players from other activities.

Context: Playing video games with friends may result in moderate effects in behavioral characteristics of players.

Content: Content-specific learning such as educational games helps out for learning school subjects. Social video games aid development of helping and empathy, whereas violent video games results in aggression.

Mechanics: Mechanics helps in improving specific mo-tor skills. Prediction of surgical skill among laparoscopic surgeons is learned from video game play experience and exercise games helps for learning physical therapy pay more attention in video games which adhere to poorer school performance.

V. CONCLUSION

In conclusion, IT technology is very useful for nowadays society, creating many new opportunities in different fields of activity, but when the limits are crossed and the population does not control these gadgets anymore then there is a prob-lem and can have serious consequences among the healthy development of the human beings. Research shows that the correct use of modern technologies require a comprehensive understanding to the reality of change that happens to the community. Thus, this requires concerted efforts through full cooperation among all sectors of society, from family to gov-ernment institutions, along with the presence of supervised ,useful awareness programs.

REFERENCES

[1] Basulto, Dominic. "Information Overload? There Has Always Been Too Much To Know." Big Think. Web. 10 May 2016.

[2] Bielski, Zosia. "A Break From Technology ." GALE: Canadian Periodicals Index Quarterly . Globe Mail , 23 Aug. 2013.

[3] Garber, Megan. "The Rise of 'Speed-Listening'" The Atlantic. Atlantic Media Company, 24 June 2015.

[4] Klein, Lauren. "Does Technology Cut Us Off From Other People?" Greater Good The Science of Meaningful Life. The Greater Good Science Center, University of California, 12 Mar. 2014.

[5] Leonard, Madeleine. "Children, Childhood and Social Capital: Exploring the Links." Sfu.ca. SAGE Publications, 2005.

[6] Payne, Elizabeth. "Teens' poor mental health linked to social media use." ProQuest . The Ottawa Citizen, 8 Aug. 2015.

[7] Rowan, Cris. "The Impact of Technology on the Developing Child." The Huffington Post. TheHuffingtonPost.com, 29 May 2013.

[8] Sol, Mateo. "Eternally Connected: How Technology Disconnects You From Yourself LonerWolf." LonerWolf. 2013.