



A MODERN DAY GADGETS AND THEIR IMPACT ON ACADEMIC PERFORMANCE OF THE YOUTH

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ABSTRACT

This study aims to Gadgets and their impact on academic performance of the youth in thoothukudi city. In this fast-moving world, gadgets and electronic devices play an essential role; with the help of science and technology, anything is possible in this world. The study will explore the extent of gadget usage among the youth and its integration into their daily lives. This includes examining the amount of time spent on devices, the types of activities engaged in, and the potential distractions posed by these gadgets.

KEYWORDS: Impact on academic performance, Reason, Satisfactory level of modern day gadgets, traditional methods, productivity apps.

INTRODUCTION:

In our modern era, gadgets have become an integral part of our daily lives, seamlessly integrating with various aspects of our routines. A "gadget" is a term used to describe a small technological device designed to perform specific functions, making tasks easier and more efficient. These devices come in various shapes and sizes, ranging from handheld gadgets like smart phones and tablets to more specialized tools like fitness trackers, smart watches, and computer etc. The evolution of gadgets has been driven by advancements in technology, and the increasing demand for convenience. Gadgets, encompassing smart phones, tablets, and laptops, have integrated into educational environments, offering both opportunities and challenges. It explores the fundamental relationship between gadgets and academic performance, examining how these technological tools influence students' learning experiences.

The advent of gadgets has revolutionized the way students access information, collaborate, and engage with educational content. Smart phones equipped with diverse applications offer



instant access to a big collection of information. Laptops and tablets facilitate note-taking, research, and multimedia presentations. These gadgets, while convenient, raise concerns about potential distractions and their impact on concentration during lectures and study sessions.

Gadgets go beyond the classroom, influencing students' study habits. While digital resources offer flexibility, there are concerns about the quality of information they provide.

STATEMENT OF THE PROBLEM:

The pervasive use of modern-day gadgets among the youth raises concerns about its potential impact on academic performance. As students increasingly rely on smart phones, tablets, and other electronic devices, there is a need to investigate the correlation between gadget usage and academic outcomes. The statement of the problem for this study aims to address several key issues.

The study will explore the extent of gadget usage among the youth and its integration into their daily lives. This includes examining the amount of time spent on devices, the types of activities engaged in, and the potential distractions posed by these gadgets.

It clearly outlines the purpose of the study, emphasizing the investigation into the potential negative effects of constant gadget accessibility on concentration and focus during academic activities. The aim to identify the impact of information accessibility on multitasking behaviors and academic engagement is well articulated.

Moreover the research will examine the influence of social media on the students' academic performance. The pervasive nature of social media and entertainment platforms may divert attention from educational pursuits, potentially leading to a decline in study habits and overall performance.

The investigation will explore potential gender and demographic profile disparities in gadget usage and its impact on academic outcomes. Understanding these nuances is essential for developing targeted interventions and support systems.

OBJECTIVIES:

- To familiarize the youth about the different gadgets available and their effect of

usage.

- To find out the reason for preference of various modern day gadgets.
- To analyze the impact of gadget on their academic performance.
- To focus on the satisfactory level of youth towards addiction gadgets.
- To promote better learning with the use of modern technologies.
- To study the influence of modern gadgets on the health of youth.

RESEARCH METHODOLOGY:

Sampling Design	Simple Random Sampling
Period of Study	November-April 2024
Data used	Primary and Secondary Data
Test of Analysis	• Percentage analysis • Pie chart • Bar diagram • Garrett Ranking method
	• Likert scale technique method • Chi- square test

LIMITATIONS:

- The study was limited to Thoothukudi city only.
- Time is the major constraint while doing surveys.
- Some respondents would not have given their true information; this may not give us accurate results also.

Table 1:

RESULT AND DISCUSSION:

Respondents using Electronic gadgets

Using Electronic gadgets	No. of respondents	Percentage
Yes	120	100
No	0	0
Total	120	100

Source :Primary Data

INTERPRETATION:

From the above table it is inferred that. 100% of the respondents (120 out of 120) use electronic gadgets. There are no respondents who do not use electronic gadgets. The data suggests that electronic gadgets are prevalent among the respondents, with all of them using them.

Table 2:

Gadgets liked by the respondents

Gadgets liked by respondents	No. of respondents	Percentage
Smartphone	33	28
Laptop	28	23
Tablet	18	15
power bank	2	2
Computer	22	18
Printer	3	3
Smart watch	10	8
Projector	4	3
Total	120	100

Source:Primary Data

INTERPRETATION:

From the above table it is inferred that 28% respondents like Smartphone, 23% like Laptop, 18% like computer, 15% like Tablet, 8% Smart watch, 3% like projector\Printer, 2% like Power bank.

Thus, it is inferred that the majority (28%) of the respondents like Smart phones.

Table 3:
Most efficient for studying and note taking

Efficient for studying and note taking	No. of respondents	Percentage
Laptop	28	23
Smartphone	33	28
Tablet	18	15
Computer	22	18
Smartwatch	10	8
Printer	3	3
Power bank	4	3
Projector	2	2
Total	120	100

Source :Primary Data

INTERPRETATION:

From the above table it is inferred that 28% respondents like Smartphone, 23% like Laptop, 18% like computer, 15% like Tablet, 8% Smart watch, 3% like power bank\Printer 3% , like Projector 2%.

Thus, it is inferred that the majority (28%) of the respondents like Smart phone.

SUGGESTIONS

- It provides regular software updates for improved performance and security. Enhance battery life for longer usage without frequent recharging. Camera features for better

photography experiences.

- Youth may spend more time on the internet searching for study resources or watching YouTube lesson videos.
- Encourage students to use productivity apps that block distracting websites and notifications during study sessions.
- Students may frequently listen to the lecture given by their teacher during the online class using video recordings provided to them by their individual schools.
- They may utilize electronic gadgets to watch news, read electronic books, read electronic newspapers, and so on.
- They are suggested to use educational apps online resources and digital tools to enhance your learning research and organization skills.
- Youth may set specific goals for gadget usage focusing on productive and educational tasks.
- The respondents prefer modern gadgets rather than traditional methods such as the usage of boards, hardcopy drawings, and old school black. They are suggested to use gadgets in the classroom; they are white projectors, audio-visual and media presentations became not only available but portable for students.
- Youth may use the devices like Amazon Echo and Google Home can assist with homework reminders and basic research tasks

CONCLUSION

The main purpose of doing this project is to address the modern gadgets and their impact on academic performance of the youth. In the era of technological advancement, modern-day gadgets have become an integral part of daily life, especially for the youth. These gadgets encompass a wide range of devices such as smart phones, tablets, laptops, and wearable tech. While these gadgets offer numerous benefits, their impact on academic performance among the youth is a subject of discussion."One of the significant impacts of gadgets on academic performance is the potential for distraction. With access to social media, games, and endless entertainment options, students often find it challenging to stay focused on their studies. This distraction can lead to



decreased productivity and poor academic outcomes. However, it's essential to recognize that modern-day gadgets also offer valuable educational resources. With access to the internet, students can easily find information, collaborate with peers, and engage in online learning platforms.

Educational apps and software can supplement traditional learning methods and cater to individual learning styles. Additionally, gadgets enable students to stay organized with digital calendars, note-taking apps, and productivity tools. These digital aids can enhance time management skills and improve overall academic performance. Despite the potential drawbacks, the impact of gadgets on academic performance varies depending on how they are used. Responsible usage, guided by parental supervision and educational institutions, can mitigate the negative effects and maximize the benefits of technology in education.

“Gadgets are the windows to the digital realm, where anything is possible.”

WEBSITES:

<https://www.academia.edu/39008090/> Research Title Effects of Different Electronic Gadgets on Students Academic Performance

<https://www.researchgate.net/publication/338791252> The Impact of Electronic Gadget Uses with Academic Performance among youth

<https://www.studocu.com/ph/document/misamis-university/effects-of-electronic-gadgets-in-the-academic-perfomance-of- youth>

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